

CS 4730-001 Computer Game Design - Spring 2016

ENGR (18287)

INSTRUCTORS: Floryan, Mark (mrf8t)

Respondents: 15 / Enrollment: 22

Summary: CS 4730-001 Computer Game Design - Spring 2016 (18287)	
Overall Course Rating CS-4730-001 Mean 4.24 CS-4730-001 Std Dev 0.88 CS-4730-001 Response Count 75 SEAS, 4000-level courses Mean 4.16 SEAS, 4000-level courses Std Dev 0.92 SEAS, 4000-level courses Response Count 9801	Overall Instructor Rating <i>INSTRUCTOR:</i> Floryan, Mark Mean 4.40 Std Dev 0.84 Response Count 105 SEAS, 4000-level courses Mean 4.34 SEAS, 4000-level courses Std Dev 0.83 SEAS, 4000-level courses Response Count 14353

~ QUESTIONS AND DETAILS ~		~ ANSWER MATRICES ~							
<div>1. The course addressed technically rigorous subject matter consistent with the course objectives.</div> <div>~</div> <div>Question Type: Likert</div> <div>~</div> <div>contributed by Dean of the School of Engineering and Applied Science</div>	Results for CS-4730-001								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	15	4.33	0.90	8 (53.33%)	5 (33.33%)	1 (6.67%)	1 (6.67%)	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)
	1961	4.39	0.73	968 (49.36%)	811 (41.36%)	124 (6.32%)	26 (1.33%)	14 (0.71%)	18 (0.92%)
<div>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.</div> <div>~</div> <div>Question Type: Likert</div> <div>~</div> <div>contributed by Dean of the School of Engineering and Applied Science</div>	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)
	15	4.47	0.83	9 (60.00%)	5 (33.33%)	0 (0.00%)	1 (6.67%)	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)
	2056	4.25	0.91	922 (44.84%)	734 (35.70%)	179 (8.71%)	85 (4.13%)	31 (1.51%)	105 (5.11%)
<div>3. There was a reasonable level of effort expected for the credit hours received.</div> <div>~</div> <div>Question Type: Likert</div> <div>~</div> <div>contributed by Dean of the School of Engineering and Applied Science</div>	Results for CS-4730-001								
	Total	Mean	Std Dev	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)	Not Applicable (NA)
	15	4.27	0.80	6 (40.00%)	8 (53.33%)	0 (0.00%)	1 (6.67%)	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)
	1962	4.23	0.88	854 (43.53%)	862 (43.93%)	124 (6.32%)	83 (4.23%)	36 (1.83%)	3 (0.15%)

~ 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)
15	4.40	0.91	9 (60.00%)	4 (26.67%)	1 (6.67%)	1 (6.67%)	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)
1958	4.18	0.92	744 (38.00%)	678 (34.63%)	195 (9.96%)	74 (3.78%)	31 (1.58%)	236 (12.05%)

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)
15	3.58	1.08	3 (20.00%)	3 (20.00%)	4 (26.67%)	2 (13.33%)	0 (0.00%)	3 (20.00%)

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)
1960	3.87	1.02	325 (16.58%)	386 (19.69%)	232 (11.84%)	72 (3.67%)	30 (1.53%)	915 (46.68%)

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)
15	4.20	1.01	7 (46.67%)	6 (40.00%)	0 (0.00%)	2 (13.33%)	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)
2047	4.13	0.92	776 (37.91%)	831 (40.60%)	217 (10.60%)	94 (4.59%)	37 (1.81%)	92 (4.49%)

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)
15	4.73	0.46	11 (73.33%)	4 (26.67%)	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)
2053	4.61	0.64	1364 (66.44%)	576 (28.06%)	65 (3.17%)	11 (0.54%)	12 (0.58%)	25 (1.22%)

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)
15	4.40	0.91	9 (60.00%)	4 (26.67%)	1 (6.67%)	1 (6.67%)	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)
2048	4.41	0.78	1071 (52.29%)	735 (35.89%)	117 (5.71%)	42 (2.05%)	19 (0.93%)	64 (3.12%)

~ 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)
15	4.47	0.52	7 (46.67%)	8 (53.33%)	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)
1960	4.01	0.99	657 (33.52%)	829 (42.30%)	229 (11.68%)	130 (6.63%)	51 (2.60%)	64 (3.27%)

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)
15	3.87	1.06	5 (33.33%)	5 (33.33%)	3 (20.00%)	2 (13.33%)	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)
2051	4.26	0.85	889 (43.34%)	852 (41.54%)	169 (8.24%)	60 (2.93%)	29 (1.41%)	52 (2.54%)

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)
15	4.73	0.46	11 (73.33%)	4 (26.67%)	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)
2047	4.43	0.76	1094 (53.44%)	731 (35.71%)	107 (5.23%)	37 (1.81%)	19 (0.93%)	59 (2.88%)

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)
15	4.40	0.74	8 (53.33%)	5 (33.33%)	2 (13.33%)	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)
2051	4.28	0.84	890 (43.39%)	795 (38.76%)	169 (8.24%)	52 (2.54%)	26 (1.27%)	119 (5.80%)

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)
15	0 (0.00%)	6 (40.00%)	6 (40.00%)	3 (20.00%)	0 (0.00%)

Results for SEAS, 4000-level courses

Total	Less than 1 (NA)	1 - 3 (NA)	4 - 6 (NA)	7 - 9 (NA)	10 or more (NA)
1964	79 (4.02%)	637 (32.43%)	822 (41.85%)	287 (14.61%)	139 (7.08%)

~ 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)
15	4.13	1.06	7 (46.67%)	5 (33.33%)	1 (6.67%)	2 (13.33%)	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)
1957	4.26	0.87	897 (45.84%)	798 (40.78%)	163 (8.33%)	67 (3.42%)	32 (1.64%)

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)
15	3.93	0.88	4 (26.67%)	7 (46.67%)	3 (20.00%)	1 (6.67%)	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)
1957	4.25	0.96	956 (48.85%)	708 (36.18%)	163 (8.33%)	77 (3.93%)	53 (2.71%)

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)
14	4.50	0.65	8 (57.14%)	5 (35.71%)	1 (7.14%)	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)
2052	4.36	0.76	992 (48.34%)	877 (42.74%)	121 (5.90%)	44 (2.14%)	18 (0.88%)

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)
15	4.67	0.49	10 (66.67%)	5 (33.33%)	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)
2053	4.39	0.80	1112 (54.16%)	716 (34.88%)	161 (7.84%)	45 (2.19%)	19 (0.93%)

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)
15	4.40	0.83	8 (53.33%)	6 (40.00%)	0 (0.00%)	1 (6.67%)	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)
2059	4.36	0.84	1079 (52.40%)	748 (36.33%)	150 (7.29%)	50 (2.43%)	32 (1.55%)

~ 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
7	See below for Individual Results

I have identified that the greatest area for improvement in this class is that of choice. Currently, there is really no meaningful choices to make in the "game". The current breadth of choices are essentially either going to class or not (to risk getting poisoned), not turning in a lab (and then making it up with VP), and doing some option side quests - that only gain VP, which go back to the earlier points. Therefore, everyone's experience in this class is essentially the same (6 labs, a project, and lecture). I see the current class as not a "game", but really just a class that uses "total points" as a grading metric rather than "percentage weights". At the beginning of the year, the class was propositioned to be one where "you try to get as much XP as you can, and once you have earned it you cannot lose it" in an effort to reframe our mindset on "grades". However, when the total XP attainable is 1 million and the grading scale follows similarly to regular classes (900k for an A-, 800k for a B-, etc) it's easy to convert the XP we are not gaining to a percentage of our grade we have lost. For example, if I get a 50k / 80k on a lab, I know I just lost 3% of my grade - I don't think that really is the spirit of the intent of this class. My other criticism with the class is that there really is no "expression". If we were to think of this class as a Java project, there would be a generic "Player" class but no subclasses for specialization. For example, perhaps one could specialize in game analysis, or game programming, and gain bonuses because of that. In my solution below this example will become more clear. The reason why I think expression is important is that it really makes the "game" unique and noteworthy. It's nice to have choices. If the class really wants to lose the focus on grading and instead promote learning, the best way to do that involves offering far more XP than is necessary to get an A, and then allowing "players" to choose which assignments they do or don't do. The reasoning is that students will always acknowledge the points they are not earning unless they realize that there is an over-abundance of possible points. By offering far more XP than is necessary, the class inherently increases the choices afforded to students, as there must be more assignments or more optional parts to assignments.

Still under construction. The course did not take itself sufficiently seriously (possibly a holdover from previous instruction), but may well change a lot for future semesters.

I was not all that interested in the course subject before taking the class, but Professor Floryan made it interesting and approachable. There were clearly many people in the class who play a lot of video games, and as someone who does not fall into that category I still felt like there was a place for me in the class. Some of the course structure was a bit rough around the edges. For example, XP grading seems like it was just a way of masking traditional grading, and unlike when Professor Sherriff taught the class there were no optional ways of earning additional XP. The written word and critical eye assignments got boring and repetitive, and the quizzes (but hopefully not the final exam!) seemed to emphasize trivia over anything else. Despite these issues, I thought this was a pretty good class and I enjoyed taking it.

Professor Floryan is super knowledgeable about games! I liked building the engine, though a little more time to make the game would have been nice? But I am walking away from this class with a game engine...so...? Good class. More work than I expected but no busywork. I liked being able to resubmit (given I earned VP). I'd recommend it to others.

This was an incredible class. My only issue with the class is the late policy on assignments. I finished a lab one day late and received a zero for it. I never received enough VP to resubmit my lab.

Generally, the course is great. I just do not like that a written word and a critical eye are due every week for the last three weeks of class. It could be much earlier and evenly spread out so that they could be more meaningful.

Professor Floryan is a great lecturer and is super knowledgeable about game design. He introduced the concepts in a fun, through-provoking way and left the floor open for many great discussions. I support the "gamified" course structure and felt that it was conducive to my understanding of the material.