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To
The IMADA Education Committee
University of Southern Denmark

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DM810 - Computer Game Programming II: AI (Kunstig intelligens i computerspil)
Action plan after students' evaluations

The course had 3 pass/fail obligatory assignments and a final oral exam with grade. At the beginning of the course the number of students registered in the BlackBoard system was 27. The same number of students registered to the projects and to the oral exam. There were 22 students who submitted the first obligatory assignment, 21 the second and 20 the third. In the protocol for the final exam there were 20 students. All 20 students passed the exam. The distribution of grades is shown below.
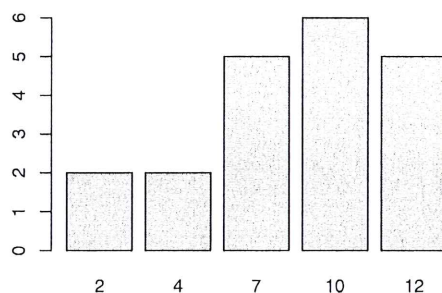
After the oral exam 13 students filled the evaluation scheme and 9 did not.

From the evaluations it arises that:

- the perceived workload and difficulty of the course was close to average with respect to other courses
- the course met the expectations and was coherent with the

curriculum

- the book and the slides were considered satisfactory although somehow lengthy and lacking depth.

- students were generally satisfied with the teacher competencies, preparation, engagement and commitment at the lectures. A comment suggests more hands-on lectures rather than reciting the book.

- the hands-on assignments on game frameworks were positively received. Those that were putting students in competition with each others (the first two assignments were of this kind) were perceived as stimulating and providing feedback for improvement. Some comments suggest focusing on one single incremental project with three assignments on it.

- some different opinion were expressed on the form of the exam. In particular the function of the portfolio was not understood by everybody. The presence of an external censor from the game industry was appreciated.

- missed attendance to lecture was explained by the unfavorable time slot 16-18 and by the easiness of the subject matter that allowed self-study from the book and slides.

I interpret the overall judgment as positive and therefore I do not plan any important change with this course. A few details could be however improved:

- conduct more testing on the assignments, since some troubles and corrections appeared in this edition.

- improve the form of the lectures, going from mere repetition of the content from the book to more interactive sessions with demo, examples and animations.

- explain better the function of the portfolio at the oral exam or remove it.

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