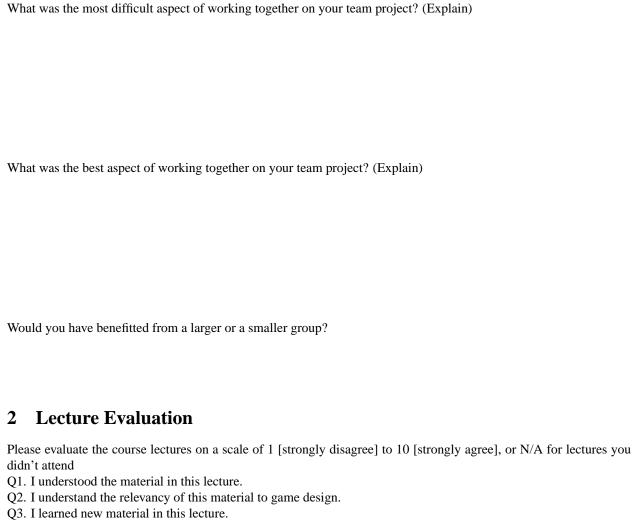
Additional Course Evaluation

CPMUT 299, Winter 2006 April 6, 2006

You	r Name:	Team Name:
You	r major/minor:	
1	Group Evalu	ation
with	n 4 people where all mber did half the wo	effort put into the project was spent by each person in your group? For example, in a group nembers did even amounts of work, we'd expect 25% of the work by each member. If one k, and the others did the remainder, the split would be 50% for one member and 16.6% for
	any members of your r efforts below.	team who put more significantly more time and energy into the course project please describe
	any members of you r efforts below.	team who put more significantly less time and energy into the course project please describe



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					
ScriptEase Intro	Curtis Onuczko					
Game Design	Southey					
Game Postmortems	Sturtevant					
Project Management	Hoover					
Graphics Technologies	Southey					
AI (1 & 2)	Sturtevant					
Design Issue Presentations (1 & 2)	-					
Cultural Aspects (1 & 2)	Gouglas					
Industry Experiences	BioWare					
Game AI Research	Schaeffer					
Music & Sound	Sturtevant					

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