| | |
|---|---|
| **Course:** | GAME 2000 02 - Introduction to Video Game Theory and Design |
| **Responsible Faculty:** | Kevin Taylor |

| | |
|---|---|
| **Department:** | GAME |
| **Responses / Expected:** | 14 / 16 (87.50%) |



**The Student** — GAME 2000 - 02

| | | SA | 2 | 3 | 4 | SD | N | Grp Med | Med. | Mode | Std Dev |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Q1 | I took sufficient responsibility for increasing my knowledge of the subject. | 8 | 4 | 0 | 1 | 1 | 14 | 1.4 | 1 | 1 | 1.21 |
| Q2 | I actively participated in class discussion and activities. | 8 | 4 | 2 | 0 | 0 | 14 | 1.4 | 1 | 1 | .73 |
| Q3 | I was prepared for quizzes, examinations, critiques, and other in-class activities. | 10 | 3 | 1 | 0 | 0 | 14 | 1.2 | 1 | 1 | .61 |

Responses: [**SA**] Strongly Agree=1 [**2**] 2=2 [**3**] 3=3 [**4**] 4=4 [**SD**] Strongly Disagree=5
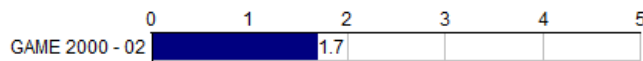


**The Student** — GAME 2000 - 02

| | | VM | 2 | 3 | 4 | NM | N | Grp Med | Med. | Mode | Std Dev |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Q4 | To what extent did the instructor and the teaching of this course motivate you? | 10 | 1 | 0 | 3 | 0 | 14 | 1.2 | 1 | 1 | 1.22 |

Responses: [**VM**] Very Motivated=1 [**2**] 2 =2 [**3**] 3=3 [**4**] 4=4 [**NM**] Never Motivated=5
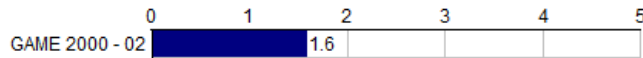


**The Student** — GAME 2000 - 02

| | | A | B | C | D | F | N | Grp Med | Med. | Mode | Std Dev |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Q5 | I expect to receive the following grade from this course: | 6 | 6 | 1 | 0 | 0 | 13 | 1.6 | 2 | 1,2 | .62 |

Responses: [**A**] A=1 [**B**] B=2 [**C**] C=3 [**D**] D=4 [**F**] F=5



**The Course** — GAME 2000 - 02

| | | SA | 2 | 3 | 4 | SD | N | Grp Med | Med. | Mode | Std Dev |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Q6 | The course content was consistent with the course description. | 12 | 0 | 1 | 0 | 0 | 13 | 1.5 | 1 | 1 | .53 |
| Q7 | Student learning outcomes from this class were clearly defined in the syllabus or verbally by the instructor. | 12 | 0 | 0 | 1 | 0 | 13 | 2.0 | 1 | 1 | .80 |
| Q8 | The text(s), materials, and other resources used reflected the course student learning outcomes. | 10 | 1 | 1 | 0 | 0 | 12 | 1.1 | 1 | 1 | .60 |
| Q9 | Assignments were appropriate to the course content. | 13 | 1 | 0 | 0 | 0 | 14 | 1.0 | 1 | 1 | .26 |
| Q10 | The pace at which the instructor covered the material was appropriate for the amount of material covered. | 11 | 1 | 2 | 0 | 0 | 14 | 1.1 | 1 | 1 | .72 |

Responses: [**SA**] Strongly Agree=1 [**2**] 2=2 [**3**] 3=3 [**4**] 4=4 [**SD**] Strongly Disagree=5
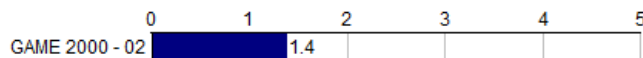


**The Course** — GAME 2000 - 02

| | | E | 2 | 3 | 4 | P | N | Grp Med | Med. | Mode | Std Dev |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Q11 | How do you rate the course overall in meeting the stated learning outcomes? | 10 | 3 | 1 | 0 | 0 | 14 | 1.2 | 1 | 1 | .61 |

Responses: [**E**] Excellent=1 [**2**] 2=2 [**3**] 3=3 [**4**] 4=4 [**P**] Poor=5

**Q12 - Course Planning and Organization**

**Response Rate:** 64.29% (**9** of **14**)

- well organized lesson plans that provided a lot of material.
- very well organized and easy to understand and digest.
- organized well. assignments and instructions were presented very clearly.
- Well designed and informative, giving a good idea of what game design actually will be while reinforcing the idea that technological skills aren't necessary.
- The students had to plan their time very well in this class. I think the instructor did a great job of giving the students enough time to get what they needed to do done. We also had to keep a semester long journal log in our notebook for video games, so you could say many of the students needed to keep organized to keep all the work they have accomplished.
- The course was well planned out and organized
- The course was good.
- It was good, everything was structured rather well. We moved at a good pace and had interesting topics.
- 10/10 Needs more memes though.

**Q13 - Communication/ Interaction**

**Response Rate:** 64.29% (**9** of **14**)

- communication within the classroom was open with awesome interaction
- Well conveyed and concise, if occasionally off topic.
- This class is full interaction, and actually demands interaction. In every class we are expected to participate, we even have a journal due at the end of the semester to ensure we have been working outside of class.
- The class was all about communication and interaction between students and prof. Taylor, and I felt that the class excelled in terms of communication
- The class group project was not fun because my teams were slackers.
- Keep up with the memes
- Easily able to discuss material and gain feedback as well as answer questions.
- Communication and interaction between students and teacher were productive and interesting.
- At the beginning of each class, we would discuss what games we played over the week and any other interesting things. I think many of the students spoke out over the course of the class, and I think many people made friends with one another. The final project was actually a group project where everyone has to work off one another to get the grade they desire. I think the instructor spoke a little fast in some of his lectures considering he didn't have any text to help follow along.

**Q14 - Assignments, Exams, and Grading**

**Response Rate:** 57.14% (**8** of **14**)

- all assignments were interesting and were relative to the class material. Grading scale tough, but fair.
- This class has a few big assignments, and the rest is mostly participation. If you fail one big project it can really hurt your grade, however I liked this format. It gave me time to make a quality product that was relevant to the subject, as compared to the many smaller assignments in other classes.
- The assignments give a brief explanation of game design.
- I felt that grading was fair and that the critiques of the assignments on blackboard were helpful
- Fairly graded and a reasonable workload.
- Fair grading, pushes you as a student to do your best.
- Fair grading of assignments and exams. I learned from each assignment
- All of the assignments were manageable, you just really had to be pro active and not procrastinate.

**Q15 - Course Results/ Outcomes**

**Response Rate:** 57.14% (**8** of **14**)

- True to the expectations.
- Overall the class wasn't what I expected, but I enjoyed it a lot.
- I've learned a lot from this class and thought the material was very interesting.
- I really enjoyed this course. It's a three hour class but it never felt long, I was always engaged and having a good time.
- I feel that I have learned everything I will need for the next level of games classes, and had fun doing it.
- I feel i could have done better in this class.
- I feel as though I have achieved all of the learning outcomes that we were meant to grasp by the end of semester, so I would say this was successful.
- I am happy with my grade so far and what i have learned

| The Instructor | | | | | | | Taylor, Kevin | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Responses | | | | | | Individual | | | |
| | | SA | 2 | 3 | 4 | SD | N | Grp Med | Med. | Mode | Std Dev |
| Q16 | Class sessions (lectures, demonstrations, discussion, etc.) were well organized. | 12 | 1 | 1 | 0 | 0 | 14 | 1.1 | 1 | 1 | .56 |
| Q17 | The instructor demonstrated knowledge of the subject matter. | 13 | 1 | 0 | 0 | 0 | 14 | 1.0 | 1 | 1 | .26 |
| Q18 | The instructor contributed positively to a classroom atmosphere that was conducive to learning. | 10 | 2 | 1 | 0 | 0 | 13 | 1.2 | 1 | 1 | .61 |
| Q19 | The instructor made efficient and full use of class sessions. | 11 | 1 | 0 | 1 | 1 | 14 | 1.1 | 1 | 1 | 1.24 |
| Q20 | The instructor provided meaningful feedback to student work. | 9 | 4 | 1 | 0 | 0 | 14 | 1.3 | 1 | 1 | .62 |
| Q21 | The instructor provided assistance when needed. | 6 | 4 | 0 | 1 | 2 | 13 | 2.1 | 2 | 1 | 1.46 |
| Q22 | I would recommend this instructor to others. | 11 | 0 | 1 | 1 | 0 | 13 | 1.6 | 1 | 1 | .92 |

**Responses:** [**SA**] Strongly Agree=1 [**2**] 2=2 [**3**] 3=3 [**4**] 4=4 [**SD**] Strongly Disagree=5
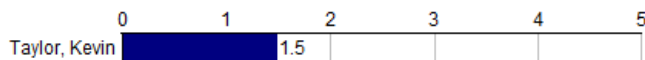


| The Instructor | | | | | | | Taylor, Kevin | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | Responses | | | | | | Individual | | | |
| | | E | 2 | 3 | 4 | P | N | Grp Med | Med. | Mode | Std Dev |
| Q23 | How do you rate the instructor overall? | 9 | 2 | 1 | 1 | 0 | 13 | 1.2 | 1 | 1 | .93 |

**Responses:** [**E**] Excellent=1 [**2**] 2=2 [**3**] 3=3 [**4**] 4=4 [**P**] Poor=5

| **Q24 - Course Planning and Organization** | |
|---|---|
| **Faculty:** | Taylor, Kevin |
| **Response Rate:** | 71.43%   (**10** of **14**) |

| | |
|---|---|
| - | Well designed and informative into the world of games. |
| - | Very organized lectures and discussions. |
| - | There were many times where the instructor would sit on his phone while he gave as something to do for an hour that only took 15 minutes for the class to finish |
| - | The overall required courses could show some of the programming side to game design. |
| - | The instructor was organized and had clearly thought out the material with great care. There was never a day that I did not have fun in class. I particularly enjoyed the section about the portrayal of women in video games. |
| - | The course was well planned out and organized |
| - | Need more hot 'n spicy memes in the presentations |
| - | Kevin is very organized and presents himself professionally, but also as someone relatable. Cool guy. |

| - | Kevin Taylor clearly planned out this course very well. Every lesson is well paced and has a purpose. | |
| - | I think you had a well thought out plan for this class and I think it went great. You never canceled class randomly or had to change anything around in the syllabus. | |

**Q25 - Communication/ Interaction**

| Faculty: | Taylor, Kevin |
| --- | --- |
| Response Rate: | 71.43% (10 of 14) |

| - | communication within the classroom was open with awesome interaction | |
| - | You spoke a little fast some times in the lecture, since you didn't have any words to guide us through the lectures, it was kind of hard to follow along. | |
| - | Well-spoken and easy to reach outside of class. The majority of Kevin's lectures were verbal, but it wasn't difficult to keep up or take notes along with them. | |
| - | We had been told to email the teacher whenever we had questions and every time I did, I would not get a response. I would have to go to his office hours (which is only for 3 hours a week) and ask him myself to which he didn't tell me what I had missed in class but just told me to continue working on my project which frustrated me considering it is a 3 hour long class. | |
| - | Very easy to ask questions and get help from Kevin. He is also very personable. | |
| - | Instructor communicated well with students and made it clear that if they needed assistance or help that he would help them. | |
| - | His office hours need to be spread out in the week. Not just on Monday and Tuesday. Also needs to reply to emails sent later in the week. | |
| - | He is approachable, he seemed a little intimidating at first, but after the first class it was clear that he was here to teach us and help us grow as students. He is a good communicator and teaches his lessons well, as well as explains answers and difficult concepts well. | |
| - | Doesn't always answer emails which can be frustrating. | |
| - | All that was necessary was provided. | |

**Q26 - Assignments, Exams, and Grading**

| Faculty: | Taylor, Kevin |
| --- | --- |
| Response Rate: | 57.14% (8 of 14) |

| - | The assignments were all well-thought out and interesting (dare I say, fun, even) and related back to the class, while teaching what Kevin wanted us to learn in a more hands-on kind of way. The grading scale is tough, but I think it's fair and pairs well with this class. | |
| - | Reasonably graded and feedback was well thought out. | |
| - | I think the instructor graded a little hard on some assignments. Obviously that's all opinion based. | |
| - | He is a harsh grader with high standards, but it made me a better student. All of his assignments were relevant and important, some were even fun. | |
| - | Grades were fair and the feedback given on blackboard assignments was helpful and fair | |
| - | Fair grading of assignments and exams. I learned from each assignment | |
| - | Assignments were fun and challenging and were graded fairly, helping us push to do our best. He always offered loads of feedback after each assignment to help you understand why you got the grade you did. | |
| - | All made well. | |

**Q27 - Course Results/ Outcomes**

| Faculty: | Taylor, Kevin |
| --- | --- |
| Response Rate: | 50.00% (7 of 14) |

| - | True to the expectations. | |
| - | Kevin Taylor is knowledgeable about the subject matter and did a good job presenting information in a way that made you really listen to what was going on. | |
| - | I wish to have done better. | |
| - | I loved the class and am glad to have had him as a professor. | |
| - | I am happy with my grade and what i have learned. This class was pretty cool. | |
| - | Enjoyable class, wonderful professor. 10/10, would recommend. | |
| - | Because this class is graded so harshly, it drove me to give 110%. I feel that it has made me a better student in the outcome. | |

**Q28 - Comments on facilities used for class (classrooms and labs):**

| Response Rate: | 78.57% (11 of 14) |
| --- | --- |

| - | Would have liked easier access to the lab, as well as computers that actually maintain a consistent memory after shutting down. | |
| - | The classroom itself is great, the only issue is that sometimes the door was locked before class and it took up a significant chunk of our class time to get someone to unlock the door for us. Card Key access would be very helpful. | |
| - | The classroom was appropriate and good for the class. | |
| - | THE DANG DOOR. LET TAYLOR HAVE SOME KEYS! | |
| - | No problems | |
| - | Needs s smart board | |
| - | Lab 119 was very useful, we used the pcs a lot. I wish students had access to the room, however. Maybe a card-swipe or something other. On multiple occasions we were locked out of the classroom and had to waste class time trying to find someone with the keys. | |
| - | It would have been helpful to have access to the room more often | |
| - | I didn't really use the labs, but i think the classrooms were comfortable and easy to work in. | |

| | Game design rooms should have swipe card access to allow for the use of computers outside of class time | 🔍 |
|---|---|---|
| - | Computer lab in classroom was very convenient and worked well. | 🔍 |

**Q29 - Comments on equipment used for class:**

**Response Rate:** 64.29% (**9** of **14**)

| | the equipment was fast and worked for everything we had to do in class. | 🔍 |
|---|---|---|
| - | equipment was fine. Didn't experience any pc problems. | 🔍 |
| - | The computers are great, no complaints there. | 🔍 |
| - | N/A | 🔍 |
| - | Good reliable equipment | 🔍 |
| - | Dual monitor | 🔍 |
| - | Didn't use the computers often but they are so fresh so clean. | 🔍 |
| - | Computers that have persistent memory. | 🔍 |
| - | All of the equipment was awesome. | 🔍 |

**Q30 - Comments for the media center:**

**Response Rate:** 35.71% (**5** of **14**)

| | card access for lab 119 | 🔍 |
|---|---|---|
| - | Occasionally the classroom would be locked, and the teacher would have to waste his time getting it open. | 🔍 |
| - | None | 🔍 |
| - | No problems | 🔍 |
| - | N/A | 🔍 |