Subject: 31102 - Game Design Studio 1	Class: Mon - 13:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 27 / 14 (52%)
Teacher(s): NA NA	Online 11.04.2016 - 18.04.2016

Survey No: 137957
31102-AUT-U-S-LEC1-01

		Mean (SD)	Number of Responses			%
1.	I know what is expected of me in this subject as stated in the subject outline.	3.93 (0.73)	3	SA		21
			7	A		50
			4	N		29
			0	D		0
			0	SD		0
			0		Not Applicable	
			0		No Response	
2.	I am making the most of my opportunities to learn in this subject.	4.07 (0.73)	4	SA		29
			7	A		50
			3	N		21
			0	D		0
			0	SD		0
			0		Not Applicable	
			0		No Response	
3.	Overall I am satisfied with the quality of this subject so far.	3.79 (0.7)	1	SA		7
			10	A		71
			2	N		14
			1	D		7
			0	SD		0
			0		Not Applicable	
			0		No Response	
4.	The online material available in Orientation/Preparation weeks provided me with a clear understanding of the subject and prepared me for the first class.	3.79 (1.05)	4	SA		29
			5	A		36
			3	N		21
			2	D		14
			0	SD		0
			0		Not Applicable	
			0		No Response	

Teacher: NA NA (NA_0)

Open questions:

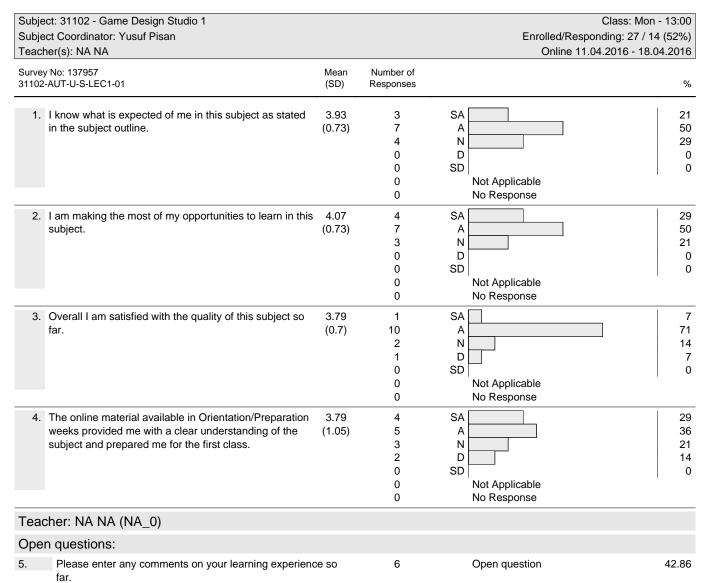| 5.	Please enter any comments on your learning experience so far.	6	Open question	42.86

5.1 I would say that more class time could be beneficial. More in class unity playing around, I think more shot tutorial videos would be nice. Lec slides need to be uploaded. I understand what the teacher is saying when he does not want to upload them but you need to realsied when you put slides on the wall then you talk THE STUDENT WILL ONLY FOCUS ON ONE. I write the lec slides points doent and miss out on what the teacher is saying. This is a bad method of running lecs. A better way would be to make all students print out the slides bring them to class and WRITE down extra points for each slide while the teacher talks. That is much better.

ps: yousuf is great,

5.2 The preparation material was very good in both explaining what was expected in the course and also giving preparatory exercises to revise/teach.

Personally I find the unity tasks we've had to complete very basic and easy to complete, but going by the marks of other students I seem to be an outlier in that regard since I have more experience with unity than most (especially since for some this is the first time they're using unity). There appears to be a very large range of skill/experience in the class, however I don't feel held back at all since there is a lot of free reign in the major project. Bitbucket, Slack and Trello have all been working well and make it easy to collaborate.

In many ways, this content taught in this subject makes it seem like more of a project management subject than something about games. That may be entirely intended and not necessarily a bad thing (since all of the practical is still about making games). I've developed the impression that all of the 'game design' subjects would be better off being named 'game development', as they have a much broader scope than just design and, as of yet, haven't actually taught game design principles (what makes a mechanic meaningful, how to teach and convey information to the player effectively, how to make actions 'feel' good, reward schedules, etc), because there's a lot of overhead about management that has to get covered. I look a lot of it up in my own time by reading gamasutra articles and GDC talks and the like so I don't personally feel like I'm missing out on it, but I think a lot of people don't think to look out for these things and do miss out on it - when it's really a major part of how the end user experiences your game.

I would like an actual assignment PDF that outlines explicitly the marking criteria for the major project in a little more detail than what is provided in the subject outline, if at all possible. What are the marking scales for the 4 criteria outlined? How is 'correctness of design'

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

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judged? etc

5.3 Passionate lecturer.

Please put lecture sides up on UTS online.

5.4 I'm really liking the tools we use in this class as they are reflective of what is used in the industry. I'm having a really positive experience so far.

5.5 GS1 pushes us to actively work on a project in comparison to previous IT subjects where we are simply taught the theory of it. I find that this subject is the first where I actually understand how the agile development process works because I'm doing it.

Due to the shortened trimester schedule, there are a lot of issues regarding what is expected of us for this subject. I assumed that we would be taught new techniques in Unity, but this seems to not be the case. Maybe the prerequisite is that we have to have already mastered Unity from outside experience, which is something I haven't had since Intro to Games Design.

The major project of both GS1 and GS2 has said to be the equivalent of a capstone project, but judging by the rate of progression of the lab tutorials (especially when schedule has now been shortened), I believe it is nowhere near sufficient for us to produce a product that is suitable for "public release" within a year. Unless I am devoted enough to spend at least 50+ hours a week on Game Studio and its assignments, that will most likely not happen.

Nevertheless, I particularly enjoy knowing about the various innovative tools that are used to help complete our project (Trello, Toggl, etc), albeit not quite the best out there. I have taken this as a lesson of general project development whether it be for games design or something else, so I can appreciate how different students would find the content in this subject useful.

Regarding the responses: as of this date, the material is kind of vague in the sense that we aren't given a clear cut direction as to the expected target outcomes, though granted it is still too early to decide on that as we only have had three lectures.

It also is not particularly helpful that the referenced material does not reflect some of the answers to the questions posed on UTSOnline.

5.6 the prep work was good as i havent used unity before this and it stepped me through a simple project, which was good for my understnading

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