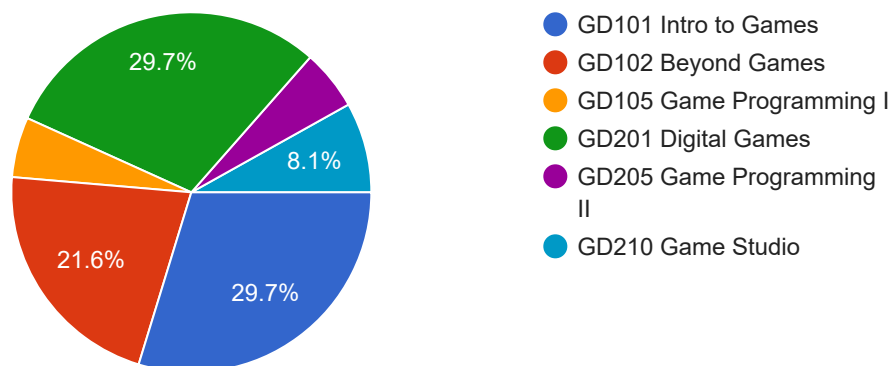


Hostos Game Design Program S17 Survey

37 responses

What is the most advanced GD (Game Design) class you've successfully completed? (the highest numbered course you've received a passing grade in)

37 responses



What is your favorite course you've completed in the Game Design program and why?

37 responses

Beyond Games, because it gave me a better understanding of what games are meant to show.

GD201 Digital Games, because it focused teamwork

GD 102 because it was fun

GD101

GD102 Because of the teacher he was very funny and amazing

GD 101 great experience to learn the basics

Intro to Games cooperation between peers

GD 105. I loved the challenge of coding and Professor McClure was great.

I've only completed GD101. So far I am really liking GD102 beyond games, because it tests your mind on rhetorical criticism and visual rhetoric when identifying games.

102 because cobb is great

The intense and engaging learning that Professor Cobb gives to his students is amazing specially how he relates to them.

GD101 Intro to Games because it helped me understand what I wanted to do in life.

GD 105 because I like to code

class Gd201 because I Felt like I got to express my ideas the most in that class.

GD102 Beyond Games. We were given the task to release our creativity freely via writing, without the restrictions of lacked game design skills.

GD 210, mainly because I was able to immerse myself into a very engaging team, therefore learning so much about what it's like to work as a group rather than working individually.

GD102 (Beyond Games) because it was writing-focused in the aspect of game design.

GD 101- It's the only class I have completed so I cannot say

GD102, I got to learn how meaningful a game can be through visual rhetoric.

GD101 ...it allowed me to explore my creative ability.

Beyond Games, the class itself showed a more broader spectrum to the psychological approach to games, not just the specific mechanics

GD 101 learning about the basic of how games are made and having hands on experience with analog games

GD 101 because Dylan is awesome.

GD 101 DD 113,

102 because we pushed boundaries of what makes a game a game

GD 201, learning game maker

I cannot think of a favorite course because I really enjoyed all the courses I have completed thus far.

GD101 because its the only one i have taken so far.

GD101, because it helped me understand the concept and its the only GD class I completed.

GD102 mainly because the experience was fun as it was challenging. It was also easy to understand what I was doing.

GD102 is my favorite so far, due to the in depth conversations that where discussed during class sessions.

GD 101 intro, my first class

It is difficult to tell because I like all of them. But because I like new experience, I choose Animation DD 107, because my drawings are brought to life.

GD 205 because I was able to work with game engines like unity and unreal for game designing, which are the one of the main game engines used in the gaming industry, so many game studios use them as well.

GD201, had an interesting mix of half lectures about learning the beginnings and legacy of video games from

basic ones, to text, to ones with more subtle messages to the goofy ones, then having the 2nd half be about creating a prototype albeit with not much learning about how to do that in the class leading to those with no experience at a severe disadvantage on how to get started.

Just started but love the environment and the teachers are great.

In your opinion, what are the strongest aspects of the Game Design Program at Hostos?

37 responses

My creativity so far.

The community

Communication

Creativity

The coding

Coding

Community

The professors we have, they are awesome and really care about us.

The programs we are free to use on the Mac computers, when constructing our work and ideas.

the community

The community between all design majors.

The community that is setup so it's easy for everyone to meet and get to know each other.

All game design classes

The Coding classes they still need more than just two courses I think.

The freedom of designing video games from scratch with talented students.

Animation / Digital design classes. Especially the WEB design classes! Cat, you're amazing!

The teachers and the work

I think its planning out a game

The wonderful professors, they care and want us to grow.

It's professors

The strong aspects I would say that are from the program is the energy and output the professors place into the class. A teacher could teach but the professors show their passion when it comes to the specifics of the field they teach

Having great communication with a team

The personnel, the professors

Understand the program to construct a video game

Ideas and concept creating

Leaning to build your own games from scratch

The teachers are one aspect, and the classes are good, and enjoyable.

the professors

Intro

It brings people together to solve and build things from code to games.

The Game Design Program is well balanced in my opinion. All aspects are even.

Everything

First, all the computers and all the supplies that students can freely use. Adobe is very expensive and we are very lucky to have all that equipment to do our homework and more.

Our professors are also very concerned about there students.

Being able to communicate with people and collaborate with a team of designers to learn with on how to design a game

Having students learn the highs and lows of the game industry and especially the interesting part of learning about board games in GD101 and the bigger impacts of games on the world via GD102 from seeing the affects of games on the world whether they be the highs or the very depressing lows that to this day try to keep killing the industry but still interesting learn and have knowledge of for the future.

It really tries to get students involved in creating games.

In your opinion, what aspect(s) of the Game Design Program at Hostos need improvement?

37 responses

None (3)

Coding (2)

t

So far, its more of coding but i can manage.

The Game Design Lab Hours

Communication

The coding classes

The coding classes

Trips /internships

Time schedule

More professors for scheduling purposes and more up to date content.

Sending game design students additional information about deadlines, and mandatory events or meetings.

the tech department (unity isn't updated)

The Tech Department in keeping things upgraded

I feel that there's need to be more to allowed in the game lab so that it can be more open to use for game testing and doing projects.

The digital design classes

Coding classes. I feel like its good right now but we could also use more than just two.

More tutorials and coding practice in class.

There should be a beginner, intermediate and advanced coding class that are required.

Communication/ collaboration in the student body.

Picking teammates on the same lvl or higher than I am.

I don't know, maybe more hands on training with unity during class in GD201.

Defining courses

Other programs like Discord to help outreach further communication to students so not only help but to practice amongst the classmates their developing skills

I think the coding aspect because there isn't tutoring at the school for it and you have to help yourself before asking any help which is stressful

Events need to be more available to people. Alternative times and dates.

N/A

N.a.

Having more internships as possible, and having more relationships with 4 year city, state, and private colleges that do game design in NY, like SUNY Polytechnic Institute, Hunter (they a program called Integrated Media Art, and I guess Game Design falls under it). And maybe also relationships with colleges that offer art and computer science degrees as well.

the textbooks.

You guys really need to find a way to notify us as soon as possible via our emails or in a way where we could be notified as soon as possible. Some tutorials for the assignments for some of us in coding classes would be nice. Just a thought.

Maybe more contact with companies, internship to see how is it in a office.

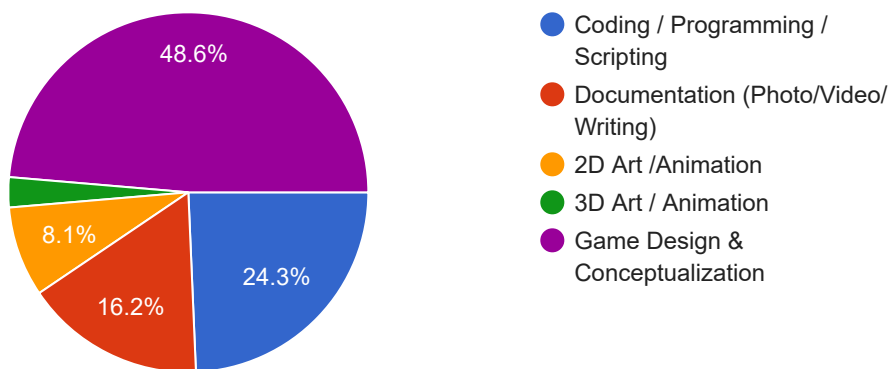
Nothing that I know of.

Not say the professors are bad or anything, but a common issue me and people I've met with have had was specifically learning about coding and how something about how its taught just doesn't click with us and comparing it with web design coding, its much more confusing and difficult to grasp, I've had friends mention this same issue and we don't fault the professors for it but its still a problem we have, everything else is don't greatly but coding is where I've seen things fall short sadly.

Need to have more hands on instructor. For some this make theories clearer.

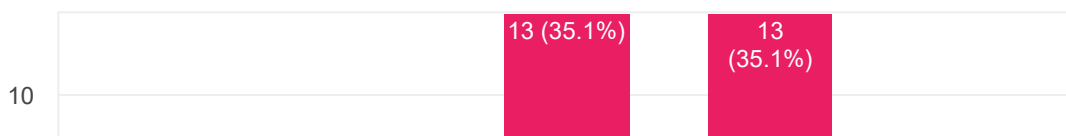
Of these options, which is your strongest Game Design/Development skill?

37 responses



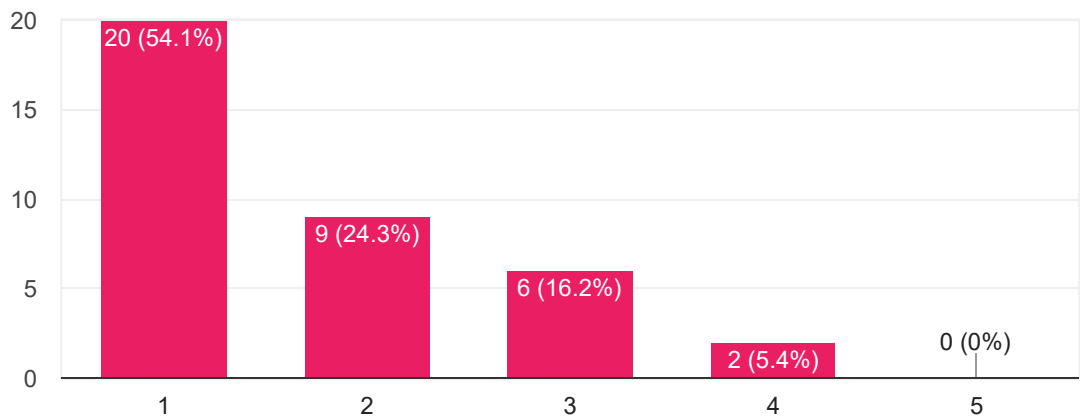
How effective would you rate your skills with [GAME DESIGN & CONCEPTUALIZATION]?

37 responses



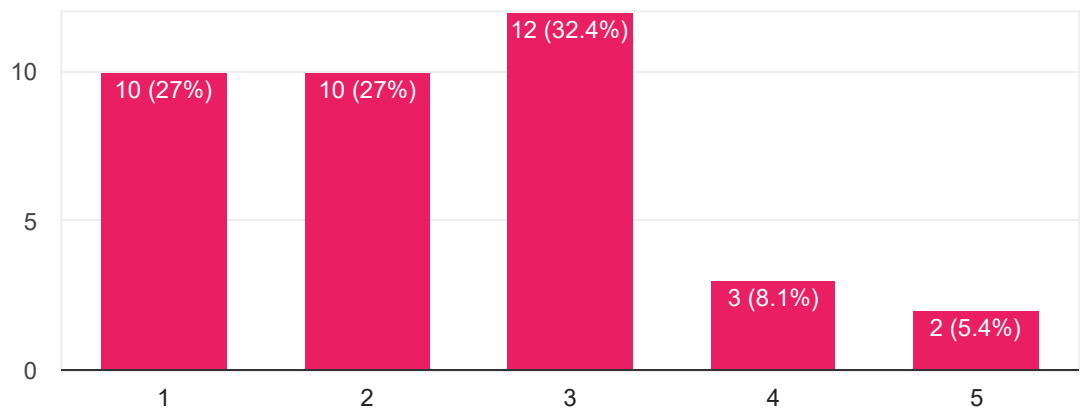
How effective would you rate your skills with [3D ART & ANIMATION]?

37 responses



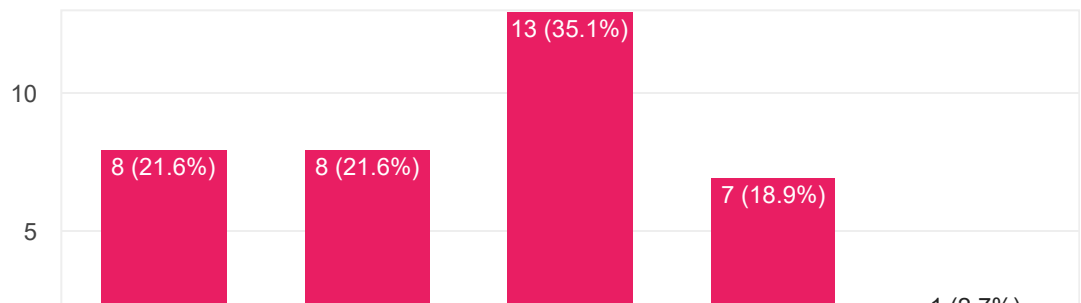
How effective would you rate your skills with [2D ART & ANIMATION]?

37 responses



How effective would you rate your skills with [CODE]?

37 responses





Do you have any other feedback regarding the Game Design Program?

15 responses

No (4)

Great

no

Adding other GD classes would be awesome. More options could be a good thing.

its fun

Flexibility in hours of classes

Well Please add a coding class course 3 and make coding course 2 mandatory for any game designer that is important to learn and would help all future graduates

I'm tired

N/A

Update the Media Design page more often, -please-. Also requesting something where some of us could learn a section of code much more easily instead of going on a witch hunt for something very specific.

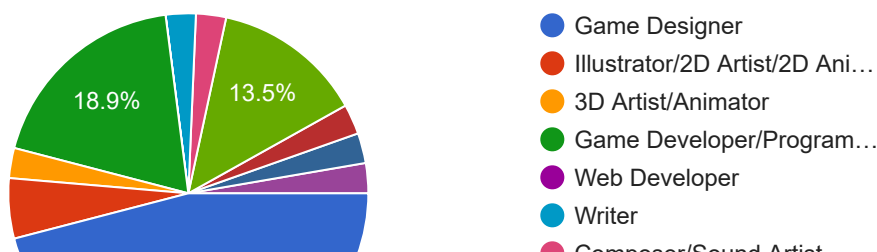
Good job! Thanks a lot! Also keep us informed about how to protect our games and our to sell them.

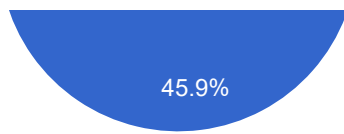
Need to have more weekend and night classes! Some advisers need to be more readily available for one on one with student. I have questions but due to work can seem to find anyone at night.

The Future

Which career path would you like to follow?

37 responses

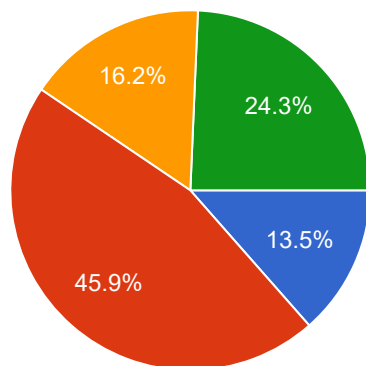




- Composer/Sound Artist
 - I have no idea.
- 1/2

Have you considered getting involved with IGDA?

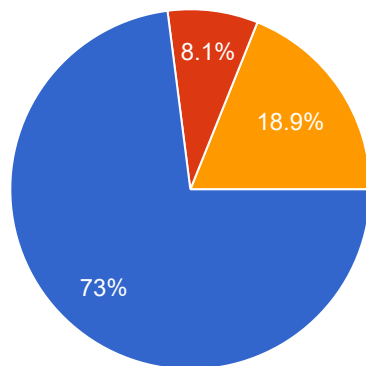
37 responses



- Yes, I'm already a member of IGDA!
- No, what is IGDA?
- No, I don't have time.
- No, I don't have money for the \$30 annual dues.

Do you plan on transferring after you graduate with your AAS degree?

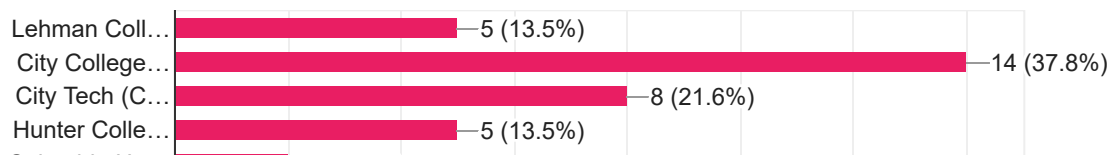
37 responses

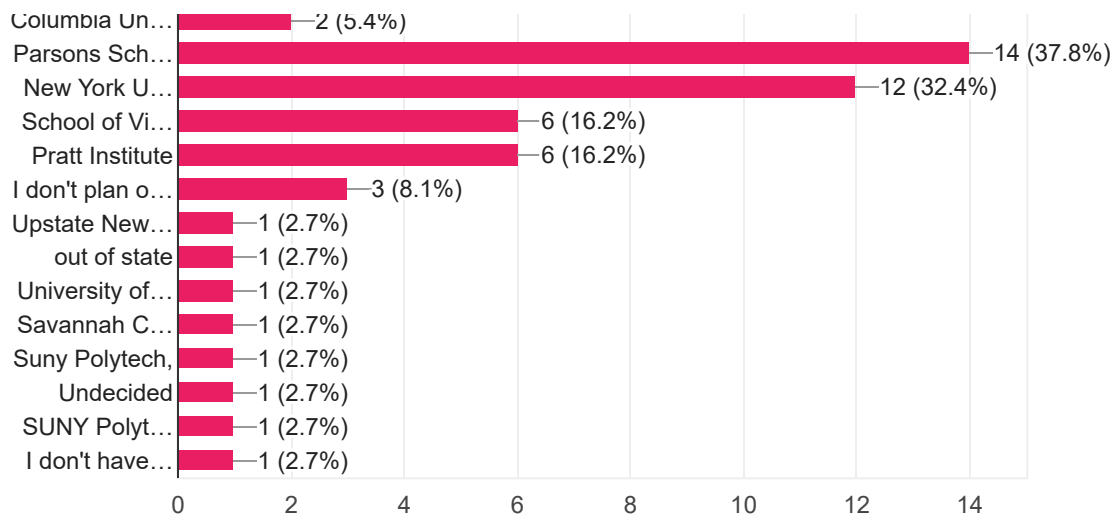


- Yes
- No
- Maybe

If you plan on transferring, which schools do you plan on applying or transferring to?

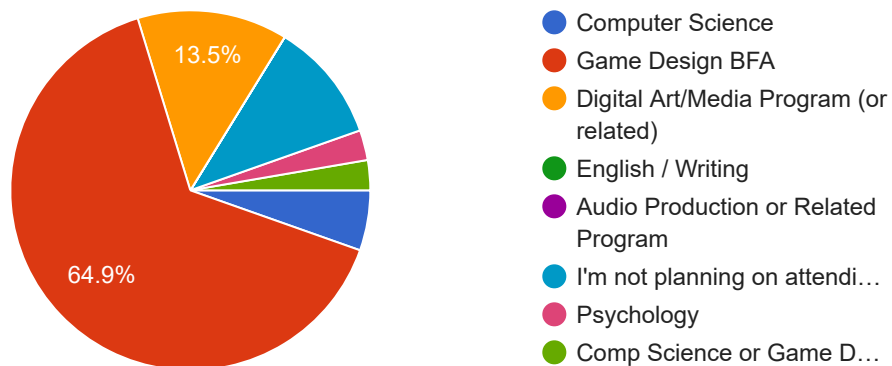
37 responses





What type of bachelor's degree program are you considering transferring into?

37 responses

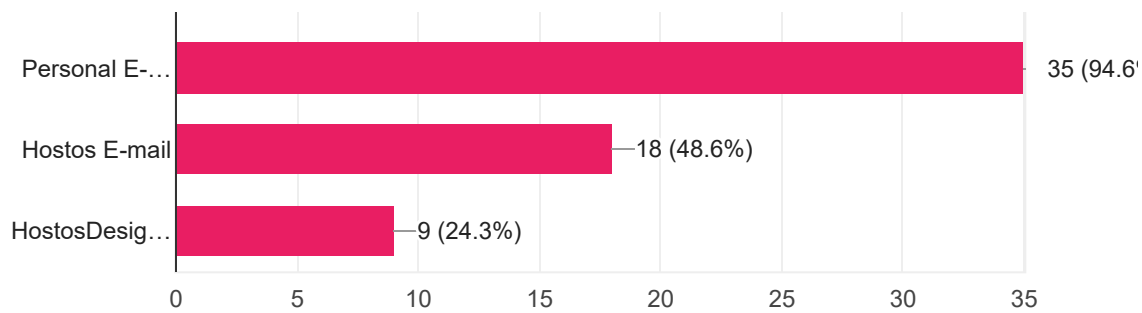


Misc. Information

Ideally, in which way(s) would you like to receive updates and information on the Game Design Program?

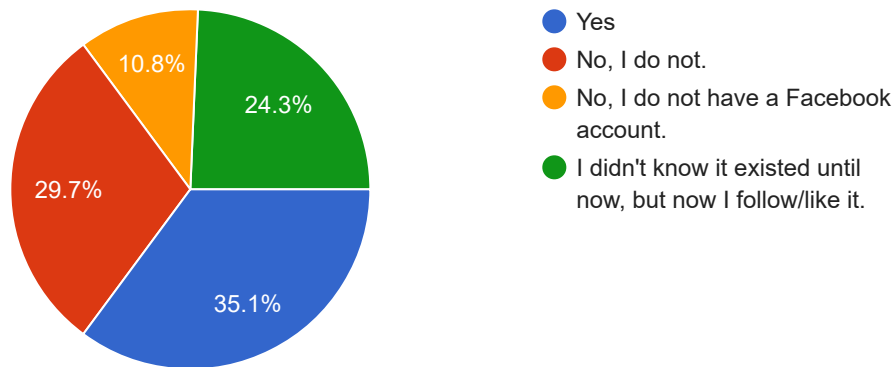
37 responses





Do you follow the Hostos Media Design Programs Facebook page?
facebook.com/HostosDesign/

37 responses



Do you have anything else to add? If so, what is it?

10 responses

Our Game is awesome

Thank you

Bomb Squad is coming through!

no

facts

I'm tired

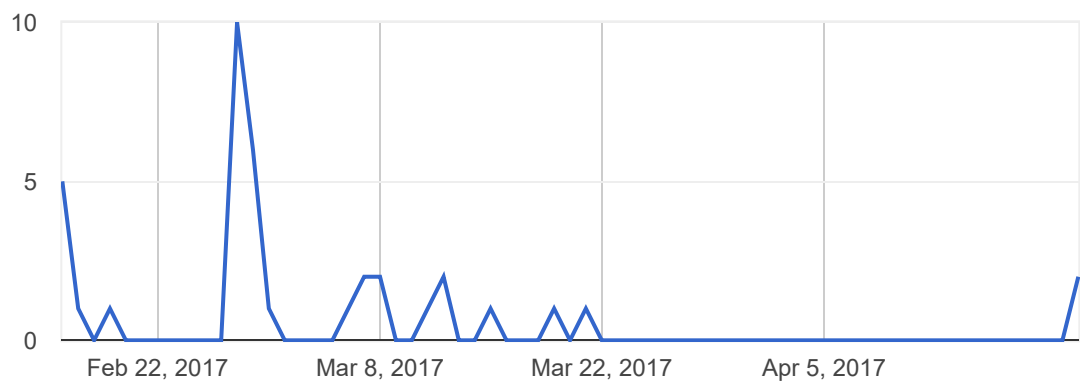
Nothing important except I hope code doesn't kill(Overwhelm) me. I really love the stuff.

No

I am alone for the competition. We did not catch with the team. I will present my own game.

I'm enjoying the semester and will attend the next Game Jam!

Number of daily responses



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