

# CS 4730-001 Computer Game Design - Spring 2017

ENGR (18271)

INSTRUCTORS: Floryan, Mark (mrf8t)

Respondents: 27 / Enrollment: 67

Summary: CS 4730-001 Computer Game Design - Spring 2017 (18271)	
<b>Overall Course Rating</b>  CS-4730-001 Mean 4.46 CS-4730-001 Std Dev 0.79 CS-4730-001 Response Count 134  SEAS, 4000-level courses Mean 4.16 SEAS, 4000-level courses Std Dev 0.94 SEAS, 4000-level courses Response Count 10874	<b>Overall Instructor Rating</b>  <i>INSTRUCTOR:</i> Floryan, Mark Mean 4.63 Std Dev 0.64 Response Count 188  SEAS, 4000-level courses Mean 4.35 SEAS, 4000-level courses Std Dev 0.90 SEAS, 4000-level courses Response Count 15864

~ QUESTIONS AND DETAILS ~		~ ANSWER MATRICES ~							
<b>1. The course addressed technically rigorous subject matter consistent with the course objectives.</b> ~ Question Type: Likert ~ <i>contributed by Dean of the School of Engineering and Applied Science</i>	Results for CS-4730-001								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	27	4.74	0.53	21 (77.78%)	5 (18.52%)	1 (3.70%)	0 (0.00%)	0 (0.00%)	0 (0.00%)
	Results for SEAS, 4000-level courses								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	2177	4.32	0.84	1063 (48.83%)	840 (38.59%)	164 (7.53%)	66 (3.03%)	26 (1.19%)	18 (0.83%)
<b>2. The instructor used methods other than/in addition to traditional lectures (for example, active learning, in-class problems, collaborative learning, in-class discussion) effectively in this course.</b> ~ Question Type: Likert ~ <i>contributed by Dean of the School of Engineering and Applied Science</i>	Results for CS-4730-001, Floryan, Mark								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	27	4.74	0.59	22 (81.48%)	3 (11.11%)	2 (7.41%)	0 (0.00%)	0 (0.00%)	0 (0.00%)
	Results for SEAS, 4000-level courses								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	2274	4.27	1.00	1158 (50.92%)	691 (30.39%)	166 (7.30%)	114 (5.01%)	61 (2.68%)	84 (3.69%)
<b>3. There was a reasonable level of effort expected for the credit hours received.</b> ~ Question Type: Likert ~ <i>contributed by Dean of the School of Engineering and Applied Science</i>	Results for CS-4730-001								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	27	4.44	0.64	14 (51.85%)	11 (40.74%)	2 (7.41%)	0 (0.00%)	0 (0.00%)	0 (0.00%)
	Results for SEAS, 4000-level courses								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	2177	4.27	0.88	1007 (46.26%)	911 (41.85%)	140 (6.43%)	74 (3.40%)	44 (2.02%)	1 (0.05%)

## ~ QUESTIONS AND DETAILS ~

## ~ ANSWER MATRICES ~

**4. The homework assignments helped me learn the subject matter.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.63	0.56	18 (66.67%)	8 (29.63%)	1 (3.70%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2177	4.18	0.92	847 (38.91%)	740 (33.99%)	227 (10.43%)	78 (3.58%)	36 (1.65%)	249 (11.44%)

**5. The textbook increased my understanding of the material.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.06	1.24	8 (29.63%)	4 (14.81%)	2 (7.41%)	1 (3.70%)	1 (3.70%)	11 (40.74%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2169	3.80	1.11	371 (17.10%)	346 (15.95%)	269 (12.40%)	87 (4.01%)	49 (2.26%)	1047 (48.27%)

**6. The course material was well organized and developed.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
26	4.54	0.81	18 (69.23%)	5 (19.23%)	2 (7.69%)	1 (3.85%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2259	4.12	1.02	958 (42.41%)	785 (34.75%)	243 (10.76%)	140 (6.20%)	60 (2.66%)	73 (3.23%)

**7. The instructor was knowledgeable about the subject matter.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.78	0.42	21 (77.78%)	6 (22.22%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2271	4.58	0.73	1528 (67.28%)	570 (25.10%)	103 (4.54%)	31 (1.37%)	22 (0.97%)	17 (0.75%)

**8. The instructor was well prepared for class.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.56	0.58	16 (59.26%)	10 (37.04%)	1 (3.70%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2269	4.40	0.85	1270 (55.97%)	692 (30.50%)	166 (7.32%)	62 (2.73%)	32 (1.41%)	47 (2.07%)

## ~ QUESTIONS AND DETAILS ~

## ~ ANSWER MATRICES ~

**9. I received adequate preparation from the prior courses in the curriculum to be successful in this course.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
26	4.27	0.92	12 (46.15%)	11 (42.31%)	2 (7.69%)	0 (0.00%)	1 (3.85%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2174	4.07	0.98	811 (37.30%)	857 (39.42%)	261 (12.01%)	129 (5.93%)	47 (2.16%)	69 (3.17%)

**10. The grading policy was fair.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.41	0.84	16 (59.26%)	7 (25.93%)	3 (11.11%)	1 (3.70%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2268	4.32	0.87	1138 (50.18%)	787 (34.70%)	183 (8.07%)	74 (3.26%)	33 (1.46%)	53 (2.34%)

**11. The instructor responded adequately to in-class questions.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.74	0.45	20 (74.07%)	7 (25.93%)	0 (0.00%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2261	4.43	0.81	1279 (56.57%)	733 (32.42%)	126 (5.57%)	54 (2.39%)	28 (1.24%)	41 (1.81%)

**12. The instructor effectively used technology in support of the learning goals for this course.**

Question Type: Likert

contributed by Dean of the School of Engineering and Applied Science

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
27	4.67	0.62	20 (74.07%)	5 (18.52%)	2 (7.41%)	0 (0.00%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
2262	4.30	0.91	1124 (49.69%)	741 (32.76%)	192 (8.49%)	65 (2.87%)	48 (2.12%)	92 (4.07%)

**13. The average number of hours per week I spent outside of class preparing for this course was:**

Question Type: Multiple Choice

contributed by Office of the Provost

## Results for CS-4730-001

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
27	0 (0.00%)	5 (18.52%)	10 (37.04%)	11 (40.74%)	1 (3.70%)

## Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
2180	98 (4.50%)	773 (35.46%)	879 (40.32%)	304 (13.94%)	126 (5.78%)

## ~ QUESTIONS AND DETAILS ~

## ~ ANSWER MATRICES ~

**14. I learned a great deal in this course.**~  
Question Type: Likert~  
contributed by Office of the Provost

## Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
25	4.56	0.71	16 (64.00%)	8 (32.00%)	0 (0.00%)	1 (4.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2168	4.20	0.95	988 (45.57%)	820 (37.82%)	205 (9.46%)	106 (4.89%)	49 (2.26%)

**15. Overall, this was a worthwhile course.**~  
Question Type: Likert~  
contributed by Office of the Provost

## Results for CS-4730-001

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.59	0.69	18 (66.67%)	8 (29.63%)	0 (0.00%)	1 (3.70%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2172	4.20	1.01	1056 (48.62%)	738 (33.98%)	198 (9.12%)	117 (5.39%)	63 (2.90%)

**16. The course's goals and requirements were defined and adhered to by the instructor.**~  
Question Type: Likert~  
contributed by Office of the Provost

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.67	0.55	19 (70.37%)	7 (25.93%)	1 (3.70%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2262	4.34	0.83	1137 (50.27%)	870 (38.46%)	160 (7.07%)	68 (3.01%)	27 (1.19%)

**17. The instructor was approachable and made himself/herself available to students outside the classroom.**~  
Question Type: Likert~  
contributed by Office of the Provost

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.59	0.89	20 (74.07%)	5 (18.52%)	1 (3.70%)	0 (0.00%)	1 (3.70%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2266	4.43	0.81	1318 (58.16%)	691 (30.49%)	188 (8.30%)	46 (2.03%)	23 (1.02%)

**18. Overall, the instructor was an effective teacher.**~  
Question Type: Likert~  
contributed by Office of the Provost

## Results for CS-4730-001, Floryan, Mark

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
27	4.70	0.54	20 (74.07%)	6 (22.22%)	1 (3.70%)	0 (0.00%)	0 (0.00%)

## Results for SEAS, 4000-level courses

Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
2273	4.32	0.95	1258 (55.35%)	690 (30.36%)	182 (8.01%)	85 (3.74%)	58 (2.55%)

## ~ QUESTIONS AND DETAILS ~

## ~ ANSWER MATRICES ~

**19. Please make any overall comments or observations about this course:**

Question Type: Short Answer

contributed by Office of the Provost

## Results for CS-4730-001

Total	Individual Answers
21	See below for Individual Results

Not getting enough help from lab and I feel like lab instruction needs more details

Great course, but lab grading was a bit of a disaster. I also think that the experience system isn't designed or balanced very well for the assignments in the class, and may be a bit too convoluted with the three different types, as well as the uneven weights based on the lowest category. For the vast majority of the semester we only had power experience, and suddenly in the last few weeks when written assignments and test grades started to pile up did the two other categories of experience come into play. It might make sense to go back to a single (one-category) experience and tweak that instead of making it more complicated. This system was supposed to eliminate the problem where everyone is failing the course until the last few weeks, but it really didn't do anything to solve that in practice. One of the most glaring problems was that the engine labs are all power experience, while the design ones are all wisdom. Since the class is chronologically split between those two, it makes the experience categories feel useless. I filled up my power to (close to) max, yet had hardly anything in the other two categories, not because I was "better" at the power assignments, but because that's the main source of work we had. A better solution to the problem may be to use experience points as a basis, but not make the current grade the final outcome. I think it makes more sense to have a moving average sort of thing, where students' performance is weighed against how much possible experience there is available at any given point in time, or even an anonymous ranking system so that students can see where they are relative to other classmates. That way, students have an idea of how they're doing throughout the semester, instead of jumping from a D to an A in one week with really no idea how you're doing in the class prior. As it stands, any sort of meaningful progression through the levels/grades are compressed to the very end, while the vast majority of the semester we're left to wonder how we stand in the class. Also now realizing I should've definitely done the extra credit where we suggest improvements.

**BEST CLASS EVER**

Professor Floryan has a lot of charisma and is a great professor, but he just doesn't follow through sometimes. Also, it would've been nice to have our grades returned sooner. I still don't know where I stand in this class.

Great course, keep it on the roster! Definitely a fun but informative fourth year elective course to have. The game expo was great.

I really enjoyed this class. I liked the labs and I really liked working on the final project. The lectures could use some improvements. A lot of the students were very excited by the general idea of talking about video games so very frequently, Professor Floryan would discuss a theme or element of video games and 10 hands would shoot up so people could talk about a game they love that does that. As someone who doesn't play a lot of games, this got pretty annoying very quickly. It also ate up a lot of the time in lectures we could have used to learn more instead of just hearing about people's experiences in their favorite games. I know this isn't Professor Floryan's fault but maybe he could do a better job of only calling on a few hands in the future when people are just citing games. This would make the lectures flow more efficiently and more subject matter to be reached.

Overall good. Floryan was sometimes difficult to reach outside of class (due to him also teach 2150 at the same time). Grading was confusing, tough to see what you were actually going to get in the class. The page that the grading was hosted on has been broken for the entire semester which was kind of annoying, and it did not seem like anyone wanted to fix it... Breaking the final exam into parts help with seeing the grading and also makes the end of the semester less chaotic not having to study for a big final exam and working on the final project.

Excellent lecturer, very charismatic and very effective at teaching info from the slides. I have only two qualms with this class: the amount of hours needed to succeed in this class is deceptively large, especially if your team cannot code fast enough for the deadlines. My other qualm is the sheer number of writing assignments, which don't really take a lot of time but the turnaround rate for grading these is abysmally long, and several of these assignments are just copies of previous assignments

hands down my favorite course at UVA. GO SPACE FIGHTS

So fun! Thank you Floryan!

The TAs were fun, knowledgeable, and helpful. Some of the best TAs I've ever had!

This class was great, and Floryan is an awesome professor. The only negative thing I noticed was that sometimes the in-class questions or Random Encounters assumed a certain level of gaming experience or knowledge about different games that was unrelated to technical skills gained in the prerequisite courses and that not everyone in the class may have had.

Fun class, but I felt that we could spend more time on the game design and a little less on the engine - I felt very pressed for time with the time gap between the prototype, alpha, beta, and final build.

This class is worth it for the labs and semester project alone. I had a lot of fun with those, and I feel like I accomplished a lot by basically writing my own game engine. The only thing I disliked was that there slightly too much busy work (Critical Eyes and Written Words). I think cutting out one of each would still give students enough practice analyzing games and applying frameworks like MDA, Formal Elements, etc.

## ~ QUESTIONS AND DETAILS ~

## ~ ANSWER MATRICES ~

Good course overall, but I would have preferred it to focus more on the art of game design rather than software engineering (which was needed to build a game engine) -- the coding lessons were a rehash of things I already knew. Also, I would have appreciated Prof Floryan reigning in the discussions; class time was not allocated proportionally to different topics because sometimes students would go off on small points during class (which is fine, as long as we move on in a reasonable amount of time).

Maybe some sort of teammate review for the game would be nice. In our github repo I had 10,000 lines of code added while the second closest was at 1,500. It's not that I wanted to do that much work on the engine either my teammates were just fairly incompetent at both java and meeting deadlines. We'd divide tasks for different parts of the engine and eventually the game at it seemed that they either weren't motivated enough to do their part or they could not figure it out in time. Perhaps that was just my group though I'm not sure.

Floryan is a great professor and very knowledgeable. The class was done well and I learned a great deal. However, he does not check his email. I don't know what it is about CS PROFESSORS and EMAIL. They just never check it and it is really annoying because sometimes the only way to contact them is through email. Also the piazza was a wasteland. No one would answer any questions. I liked the class. I just wish it wasn't primarily in Javascript and Java and instead focused more on current game engines.

LOVED THIS CLASS! Will be using my engine for my own projects this summer.

Fix gamercard, have more consistent due dates for labs and fix regrading

The XP system was a cool way to handle grades, but it would have been nice to have another way to visualize course progress. Until the very end of the class completing all assignments and getting full credit on them led to a B-. It was sometimes difficult to see how things were going since the grade was almost always an F. Maybe another view could be added to gamercard to provide a better indication of progress thus far in the course. The view could be as simple as adding a grey bar behind the green one in gamercard to indicate the possible XP at that point in the course.

The grading was a bit wonky/frustrating at times, the difficulty of certain labs seemed out of line with others sometimes, and it felt pretty bad having only one week to do the prototype build, but other than that, the course was great!