UNIVERSITY OF TECHNOLOGY SYDNEY

Student Feedback Results: 2012.2

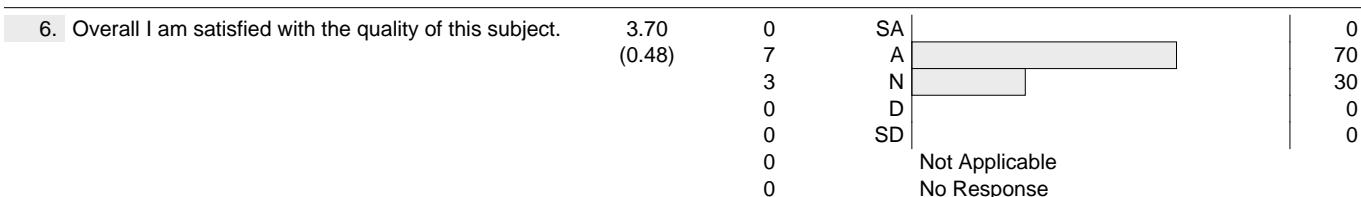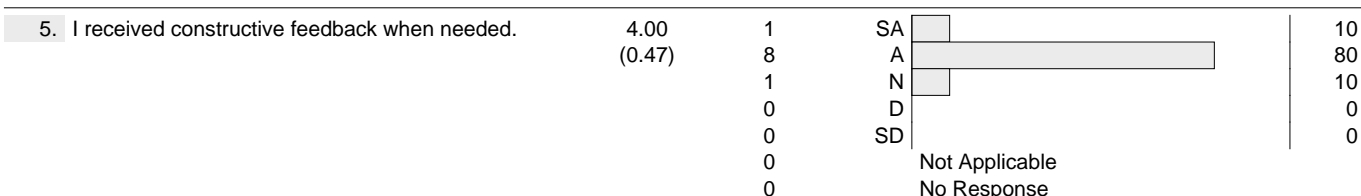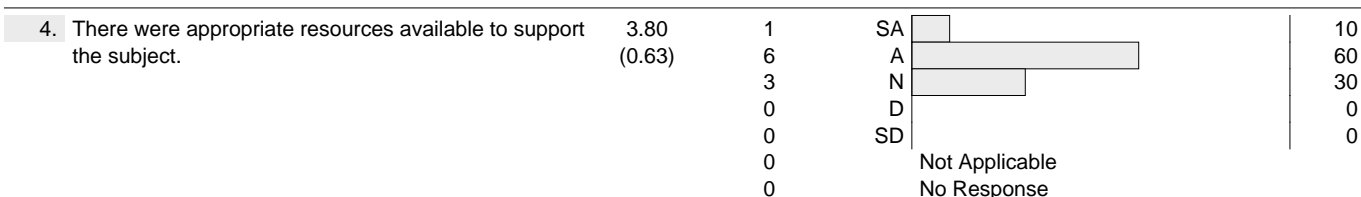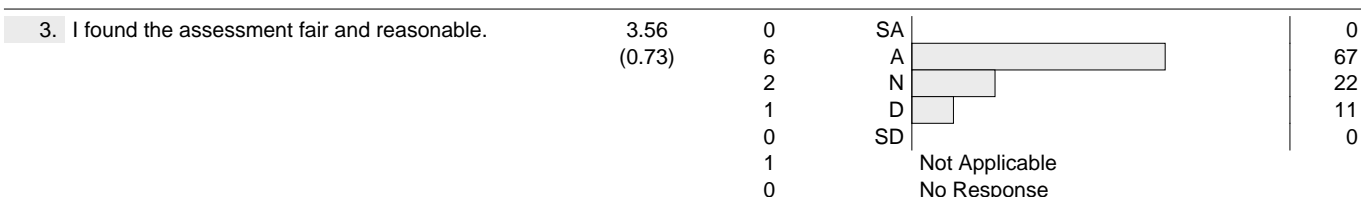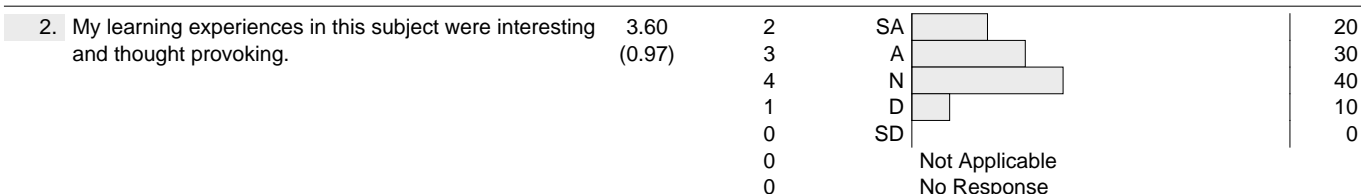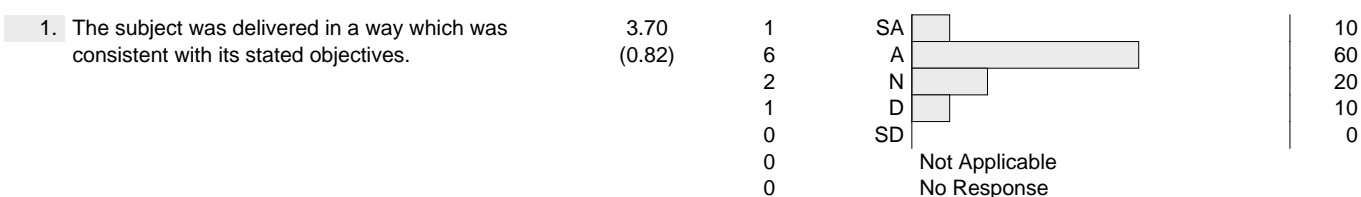|	
Subject: 31103 - Game Design Studio 2	Class: Wed - 18:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 14 / 10 (71%)
Teacher(s): Yusuf Pisan	Online 15.10.2012 - 11.11.2012

Survey No: 77258
31103-SPR-U-S-CMP1-01

	Mean (SD)	Number of Responses			%
1. The subject was delivered in a way which was consistent with its stated objectives.	3.70 (0.82)	1	SA		10
		6	A		60
		2	N		20
		1	D		10
		0	SD		0
		0	Not Applicable		
		0	No Response		
2. My learning experiences in this subject were interesting and thought provoking.	3.60 (0.97)	2	SA		20
		3	A		30
		4	N		40
		1	D		10
		0	SD		0
		0	Not Applicable		
		0	No Response		
3. I found the assessment fair and reasonable.	3.56 (0.73)	0	SA		0
		6	A		67
		2	N		22
		1	D		11
		0	SD		0
		1	Not Applicable		
		0	No Response		
4. There were appropriate resources available to support the subject.	3.80 (0.63)	1	SA		10
		6	A		60
		3	N		30
		0	D		0
		0	SD		0
		0	Not Applicable		
		0	No Response		
5. I received constructive feedback when needed.	4.00 (0.47)	1	SA		10
		8	A		80
		1	N		10
		0	D		0
		0	SD		0
		0	Not Applicable		
		0	No Response		
6. Overall I am satisfied with the quality of this subject.	3.70 (0.48)	0	SA		0
		7	A		70
		3	N		30
		0	D		0
		0	SD		0
		0	Not Applicable		
		0	No Response		

Teacher: Yusuf Pisan (030429)

	Mean (SD)	Number of Responses			%
7. The teacher appears to be well prepared and presents the material in a well organised manner.	3.60 (0.84)	1	SA		10
		5	A		50
		3	N		30
		1	D		10
		0	SD		0
		0	Not Applicable		
		0	No Response		
8. The teacher is able to explain concepts clearly.	3.50 (0.71)	0	SA		0
		6	A		60
		3	N		30
		1	D		10
		0	SD		0
		0	Not Applicable		
		0	No Response		

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

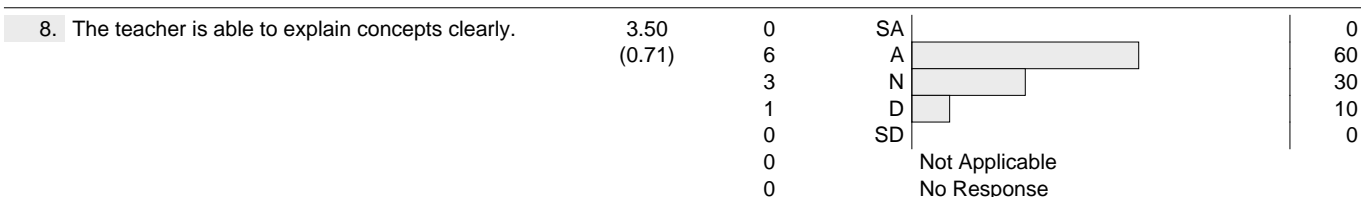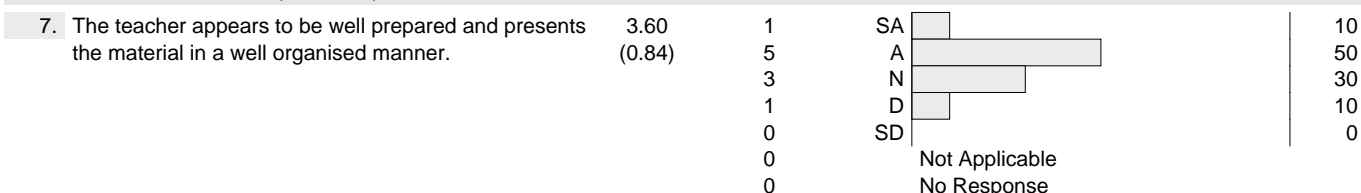| Subject: 31103 - Game Design Studio 2	Class: Wed - 18:00
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Survey No: 77258 31103-SPR-U-S-CMP1-01	Mean (SD)	Number of Responses			%
9. Overall, I am satisfied with the teaching of this staff member.	3.70 (0.82)	1 6 2 1 0 0 0	SA A N D SD Not Applicable No Response		10 60 20 10 0

Open questions:

10.	What did you like particularly in this subject?	6	Open question	60

10.1 It is an improvement over GDS 1. Not that that's saying a whole lot.

10.2 Interesting material which was thought provoking articles about eh latest advances in game related study such as gameification and PGC, and the opportunity to have a group discussion with the class about the studies.

10.3 I like the focus on the practical game aspect.

10.4 Making games

10.5 The research essay was interesting and increased my knowledge in the area of games design

10.6 Yusuf made a good teacher for the first run through of the 2-part subject. The first semester was a bit rough. However, he took in the student feedback and modified this semesters subject (part 2), so that the learning environment improved, this was mostly done by the removal of HAVING to use Jira and replacing it with shared google docs, to monitor group work/tasks.
While it was really useful learning Jira, it detracted from the amount of time we could spend on the game mechanics.
(Thank you for allowing us to monitor the sprints in the Google spreadsheet, it was much easier for a project of this scale)

11.	Please suggest any improvements that could be made to this subject.	5	Open question	50

11.1 Change the teacher.

11.2 PGC was not completely explained upon, there was not resources to prepare for the quiz, some areas were more delved into then others.

11.3 The Videos we watch do not really relate to the practical part of the subject. The set rule of not having screens on stops electronic note taking, the preocupation of the teacher with having no screens on when he is showing videos is more of a destraction than if people could quietly work on their own screens.

11.4 Make us do a serious game in first semester, and the free game in the second one. Or let us actually continue our game from first semester over. The serious game takes all the fun and drive out of making a new game.

11.5 One aspect, which in theory was a great idea, which can go horribly wrong, is in the way the groups were formed.
Not being able to have an input into who the other members in a 'team' are and who one is going to be 'working' with for a semester long project, by leaving it up to the person with the concept, is a bad plan.

Personally, if i had to redo the subject, i would have really enjoyed the option to complete the subject's assessments individually. As there would have been less stress; having to wait for unreliable 'team members' to complete work (if they got around to it) was a rather painful process.

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