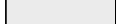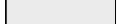| Subject: 31102 - Game Design Studio 1	Class: Mon - 15:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 19 / 7 (37%)
Teacher(s): Yusuf Pisan	Online 11.05.2015 - 7.06.2015

Survey No: 118066
31102-AUT-U-S-LEC1-01

		Mean (SD)	Number of Responses			%
1.	The learning opportunities provided helped me meet the stated objectives of this subject.	4.43 (0.79)	4	SA		57
			2	A		29
			1	N		14
			0	D		0
			0	SD		0
			0		Not Applicable	
			0		No Response	
2.	I made the most of my opportunities to learn in this subject.	4.00 (1.15)	3	SA		43
			2	A		29
			1	N		14
			1	D		14
			0	SD		0
			0		Not Applicable	
			0		No Response	
3.	Overall, I am satisfied with the quality of this subject.	4.00 (1.41)	3	SA		43
			3	A		43
			0	N		0
			0	D		0
			1	SD		14
			0		Not Applicable	
			0		No Response	
4.	The assessment tasks in this subject were directly related to the subject.	4.71 (0.49)	5	SA		71
			2	A		29
			0	N		0
			0	D		0
			0	SD		0
			0		Not Applicable	
			0		No Response	
5.	Overall, I received constructive feedback throughout this subject.	3.86 (1.35)	3	SA		43
			2	A		29
			0	N		0
			2	D		29
			0	SD		0
			0		Not Applicable	
			0		No Response	
6.	This subject provided practical learning activities to develop new skills and knowledge I may need in the workplace.	4.57 (0.53)	4	SA		57
			3	A		43
			0	N		0
			0	D		0
			0	SD		0
			0		Not Applicable	
			0		No Response	
7.	This subject has developed my understanding of my intended profession.	4.14 (1.46)	5	SA		71
			0	A		0
			0	N		0
			2	D		29
			0	SD		0
			0		Not Applicable	
			0		No Response	
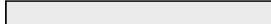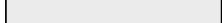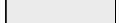
Teacher: Yusuf Pisan (030429)

		Mean (SD)	Number of Responses			%
8.	Overall, I am satisfied with how this staff member facilitated my learning.	4.29 (1.11)	4	SA		57
			2	A		29
			0	N		0
			1	D		14
			0	SD		0
			0		Not Applicable	
			0		No Response	

Open questions:

Scale	SD - strongly disagree	D - disagree	N - neither agree or disagree	A - agree	SA - strongly agree

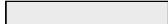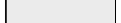| Subject: 31102 - Game Design Studio 1	Class: Mon - 15:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 19 / 7 (37%)
Teacher(s): Yusuf Pisan	Online 11.05.2015 - 7.06.2015

Survey No: 118066 31102-AUT-U-S-LEC1-01	Mean (SD)	Number of Responses		%

9.	What did you particularly like in this subject?	5	Open question	71.43

9.1	The practical tasks from Wk 1 of class - no "waiting" for Wk 2 to revisit Wk 1 content
9.2	Good to learn more about game design and its many facets, working with Unity was a nice change of pace from Intro to Game Design/Games Programming. Group assignment format was good for actually getting work done relatively on time.
9.3	Making the project
9.4	I particularly liked the use of Agile development to facilitate iterational prototypes.
9.5	- No textbook was required. - Lectures were short and easy to understand. - The assignment was quite enjoyable, and nicely set out (i.e. in sprints), which made it less overwhelming and very well manageable. - The lecturer taught the subject's content very well. - Unity 3D was easy to learn. It is actually fun to learn and it is very user-friendly. - The subject recommended the use of a journal (which had marks), and keeping a journal is quite beneficial for a subject like this.

10.	Please suggest any improvements that could be made to this subject.	4	Open question	57.14

10.1	Can't really think of any improvements to the subject itself; possibly considering using UDK compared to Unity? I don't quite know.. If Yusuf is looking for possible teachers for the subject, I'd be interested in applying
10.2	Improve internet connection in labs.
10.3	I found the public playtest very dissatisfying as the guests didn't stay to play the games or ask any questions. We were also not informed of what we needed exactly for the public playtest, and were only sent an email 2 hours before the event on what we needed. This is not enough time to prepare things like a video.
10.4	- I recommend keeping the quizzes theory-related only, and removing the practical components.

Scale	SD - strongly disagree	D - disagree	N - neither agree or disagree	A - agree	SA - strongly agree