

Student Feedback Results: 2013.2

Subject: 31103 - Game Design Studio 2 Subject Coordinator: Yusuf Pisan Teacher(s): Yusuf Pisan	Class: Mon - 14:00 Enrolled/Responding: 16 / 7 (44%) Online 14.10.2013 - 10.11.2013			
Survey No: 90233 31103-SPR-U-S-CMP1-01	Mean (SD)	Number of Responses		%
The subject was delivered in a way which was consistent with its stated objectives.	3.86 (0.38)	0 6 1 0 0	SA A N D SD Not Applicable No Response	0 86 14 0
My learning experiences in this subject were interesting and thought provoking.	3.14 (1.07)	0 3 3 0 1 0	SA A N D SD Not Applicable No Response	0 43 43 0 14
3. I found the assessment fair and reasonable.	2.86 (1.35)	1 1 2 2 1 0	SA A N D SD Not Applicable No Response	14 14 29 29 14
There were appropriate resources available to support the subject.	3.43 (0.98)	1 2 3 1 0 0	SA A N D SD Not Applicable No Response	14 29 43 14 0
5. I received constructive feedback when needed.	3.86 (0.38)	0 6 1 0 0 0	SA A N D SD Not Applicable No Response	0 86 14 0
6. Overall I am satisfied with the quality of this subject.	3.00 (0.82)	0 2 3 2 0 0	SA A N N SD Not Applicable No Response	0 29 43 29 0
Teacher: Yusuf Pisan (030429) 7. The teacher appears to be well prepared and presents the material in a well organised manner.	3.71 (0.95)	1 4 1 1 0 0	SA A N D SD Not Applicable No Response	14 57 14 14 0
8. The teacher is able to explain concepts clearly.	3.00 (1)	0 2 4 0 1 0	SA A N D SD Not Applicable No Response	0 29 57 0 14



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	y No: 90233 -SPR-U-S-CMP1-01	Mean (SD)	Number of Responses		%
	Overall, I am satisfied with the teaching of this staff member.	3.29 (0.76)	0 3 3 1 0	SA A A A A A A A A A A A A A A A A A A	0 43 43 14 0
0			0	Not Applicable No Response	
Open	questions:				
10.	What did you like particularly in this subject?		5	Open question	71.43

- 10.1 Developing a game in a team for most of the semester
- 10.2 I guess the group work. And the presentations of the game designer.
- 10.3 Provide an opportunity of developing a game and experience the project management
- 10.4 One thing that I found particularly useful was the communication component. I think doing the presentations is a good way to gain confidence and make us better at public speaking.
- 10.5 I liked how we kept the agile approach and were forced into time tracking and task tracking. Agile is something I've seen a lot in software job applications, so I'm glad I have used this and am used to it.
- 11. Please suggest any improvements that could be made to this 4 Open question 57.14 subject.
- 11.1 Encourage use of version controls. Provide a better structure for the quiz practical (probably run it with a post grad to see how it runs). Communication parts of the subject is fine, but don't make it weigh so much (at this stage, it's around 40%)
- 11.2 Honestly can't think of anything to make it feel better whilst maintaining the objectives.
- 11.3 I don't think the Unity quiz component was very well thought out, the challenges didn't really seem to support the actual quiz itself and the time given was insufficient. Though the theory (written) part was to a standard that I expected.
- 11.4 The game designer presentations felt out of place in a subject that focuses in the development of games, covering data analysis and agile development methods.
 - It felt as if it were just filler and did not contribute to any learning. That time could have been used to teach code repositories, database usage or trying to get the game on a website at the end. All these could be used in any software environment and what would be learnt is what employers are asking for in applications.

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