

Subject: 31103 - Game Design Studio 2

Class: Mon - 14:00

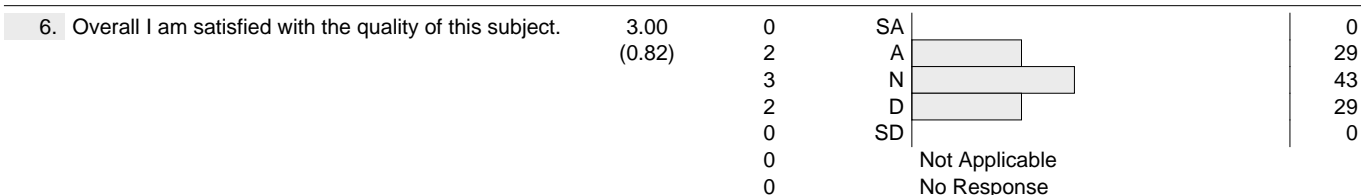
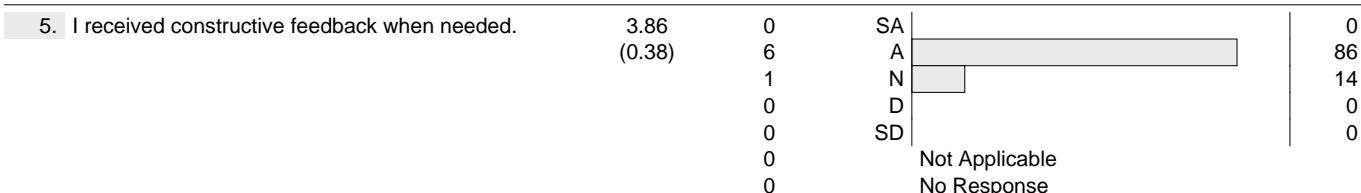
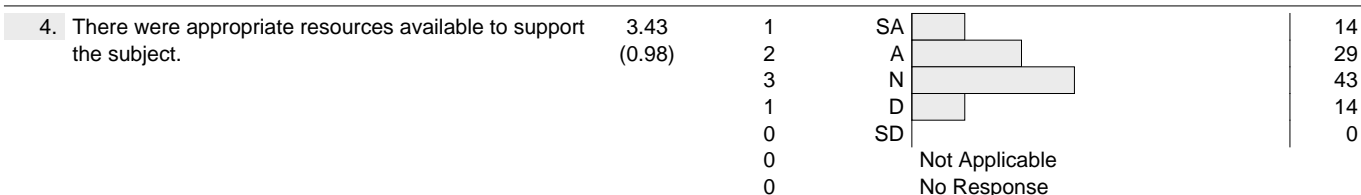
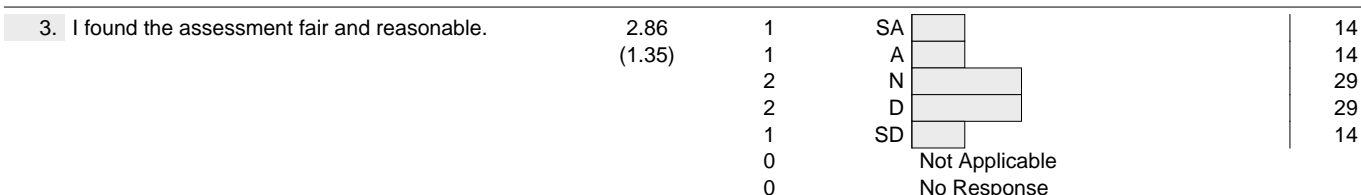
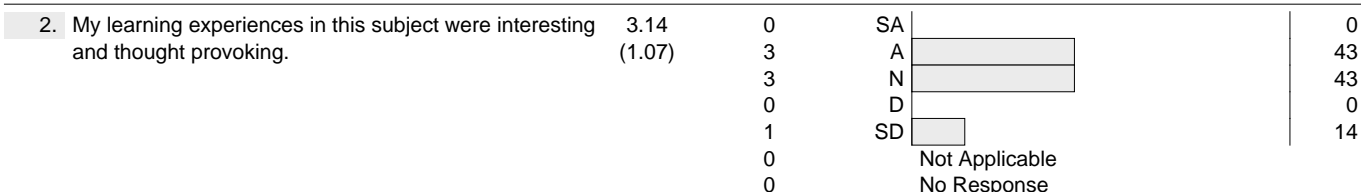
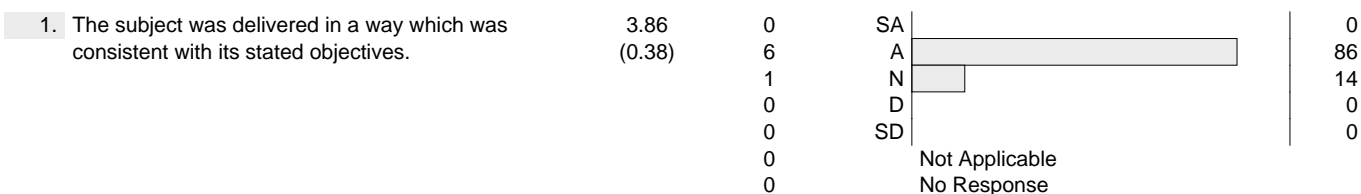
Subject Coordinator: Yusuf Pisan

Enrolled/Responding: 16 / 7 (44%)

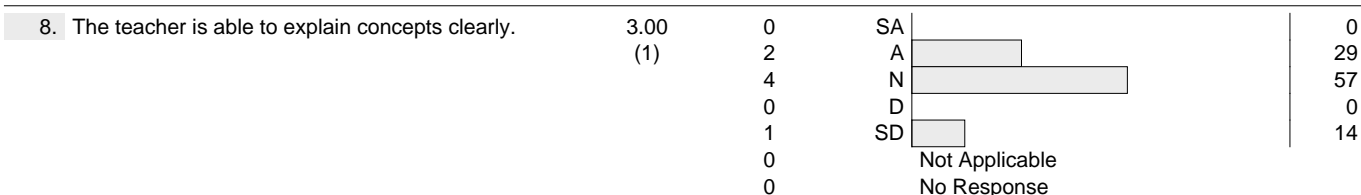
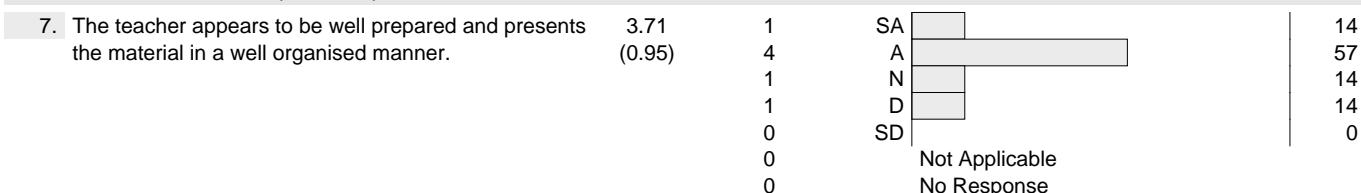
Teacher(s): Yusuf Pisan

Online 14.10.2013 - 10.11.2013

Survey No: 90233 31103-SPR-U-S-CMP1-01	Mean (SD)	Number of Responses	%
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Teacher: Yusuf Pisan (030429)



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Survey No: 90233 31103-SPR-U-S-CMP1-01	Mean (SD)	Number of Responses		%
9. Overall, I am satisfied with the teaching of this staff member.	3.29 (0.76)	0 3 3 1 0 0 0	SA A N D SD Not Applicable No Response	0 43 43 14 0

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 subject.	4	Open question	57.14
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.			