# Additional Course Evaluation

CPMUT 299, Fall 2005

November 30, 2005

Your Name:                                    Team Name:

Your major/minor:

## 1 Group Evaluation

What percent of the total effort put into the project was spent by each person in your group? For example, in a group with 4 people where all members did even amounts of work, we'd expect 25% of the work by each member. If one member did half the work, and the others did the remainder, the split would be 50% for one member and 16.6% for the rest.

For any members of your team who put more significantly more time and energy into the course project please describe their efforts below.

For any members of your team who put more significantly less time and energy into the course project please describe their efforts below.

What was the most difficult aspect of working together on your team project? (Explain)

What was the best aspect of working together on your team project? (Explain)

Would you have benefitted from a larger or a smaller group?

## 2   Lecture Evaluation

Please evaluate the course lectures on a scale of 1 [strongly disagree] to 10 [strongly agree], or N/A for lectures you didn't attend
Q1. I understood the material in this lecture.
Q2. I understand the relevancy of this material to game design.
Q3. I learned new material in this lecture.
Q4. The material in this lecture was presented clearly.
Q5. Lecture adequately covered subject. (For second year multi-disciplinary course.)

| Lecture | Lecturer | Q1 | Q2 | Q3 | Q4 | Q5 |
|---|---|---|---|---|---|---|
| Course Intro and Motivation | Schaeffer | | | | | |
| Game Development Cycle | Schaeffer | | | | | |
| Narrative (1 & 2) | Gouglas | | | | | |
| Project Management | Hoover | | | | | |
| Meetings Videos | — | | | | | |
| Programming/Scripting | Hoover | | | | | |
| Graphics Technologies | Southey | | | | | |
| Game Genres | Southey | | | | | |
| Sound/Music | Zabaneh | | | | | |
| Visual Design | Zabaneh | | | | | |
| AI (1 & 2) | Sturtevant | | | | | |
| Game Postmortems | Sturtevant | | | | | |
| Cultural Aspects | Gouglas | | | | | |

Please include any suggestions for improving any aspects of the lectures on the back of this sheet.