Course: CCHU9060A: Games: Play, Learning and Society

Yes No

Score

The course helped deepen my understanding of the course content 90% 10% 30 90 30 5.48
The course facilitated my engagement with the course content 93% 7% 29 93.1 25.3 4.71
The course stimulated me to be creative 93% 7% 30 93.3 24.9 4.55
The course encouraged me to think 97% 3% 31 96.8 17.7 3.17
The course had helpful readings and applications 93% 7% 29 93.1 25.3 4.71

Score

Strongly disagree Disagree Neutral Agree Strongly agree

Course effectiveness

None of the time Little of the time Some of the time Most of the time All of the time

Score

Medium of instruction in lectures

Score

Medium of instruction in tutorials

Score

Humanities AoI: developed greater appreciation of similarities and differer

Score

Strength comments

Playing games have been a crucial part of the lives for most people nowadays. By taking this course, I have understand a lot of the background knowledge about making games, such as how to create a successful video game, the impact it has towards the players and society, etc. The course has invited people from famous gaming companies to share their experiences and knowledge on making the video games in a real world, which allow me to understand better the mechanics of making a successful video game. The course has also allowed us to attempt to make a game and have really useful readings, which further enhances my knowledge and skills in making video games. This may perhaps be a helpful tool in assisting my future career

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The reference book is interesting to read. The game project is fun and interesting
the prof is very nice and passionate
Learning conducted through multi-media mediums. Making a game as the assignment is quite fun and meaningful

The group project is interesting that we can build up a game by ourselves adequate workload
Can try to develop a game what I am interested in
The teacher of this course is really good!!
Lectures are fun and interesting and knowledgeable

Provide a chance to get in touch with new things like producing games and make promotions. We could learn a lot through these
Tutorials are useful and clear to follow
Workload is suitable
-Great Assessment Methods
Interesting syllabus since the course is about gaming. The assignment is also interesting which involved book battles i.e. reading quizzes, and also game creation

Very fun, interesting course. It is an informative and educational course

**Improvement comments**

The readings can be made available to all people so that we do not need to queue up for reading a single chapter. The tutor can try to speak English more clearer so it is easier to understand what is being said in the tutorial

There are too many book battle quizzes
The lecture content seems similar and repeating. It will be great if more game theories can be discussed

regarding the book battle part
the resources from the library can only be used by one person at a time which make me can only do at 3 am so there will not be other students using it
hope this can be improved
When conducting live lectures, the tempo of the course is quite slow. More detailed explanations on assignments could be provided, especially the technical details like whether it is ok to use an alternative game engine, etc. It is hard to get the ebook for the book battle. Please provide it to students!

Disappointed that the field trip was cancelled, but actually it is not the false of the course

Sad that we couldn’t have face to face lecture

The workload of the course is too heavy. The group project has already involved many things we can learn. I understand that the book battle part could help us consolidate what we have learned. However, it is too much for a CC course

Want more decisions on nowadays popular game

Lectures are not related to any assignments

Workload was a bit too much. The book battle has 14 chapters and each chapter has average 3 quizzes. The quizzes seemed to be endless. I suggest not to duplicate the quizzes for each chapter. One quiz for each chapter will be reasonable and acceptable
The teacher helped me to learn
93% 7%
30 93.3 24.9 4.55

The teacher made material interesting
87% 13%
30 86.7 34 6.21

The teacher was responsive to student's need
93% 7%
29 93.1 25.3 4.71

The teacher communicated well
87% 13%
30 86.7 34 6.21

The teacher provided timely and useful feedback
92% 8%
26 92.3 26.6 5.23

Teacher effectiveness
0% 0% 27% 37% 37% 30 77.5 19.7 3.6

Strength comments

The teacher has provided a recap for all the exercises conducted in the
previous lectures with constructive feedback. It allows us to understand better
what is expected from the teacher. The teacher has created a lot of interactive
quizzes and exercises for us to understand better the concepts learned in each
of the lectures, which is a helpful tool to access whether we really understand
clearly all the concepts mentioned in the lecture. There are a lot of interesting
examples raised in the lectures, which allow us to understand how the
concepts can be applied in real life, which inspires me to learn more about the
concepts in each of the lectures

Clear presentation

nice and passionate

Inviting quite a few people working in the field to talk to students, very
informative

give us feedback about quizzes

funny
This course is not boring at all. There have some interactions between the lecturer and students. It is sad that we only have one face to face lesson. I really enjoy this course very much. Also, things being included in the lecture are interesting. This teacher also teaches really well! I just love this course very much and also this teacher!!! Interesting teaching material that he included many daily examples for explanation. Plus, he encouraged us all the time, like he would give us applause after our presentation and always smiled to us. He recognised our effort too

He gamified the teaching

**Improvement comments**

Most of the lectures are just reading out the powerpoint slides. I hope to see more thought-provoking presentation

good

Not quite familiar with the operation of online conference apps, like Zoom

It's good enough

I think when pointing mistakes from the group, the group numbers should not be shown as they may not want to let others know

Maybe speak faster with more fluent English