









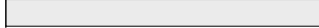

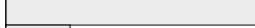


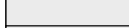



Subject: 32003 - Computer Game Design	Class: Fri - 16:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 8 / 6 (75%)
Teachers: Yusuf Pisan	Online 17.05.2010 - 15.06.2010

Survey No: 42020 32003-AUT-U-S-CMP1-03	Mean (SD)	Number of Responses		%
---	--------------	------------------------	--	---

Teacher: Yusuf Pisan (030429)

1. The tutor came to class well prepared to help me learn.	4.17 (0.75)	2 3 1 0 0 0 0	SA  A  N  D SD Not Applicable No Response	33 50 17 0 0
2. The tutor helped me to understand the material I was learning.	4.00 (0.63)	1 4 1 0 0 0 0	SA  A  N  D SD Not Applicable No Response	17 67 17 0 0
3. The tutor encouraged me to participate in class.	4.17 (0.75)	2 3 1 0 0 0 0	SA  A  N  D SD Not Applicable No Response	33 50 17 0 0
4. The tutor created a comfortable environment for students to ask questions.	4.17 (0.41)	1 5 0 0 0 0 0	SA  A  N D SD Not Applicable No Response	17 83 0 0 0
5. The tutor helped me to see the connections between the tutorials and the rest of the subject.	4.00 (0.63)	1 4 1 0 0 0 0	SA  A  N  D SD Not Applicable No Response	17 67 17 0 0
6. Overall, I am satisfied with the teaching of this tutor.	4.00 (0.89)	2 2 2 0 0 0 0	SA  A  N  D SD Not Applicable No Response	33 33 33 0 0

Open questions:

7.	What were the best aspects of your tutor's teaching?	1	Open question	16.67
7.1	knowledge and his passion about game design			
8.	What improvements would you suggest for the tutor's teaching?	1	Open question	16.67
8.1	need more practical experience to be included in the lab class.. for example reviewing a good game..			

Scale	SD - strongly disagree	D - disagree	N - neutral	A - agree	SA - strongly agree
--------------	------------------------	--------------	-------------	-----------	---------------------