

Subject: 31103 - Game Design Studio 2

Class: Mon - 15:00


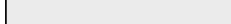

Subject Coordinator: Yusuf Pisan




Enrolled/Responding: 22 / 10 (45%)


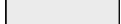


Teacher(s): Yusuf Pisan

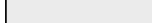

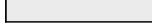
Online 13.10.2014 - 9.11.2014

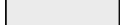



Survey No: 105017 31103-SPR-U-S-CMP1-01	Mean (SD)	Number of Responses	%
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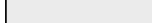
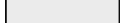

1. The subject was delivered in a way which was consistent with its stated objectives.	4.10 (0.88)	3 6 0 1 0 0 0	SA		30
			A		60
			N		0
			D		10
			SD		0
			Not Applicable		
			No Response		

2. My learning experiences in this subject were interesting and thought provoking.	4.20 (0.92)	5 2 3 0 0 0 0	SA		50
			A		20
			N		30
			D		0
			SD		0
			Not Applicable		
			No Response		

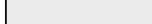
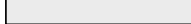

3. I found the assessment fair and reasonable.	4.00 (1.05)	4 3 2 1 0 0 0	SA		40
			A		30
			N		20
			D		10
			SD		0
			Not Applicable		
			No Response		

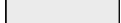



4. There were appropriate resources available to support the subject.	4.00 (0.94)	4 2 4 0 0 0 0	SA		40
			A		20
			N		40
			D		0
			SD		0
			Not Applicable		
			No Response		

5. I received constructive feedback when needed.	3.80 (1.03)	3 3 3 1 0 0 0	SA		30
			A		30
			N		30
			D		10
			SD		0
			Not Applicable		
			No Response		

6. Overall I am satisfied with the quality of this subject.	4.10 (0.88)	4 3 3 0 0 0 0	SA		40
			A		30
			N		30
			D		0
			SD		0
			Not Applicable		
			No Response		

Teacher: Yusuf Pisan (030429)

7. The teacher appears to be well prepared and presents the material in a well organised manner.	4.20 (0.92)	4 5 0 1 0 0 0	SA		40
			A		50
			N		0
			D		10
			SD		0
			Not Applicable		
			No Response		

8. The teacher is able to explain concepts clearly.	3.60 (1.26)	3 2 4 0 1 0 0	SA		30
			A		20
			N		40
			D		0
			SD		10
			Not Applicable		
			No Response		

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Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 22 / 10 (45%)
Teacher(s): Yusuf Pisan	Online 13.10.2014 - 9.11.2014

Survey No: 105017 31103-SPR-U-S-CMP1-01	Mean (SD)	Number of Responses		%
9. Overall, I am satisfied with the teaching of this staff member.	4.10 (0.88)	4	SA	40
		3	A	30
		3	N	30
		0	D	0
		0	SD	0
		0	Not Applicable	
		0	No Response	

Open questions:

10.	What did you like particularly in this subject?	5	Open question	50
10.1	Creating Games, working with and coping with other students			
10.2	The freedom to work on our assessments freely and creativley			
10.3	The freedom of making games, no strict curriculum. The continous communication over sprints. The assessments and tasks were reasonable and thought-provoking. It's been a pleasure doing this subject.			
10.4	having creative freedom to create my own game			
10.5	The choice of doing our own project, and the nice amount of time available for our practical unity exam.			
11.	Please suggest any improvements that could be made to this subject.	3	Open question	30
11.1	Give a much more concise guideline about the work that needs to be done.			
11.2	Programming tests where students who finish "help" others. This is both unhelpful and not as constructive as intended. Research has shown that people can not work efficiently if working on code in a pair. Furthermore, people tend to rush coding more with people looking over their shoulder, and make a lot more mistakea.			
11.3	Include extended links to tutorials and content related to Unity development(or pronounce it better). I have a feeling that students would benefit from some practise on Unity tutorials.			