

Course Evaluation

DM809 Computer Game Programming I: Graphics Fall 2012

Summary

Course outcome: A total of 28 students were signed up for the course. Of these, 26 handed in the mandatory project (all of which passed). Of the 26 students signed up for the oral exam, 23 actually appeared. The distribution of grades at the oral exam was as follows:

Grade	-3	00	02	4	7	10	12
Number of students	2	2	0	2	5	9	3
Percent	8.7%	8.7%	0.0%	8.7%	21.7%	39.1%	13.0%

The two with grade -3 just turned up to be able to go to the reexam.

Evaluation response: Of the 26 active in the course, 15 filled out the evaluation form, which seems a fairly decent response level, presumably giving a reasonably balanced evaluation.

For all questions of the evaluation form, the responses are (except for a single outlier) almost all located in the two best answer categories.

A few comments appear, some positive, some negative, and often giving opposite opinions on the same subject. The main consistent theme that can be extracted, is that the hand-written note sets (some were handed out to supplement the main text book) could be more legible.

Plan of actions

Overall, the evaluation gives no reason for any major changes. In the next run of the course, I will spend some time on improving note sets (for this run a new text book was introduced, slides for the course were made for the first time, and the note sets complementing the book had to be written, which combined made the time investment quite large—next run will allow time for more polishing of the note sets).

Rolf Fagerberg, Imada, December 14, 2012.