Office of Institutional Research
California State University, Chico

PRIVATE and CONFIDENTIAL

Student Evaluation of Teaching Results - Fall 2020

Kevin W Taylor,

Enclosed you will find the results of the Fall 2020 Student Evaluation of Teaching (SET) for your course:

2208_CAGD_445_01_4 - Advanced Animation Production

The SET form administered was SETForm_U.

An overall indicator is listed first. It consists of an average of the following scales:

- Part B

The overall indicator is followed by the individual average values of the scales mentioned above.
In the second part of the analysis the average values of all individual questions are listed.
Written comments (if any) will follow the individual question analysis.

If you have any further questions do not hesitate to contact the Office of Institutional Research.

Kevin W Taylor

Advanced Animation Production (2208_CAGD_445_01_4) Fall 2020
No. of responses = 10

Overall indicators

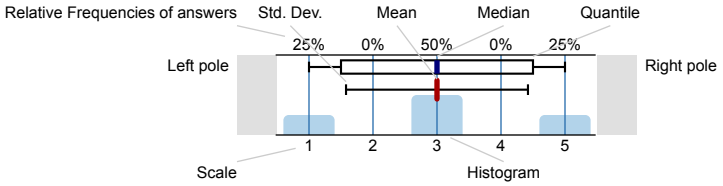
3. **Part B** (α = 0.9)

av.=4.11
dev.=1.13

Survey Results

Legend

Question text



n=No. of responses
av.=Mean
md=Median
dev.=Std. Dev.
ab.=Abstention

1. General Information

1.1) **You are a:**

n=10

Freshman	0%
Sophomore	0%
Junior	0%
Senior	100%
Graduate	0%

1.2) **Is this course:**

n=10

Required	100%
Elective	0%

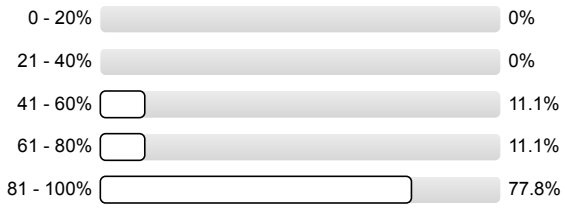
1.3) **Expected Grade:**

n=10

A	0%
A or B	60%
B	20%
B or C	10%
C	10%
C or D	0%
D	0%
D or F	0%

2. Part A Mark the answer that best applies.

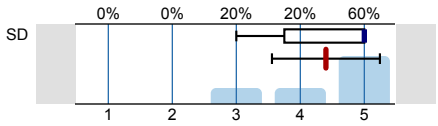
2.1) How well are you keeping up with the assignments and reading for this course? *(Give aÂ percentage estimate)*



n=9

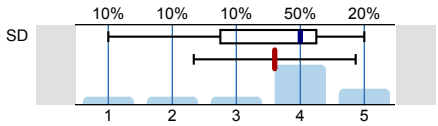
3. Part B

3.1) The syllabus explains course requirements.



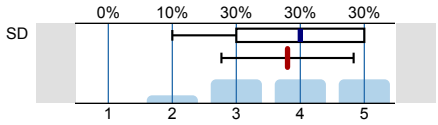
n=10
av.=4.4
md=5
dev.=0.84

3.2) My overall knowledge of the subject matter has increased due to the instruction of this course.



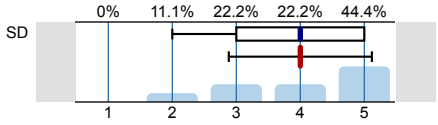
n=10
av.=3.6
md=4
dev.=1.26

3.3) The instructor presents the material in an understandable way.



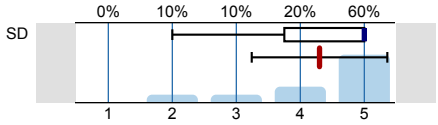
n=10
av.=3.8
md=4
dev.=1.03

3.4) The instructor is well prepared for class.



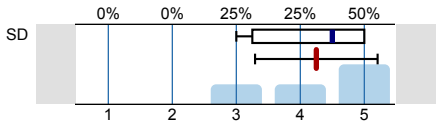
n=9
av.=4
md=4
dev.=1.12

3.5) The instructor follows the course syllabus.



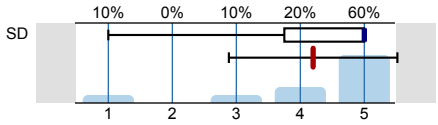
n=10
av.=4.3
md=5
dev.=1.06

3.6) The instructor is available during office hours.



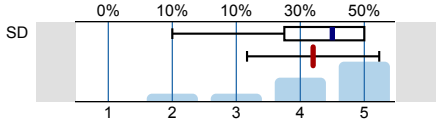
n=4
av.=4.25
md=4.5
dev.=0.96
ab.=5

3.7) The course assignments contribute to learning.



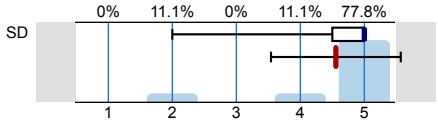
n=10
av.=4.2
md=5
dev.=1.32

3.8) The instructor gives appropriate feedback.



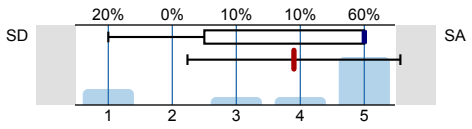
n=10
av.=4.2
md=4.5
dev.=1.03

3.9) The instructor communicates high expectations for student achievement.



n=9
av.=4.56
md=5
dev.=1.01
ab.=1

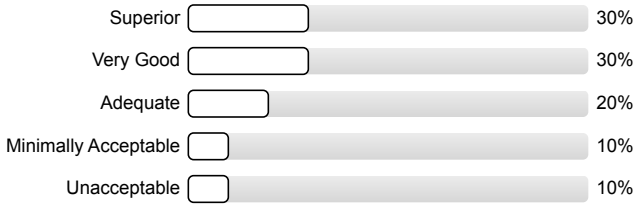
3.10) The instructor monitors student learning throughout the course.



n=10
av.=3.9
md=5
dev.=1.66

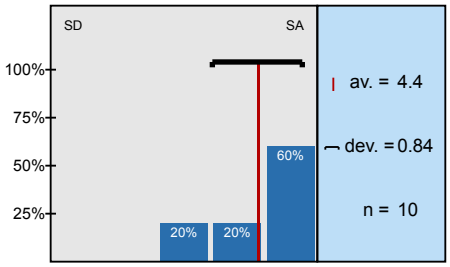
3.13) How do you rate the overall quality of teaching in this class?

n=10

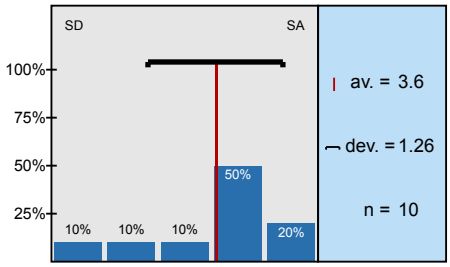


Histogram for scaled questions

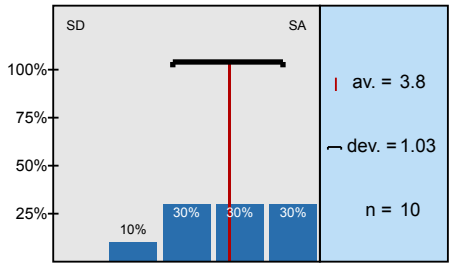
The syllabus explains course requirements.



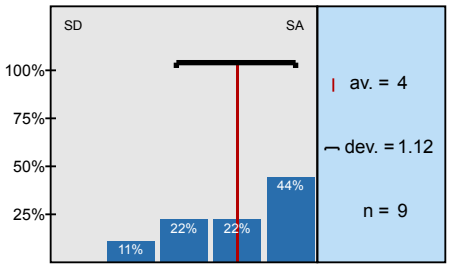
My overall knowledge of the subject matter has increased due to the instruction of this course.



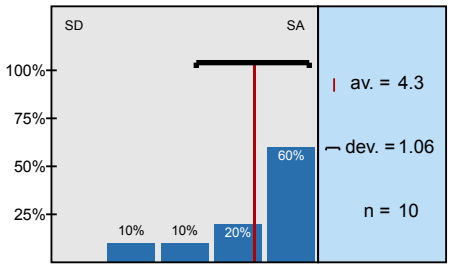
The instructor presents the material in an understandable way.



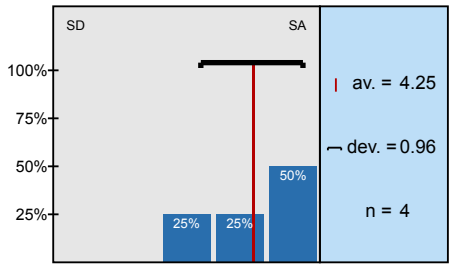
The instructor is well prepared for class.



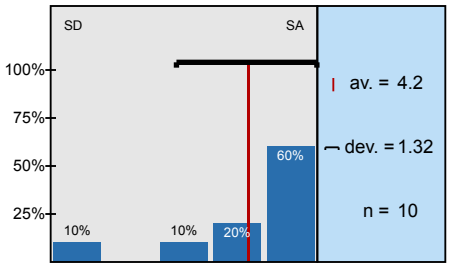
The instructor follows the course syllabus.



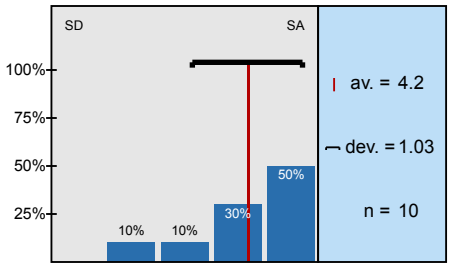
The instructor is available during office hours.



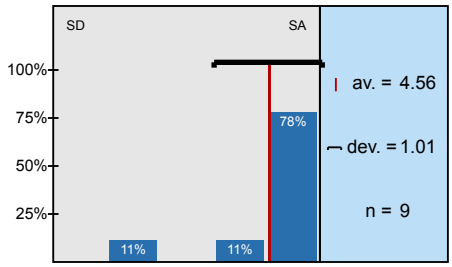
The course assignments contribute to learning.



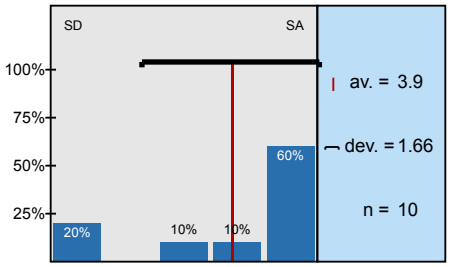
The instructor gives appropriate feedback.



The instructor communicates high expectations for student achievement.



The instructor monitors student learning throughout the course.

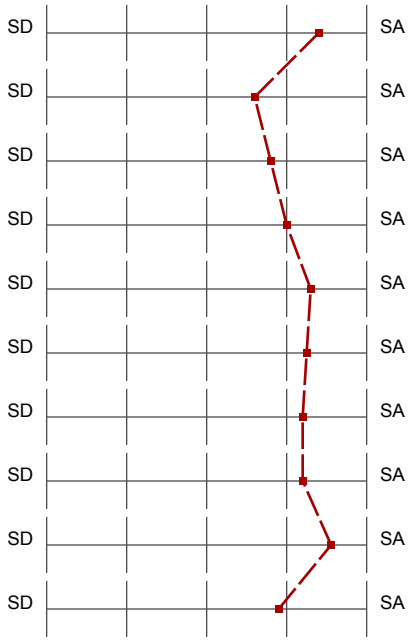


Profile

Subunit: ECC - Computer Animation and Game Development
Name of the instructor: Kevin W Taylor
Name of the course: (Name of the survey) Advanced Animation Production (2208_CAGD_445_01_4)

Values used in the profile line: Mean

3. Part B



3.1)	The syllabus explains course requirements.	n=10	av.=4.40	md=5.00	dev.=0.84
3.2)	My overall knowledge of the subject matter has increased due to the instruction of this course.	n=10	av.=3.60	md=4.00	dev.=1.26
3.3)	The instructor presents the material in an understandable way.	n=10	av.=3.80	md=4.00	dev.=1.03
3.4)	The instructor is well prepared for class.	n=9	av.=4.00	md=4.00	dev.=1.12
3.5)	The instructor follows the course syllabus.	n=10	av.=4.30	md=5.00	dev.=1.06
3.6)	The instructor is available during office hours.	n=4	av.=4.25	md=4.50	dev.=0.96
3.7)	The course assignments contribute to learning.	n=10	av.=4.20	md=5.00	dev.=1.32
3.8)	The instructor gives appropriate feedback.	n=10	av.=4.20	md=4.50	dev.=1.03
3.9)	The instructor communicates high expectations for student achievement.	n=9	av.=4.56	md=5.00	dev.=1.01
3.10)	The instructor monitors student learning throughout the course.	n=10	av.=3.90	md=5.00	dev.=1.66

Comments Report

3. Part B

3.11) What did your Instructor do to make this class a good learning experience for you?

- He consistently goes over work and provides valuable feedback which is greatly appreciated :)
- He is humorous and good-natured.
- Instructor was patient with unexpected situations that affected my work. Always gives great feedback, and has good insight into the industry.
- Kevin is always trying to give feedback on the project and be constructive. He also is willing to give all kinds of information on how students can gather assets and skills that will help them to create great work.
- Provide examples to how he wants assignments turned in because that was a little confusing for me.
- The instructor gives feedback every week on the work that has been done and it helps a lot when figuring out how to move on with said work.
- he provides a lot of feedback and advice while making it fun to learn.
- in the beginning of the semester emphasis the the parts of the project a little more clearer.

3.12) What could your instructor do in the future to make this a better class?

- Be more coherent in his explanations.
- I believe this class is fine as it is, it works well with the online system and I don't feel fatigued even after three hours of class. The one thing I would change is the use of Black Board to post our work, I hated the editing system but that has been changed as of yesterday.
- I feel overall that this course needs a little more attention paid to the students in the realm of maybe meeting for an hour in the middle of the week so that some techniques could be discussed. Although each team is meeting separately I think as a whole each team should discuss processes so that things could flow better. I think that more resources are necessary.
- I think it would be beneficial to have a Digital calendar for the semester. It serves as a Goodway to follow through with the class and help students be prepared. I know that I am constantly following the calendars for classes, and it is a helpful way to visually organize the class.
- More learning sources and guides, actual guidelines instead of the "go do something" attitude.
- Perhaps have a resource library of different tutorials in case some students need refreshers on different modelling or texturing techniques
- Suggest a few tutorial videos for project work would help me a lot during class but I manage to find them myself.
- other than clearing some instructions in the beginning nothing that can come to mind.

3.14) **IMPORTANT:** Please give at least one reason to justify your rating.

- He's kind of all over the place sometimes but I enjoy him all in all.
- I really enjoyed the time and project that was layed out for myself and team. its also more of a self paced course with deadlines and certain expectations for the course/work load. am really enjoying the course and course layout.
- I really like the feedback the instructor gives to everyone and at least for me it has been very useful with my work.
- Kevin is awesome :D
- The instructor was very helpful and I wasn't lost at all because of him and his use of class time and discord.
- There needs to be more attention paid to providing feedback on the little things happening.
- Weekly check-ups put too much pressure on students. Even 545 and 493 have biweekly check-ups to keep us stress free while doing our work. Only/mostly seniors take this class. We have a lot of classes and projects to juggle and we can't always work on something that week. Instead of hearing "it doesn't look good" I'd much rather hear "what" specifically doesn't look good about something, what kind of changes they'd like to see and how it should be done. I'd like to be presented with new tools, brushes, programs, methods and tutorials on how to do them instead of "go online find something". I'm already paying a bunch of money for somewhat decent online education that is definitely not monitored well enough (not like it can be monitored well enough while online), I don't need to be pointed towards google for

further education. What is the point of having to work on both Trello AND BLACKBOARD!? It's like having two facebook accounts. Pick one and go with it. Furthermore, taking the "team lead" position from students and making it so that we're not even being graded as a proper team and doing SEPARATE parts of a scene is the WORST idea possible. Some of us excel in modeling while others in texturing. Some in characters, some in assets/environment. Some in organic forms some in more mechanical things. Not everyone is trying to be a generalist. Now we pretend to be in a team while not even communicating that much to make sure our pieces go together, the design differences are popping out and we have no actual leadership going on between us nor team leading skills improving because we are not getting to be our team lead.

- every time we show our work we receive great feedback, and ways to improve our work. Honestly this is super valuable. I always feel comfortable asking instructor anything even something that I normally would not ask for fear of it sounding dumb. Thanks you for teaching the course, I am really glad I had you as a teacher.

- personal experience in the class