

Subject: 31102 - Game Design Studio 1

Class: Mon - 18:00

Coordinator: Yusuf Pisan

Enrolled/Responding: 14 / 12 (86%)

Teachers: Yusuf Pisan

Online 14.05.2012 - 10.06.2012

Survey No: 72959 31102-AUT-U-S-CMP1-01	Mean (SD)	Number of Responses		%
1. The subject was delivered in a way which was consistent with its stated objectives.	2.82 (1.33)	1 3 2 3 2 1 0	SA A N D SD Not Applicable No Response	9 27 18 27 18 0 0
2. My learning experiences in this subject were interesting and thought provoking.	3.36 (1.29)	2 4 2 2 1 1 0	SA A N D SD Not Applicable No Response	18 36 18 18 9 0 0
3. I found the assessment fair and reasonable.	3.00 (1.18)	0 5 3 1 2 1 0	SA A N D SD Not Applicable No Response	0 45 27 9 18 0 0
4. There were appropriate resources available to support the subject.	3.09 (1.04)	0 5 3 2 1 1 0	SA A N D SD Not Applicable No Response	0 45 27 18 9 0 0
5. I received constructive feedback when needed.	3.00 (1.18)	0 6 0 4 1 1 0	SA A N D SD Not Applicable No Response	0 55 0 36 9 0 0
6. Overall I am satisfied with the quality of this subject.	2.91 (1.22)	0 5 2 2 2 2 1 0	SA A N D SD Not Applicable No Response	0 45 18 18 18 18 0 0
<b>Teacher: Yusuf Pisan (030429)</b>				
7. The teacher appears to be well prepared and presents the material in a well organised manner.	3.09 (1.51)	1 6 0 1 3 1 0	SA A N D SD Not Applicable No Response	9 55 0 9 27 0 0
8. The teacher is able to explain concepts clearly.	3.09 (1.45)	1 5 2 0 3 1 0	SA A N D SD Not Applicable No Response	9 45 18 0 27 0 0

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.	2.91 (1.38)	0 6 1 1 3 1 0	SA A N D SD Not Applicable No Response	0 55 9 9 27

## Open questions:

10. What did you like particularly in this subject?	8	Open question	66.67
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- 10.1 NOTHING
- 10.2 That Yusuf took on board feedback from students
- 10.3 I enjoyed the use of tools and middle ware as well as the explanation of the game development pipeline and sprint. Some of the tutorials contain videos which were relivent to the subjecta dn were very interesting but lacked marks and direction in relation to tasks and assesments.
- 10.4 The teacher has taken feedback from students regarding how the subject is run and made adjustments based on it.
- 10.5 The feedback was taken during the subject and implemented.
- 10.6 When issues were identified early in the course the teacher was quick to respond and gather feedback to try improve the subject.
- 10.7 I liked how we were given the freedom to explore our project ideas (once they had been properly pitched and justified) and that it was largely up to us to make them work.
- 10.8 Learning how to use unity, that was the only aspect. Though that was down from home due to no real time being allocated for learning Unity in class.

11. Please suggest any improvements that could be made to this subject.	4	Open question	33.33
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- 11.1 A new lecturer. Yusuf seems to have no industry experience and is learning with us.
- This is a course about designing games yet all I have done the whole semester is write peer reviews and documentation. The final project outcome code wise is not marked.
- 11.2 More explanation on the overall subject aims at the begging on the subject and more notification of tasks due dates and expected standards.
- 11.3 A clearer in class explanation of the development process focus of this subject would be appreciated so as to avoid confusion. Some more in class over sight and guidance, especially in learning new technical skills, would be very helpful.
- 11.4 This subject really needs to be structured better!
- I realise we were the test subjects in regards to this being a new subject, but there was no real structure to most of the semester! Some aspects were covered in class far too early considering when we as a group had to use the material shown in our projects. Examples of this are learning about game metrics around a month before even needing to implement metrics into our projects and informing students of tasks and ways to do them near the end of the semester - when it should have been clearly laid out in the early weeks (around week 3).
- Documents for the assessments need to be broken down in to smaller more relevant documents. Having one document with everything in it was a rather stupid idea as certain aspects of the document were easily overlooked.
- A teacher that acts more in a teacher role rather than a client role - there was little to no guidance throughout the majority of the semester, with very limited feedback on tasks completed for the subject.
- I really hope that part 2 of this subject doesn't have as many flaws with the structure and that the teacher actually takes on a teacher role rather than a client role.

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