

Subject: 32003 - Computer Game Design	Class: Fri - 18:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 35 / 26 (74%)
Teachers: Yusuf Pisan	Online 17.05.2010 - 15.06.2010

Survey No: 42021 32003-AUT-U-S-LEC1-01	Mean (SD)	Number of Responses			
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1. The subject was delivered in a way which was consistent with its stated objectives.	4.00 (0.85)	7 14 3 2 0 0 0	SA A N D SD Not Applicable No Response		27 54 12 8 0
2. My learning experiences in this subject were interesting and thought provoking.	3.85 (1.01)	7 11 6 1 1 0 0	SA A N D SD Not Applicable No Response		27 42 23 4 4
3. I found the assessment fair and reasonable.	3.77 (0.99)	5 14 4 2 1 0 0	SA A N D SD Not Applicable No Response		19 54 15 8 4
4. There were appropriate resources available to support the subject.	4.08 (0.89)	9 12 3 2 0 0 0	SA A N D SD Not Applicable No Response		35 46 12 8 0
5. I received constructive feedback when needed.	3.96 (0.87)	7 13 4 2 0 0 0	SA A N D SD Not Applicable No Response		27 50 15 8 0
6. Overall I am satisfied with the quality of this subject.	3.77 (1.18)	7 12 3 2 2 0 0	SA A N D SD Not Applicable No Response		27 46 12 8 8

Teacher: Yusuf Pisan (030429)

7. The teacher appears to be well prepared and presents the material in a well organised manner.	3.92 (0.89)	7 12 5 2 0 0 0	SA A N D SD Not Applicable No Response		27 46 19 8 0
8. The teacher is able to explain concepts clearly.	3.81 (1.06)	7 11 5 2 1 0 0	SA A N D SD Not Applicable No Response		27 42 19 8 4

Scale	SD - strongly disagree	D - disagree	N - neutral	A - agree	SA - strongly agree
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9. Overall, I am satisfied with the teaching of this staff member.	3.92 (1.06)	9	SA	35
		9	A	35
		6	N	23
		1	D	4
		1	SD	4
		0	Not Applicable	
		0	No Response	

Open questions:

10. What did you like particularly in this subject?	3	Open question	11.54
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10.1 how to design a game from scratch...

10.2 make a fun game

10.3 Yusuf, the best lecturer I've ever met in my 3 years study in UTS!
He's so professional, and has a sense of humour, which makes the class fun to learn.
And he organises the subject very well, just like designing a balance game.
Thank you very much Yusuf!!!

11. Please suggest any improvements that could be made to this subject.	8	Open question	30.77
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11.1 Longer lecture hours, one hour is not enough.

11.2 already mentioned in tutor

11.3 I felt that the lectures were too short. 1 hour per week is very little. Would have liked there to be more content to learn or perhaps more in depth explanation.

11.4 the design projects require some sort of moderation from the side of lecture or tutor. currently the students are judging their work. we don't get a feedback about the designed games. so could not know if our way of game play, mechanics or core dynamics are effective or not.

11.5 right now, I just have a brief idea about game design, not very clearly, and most of the comments are really simple, which we can know that by ourselves.

11.6 maybe a successful game with high selling can be included in the lecture, and analyze why the game is so successful and appeals many guys join it.

11.7 The best and most fun subject in UTS. Hope Yusuf can keep this subject running forever!
=)

11.8 Please speak English fluently