Course: SpecialTopicsinGameDesign: GAM-310-TE1 : DiMatteo, Matthew

Instructor: Matthew DiMatteo *
Response Rate: 8/17 (47.06 %)

1 - Is this course required for your program?											
Response Option	Weight	Frequency	Percent	Pei	rcent l	Respo	nses		Me	eans	
Yes	(1)	7	87.50%								
No	(2)	1	12.50%								
				0	25	50	100				
Response Rate											
8/17 (47.06%)											

2 - What grade do you expect for this course?										
Response Option	Weight	Frequency	Percent	Percent Responses	Means					
Α	(1)	2	25.00%							
A-	(2)	1	12.50%							
B+	(3)	2	25.00%							
В	(4)	3	37.50%							
B-	(5)	0	0.00%]						
C+	(6)	0	0.00%]						
С	(7)	0	0.00%							
C-	(8)	0	0.00%	1						
D+	(9)	0	0.00%	1						
D	(10)	0	0.00%	1						
D-	(11)	0	0.00%							
F	(12)	0	0.00%							
	,			0 25 50 100						
Response Rate										
8/17 (47.06%)										

3 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor's teaching style contributed to learning material covered in the course.

Response Option	Weight	Frequency	Percent	Percent Responses		
7	(7)	1	14.29%		9.29	
9	(9)	2	28.57%			
10	(10)	4	57.14%			
				0 25 50 100	Question	
Response Ra			Mean	STD	Median	
7/17 (41.18%)			9.29	1.11	10.00

4 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor clearly explained the goals and requirements of the course.

Response Option	Weight	Frequency	Percent	Pe	rcent	Respor	ises				
9	(9)	2	25.00%					9.75			
10	(10)	6	75.00%								
				_							
				0	25	50	100	Question			
Response Ra	te					Mean			STD	Me	edian
8/17 (47.06%)					9.75			0.46	1	0.00

Course: SpecialTopicsinGameDesign: GAM-310-TE1 : DiMatteo, Matthew

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Response Rate: 8/17 (47.06 %)

5 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor was well organized and prepared for class.

Response Option	Weight	Frequency	Percent	Percen	Respo	nses				
9	(9)	3	42.86%				9.57			
10	(10)	4	57.14%							
	·			_						
				0 25	50	100	Question			
Res	ponse Rate				Mean			STD	Me	edian
7/1	7 (41.18%)				9.57			0.53	1	0.00

6 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The Canvas resources for this course were valuable and well organized.

Response Option	Weight	Frequency	Percent	Percent Respo	nses				
9	(9)	3	37.50%			9.63			
10	(10)	5	62.50%						
				0 25 50	100	Question			
Response Ra	te			Mean			STD	Me	dian
8/17 (47.06%)	•		9.63			0.52	10	0.00

7 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Class slides were a valuable resource.

Response Option	Weight	Frequency	Percent	Pe	rcent	Respor	nses				
9	(9)	3	37.50%					9.63			
10	(10)	5	62.50%								
				0	25	50	100	Question			
Response Ra	te					Mean			STD	Me	edian
8/17 (47.06%)					9.63	,		0.52	1	0.00

8 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor was responsive to student needs and concerns.

Response Option	Weight	Frequency	Percent	Percent Responses		
7	(7)	1	12.50%		9.38	
9	(9)	2	25.00%			
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Rate				Mean	STD	Median
8/17 (47.06%)			9.38	1.06	10.00

9 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor used student questions and comments to help students understand course material.

Response Option	Weight	Frequency	Percent	Percent Responses		
6	(6)	1	12.50%		9.13	
8	(8)	1	12.50%			
9	(9)	1	12.50%			
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Rate			Mean	STD	Median	
8/17 (47.06%	6)			9.13	1.46	10.00

Course: SpecialTopicsinGameDesign: GAM-310-TE1 : DiMatteo, Matthew

Instructor: Matthew DiMatteo *

Response Rate: 8/17 (47.06 %)

10 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor was accessible to students outside of class time.

Response Option	Weight	Frequency	Percent	Percent Responses		
7	(7)	1	12.50%		9.38	
9	(9)	2	25.00%		_	
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Rate				Mean	STD	Median
8/17 (47.06%)			9.38	1.06	10.00	

11 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Methods utilized for evaluating student work were fair and appropriate.

Response Option	Weight	Frequency	Percent	Percent Responses		
6	(6)	1	12.50%		9.25	
9	(9)	2	25.00%			
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Rate			Mean	STD	Median	
8/17 (47.06%	5)			9.25	1.39	10.00

12 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor provided valuable feedback on assignments.

Response Option	Weight	Frequency	Percent	Percent Responses		
6	(6)	1	12.50%		9.13	
8	(8)	1	12.50%		_	
9	(9)	1	12.50%		_	
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Ra			Mean	STD	Median	
8/17 (47.06%)			9.13	1.46	10.00

13 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor graded assignments in a timely manner.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	2	25.00%		9.38	
9	(9)	1	12.50%			
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Ra	te			Mean	STD	Median
8/17 (47.06%)		·	9.38	0.92	10.00

14 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor communicated enthusiasm for the subject matter.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	12.50%		9.50	
9	(9)	2	25.00%			
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Rate	te			Mean	STD	Median
8/17 (47.06%)			9.50	0.76	10.00

Course: SpecialTopicsinGameDesign: GAM-310-TE1 : DiMatteo, Matthew

Instructor: Matthew DiMatteo *

Response Rate: 8/17 (47.06 %)

15 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor presented background for concepts or skills developed in class.

Response Option	Weight	Frequency	Percent	Percent Responses		
7	(7)	1	12.50%		9.38	
9	(9)	2	25.00%			
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Ra	te			Mean	STD	Median
8/17 (47.06%)			9.38	1.06	10.00

16 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Where relevant, the instructor presented contrasting points of view on topics.

Response Option	Weight	Frequency	Percent	Percent	Respon	ises				
7	(7)	1	12.50%				8.88			
8	(8)	2	25.00%							
9	(9)	2	25.00%							
10	(10)	3	37.50%							
				0 25	50	100	Question			
Response Ra	te				Mean	•		STD	Me	edian
8/17 (47.06%)				8.88			1.13	9	0.00

17 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor promoted an atmosphere that was conducive to learning.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	12.50%		9.50	
9	(9)	2	25.00%		_	
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Ra	te			Mean	STD	Median
8/17 (47.06%)			9.50	0.76	10.00

18 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor was respectful of differing viewpoints expressed by students.

Response Option	Weight	Frequency	Percent	Per	cent	Respo	nses				
9	(9)	3	37.50%					9.63			
10	(10)	5	62.50%								
				0	25	50	100	Question			
Response Ra	te					Mean			STD	Me	edian
8/17 (47.06%)					9.63			0.52	1	0.00

19 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor treated students with respect.

Response Option	Weight	Frequency	Percent	Per	rcent l	Respoi	nses				
9	(9)	1	12.50%					9.88			
10	(10)	7	87.50%								
				0	25	50	100	Question			
Respons	e Rate					Mean			STD	Me	edian
8/17 (47	.06%)					9.88			0.35	1	0.00

Course: SpecialTopicsinGameDesign: GAM-310-TE1 : DiMatteo, Matthew

Instructor: Matthew DiMatteo *

Response Rate: 8/17 (47.06 %)

20 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor wanted students to succeed and encouraged/motivated students to do their best in this course.

Response Option	Weight	Frequency	Percent	Pe	rcent	Respoi	nses				
9	(9)	2	25.00%					9.75			
10	(10)	6	75.00%								
				0	25	50	100	Question			
Response Ra	te					Mean			STD	Me	edian
8/17 (47.06%)					9.75			0.46	1	0.00

21 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor was flexible and accommodating when necessary.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	12.50%		9.50	
9	(9)	2	25.00%		_	
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Ra	te			Mean	STD	Median
8/17 (47.06%)			9.50	0.76	10.00

22 - Would you recommend this in	22 - Would you recommend this instructor to another student or take another course with this instructor?										
Response Option	Weight	Frequency	Percent	Percent Responses							
Yes, absolutely	(5)	7	87.50%								
Yes, probably	(4)	2	25.00%								
Maybe	(3)	0	0.00%]							
No, probably not	(2)	0	0.00%	I							
No, absolutely not	(1)	0	0.00%	1							
Response Rate	8/17 (47.06%)										

23 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The course goals, expectations, and materials were well prepared and clearly explained.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	12.50%		9.50	
9	(9)	2	25.00%		_	
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Ra	te			Mean	STD	Median
8/17 (47.06%)			9.50	0.76	10.00

24 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Assignments added to my understanding of the course.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	12.50%		9.38	
9	(9)	3	37.50%		_	
10	(10)	4	50.00%			
				0 25 50 100	Question	
Response Ra	ite			Mean	STD	Median
8/17 (47.06%	5)			9.38	0.74	9.50

Course: SpecialTopicsinGameDesign: GAM-310-TE1 : DiMatteo, Matthew

Instructor: Matthew DiMatteo *

Response Rate: 8/17 (47.06 %)

25 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Assignments reflected the content and emphasis of the course.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	12.50%		9.50	
9	(9)	2	25.00%		_	
10	(10)	5	62.50%			
				0 25 50 100	Question	
Response Rate			Mean	STD	Median	
8/17 (47.06%)			9.50	0.76	10.00

26 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The amount of work in this course was manageable.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	14.29%		9.43	
9	(9)	2	28.57%		_	
10	(10)	4	57.14%			
				0 25 50 100	Question	
Response Rate			Mean	STD	Median	
7/17 (41.18%)			9.43	0.79	10.00

27 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:Coursework was engaging.

Response Option	Weight	Frequency	Percent	Percent Responses		
7	(7)	2	25.00%		8.88	
9	(9)	3	37.50%		_	
10	(10)	3	37.50%			
				0 25 50 100	Question	
Response Rate			Mean	STD	Median	
8/17 (47.06%)			8.88	1.25	9.00

28 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Class lessons were engaging.

Response Option	Weight	Frequency	Percent	Percent Responses		
7	(7)	2	25.00%		9.00	
9	(9)	2	25.00%			
10	(10)	4	50.00%			
				0 25 50 100	Question	
Response Rate			Mean	STD	Median	
8/17 (47.06%)			9.00	1.31	9.50

29 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Class lessons, discussions, and workshops were valuable and added to my understanding of the course material.

Response Option	Weight	Frequency	Percent	Percent Responses		
8	(8)	1	12.50%		9.25	
9	(9)	4	50.00%			
10	(10)	3	37.50%			
				0 25 50 100	Question	
Response Rate			Mean	STD	Median	
8/17 (47.06%)			9.25	0.71	9.00	

Course: SpecialTopicsinGameDesign: GAM-310-TE1 : DiMatteo, Matthew

Instructor: Matthew DiMatteo *

Response Rate: 8/17 (47.06 %)

30 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: I acquired valuable skills and/or knowledge in the course, or further developed existing skills.

Response Option	Weight	Frequency	Percent	Per	Percent Responses						
9	(9)	4	50.00%					9.50			
10	(10)	4	50.00%								
				0	25	50	100	Question			
Response Rate			Mean				STD	Me	edian		
8/17 (47.06%)					9.50			0.53	9	0.50

31 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The course gave me ample opportunity to be creative.

Response Option	Weight	Frequency	Percent	Pe	rcent	Respor	nses				
9	(9)	1	12.50%					9.88			
10	(10)	7	87.50%								
				0	25	50	100	Question			
Response Ra	te					Mean			STD	Me	edian
8/17 (47.06%)				,	9.88			0.35	1	0.00

32 - Would you recommend this course to another student?						
Response Option	Weight	Frequency	Percent	Percent Responses		
Yes, absolutely	(5)	3	37.50%			
Yes, probably	(4)	5	62.50%			
Maybe; it depends on the student	(3)	2	25.00%			
No, probably not	(2)	0	0.00%	I		
No, absolutely not	(1)	0	0.00%]		
Response Rate	8/17 (47.06%)			•		

33 - Please indicate aspects of the instructor's teaching or of the course that have been most valuable to you.

Response Rate 4/17	(23.53%)
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- Everything really, but if I had to choose something specifically it would be the Bitsy Project as it was a very fun and good lesson about how to make a game with a simple template and simple coding to start with.
- The lesson organization and course structure were incredibly well done and helped me engage with the material.
- The instructor provided a comfortable learning environment while being easy to talk to. I think assignment projects and giving tutorials on the programs dedicated for the class have been most valuable.
- Professor DiMatteo's organization with his google slides was probably the most valuable to me! It kept everything contained in one place on Canvas for me to look back on if I forgot anything.

34 - Please indicate aspects of the instructor's teaching or of the course that you feel did not work well or need improvement.

Response Rate 2/17 (11.76%

• I would say that nothing needed improvement, however I was hoping for more "coding games / regular video games" based topics and assignments (such as learning and practicing using the different types of game engines and which to use and why for what reason for what type of game you want to make) to work on rather than ARGs. Not a complaint, more of a general thought and concerning social ability issues when in college. I am not referring to this course specifically, but I've heard much about other game classes and it's a shame to hear about students who are being disrespectful to game professors, not caring to learn at all, or just being dead weight in group projects while taking all the credit for it. Some students are also extremely socially awkward, creepy, or just dangerous to the point of causing extreme amounts of worry / concern for safety of other students due to their actions regarding what they do outside of class as well. There is nothing a professor can really do about these things, nor a way of knowing in advance. I just wanted to mention it as something that is a shame to see as I have a large amount of respect for the class, gaming as a whole, and the information I am being taught and it honestly just bothers me to see people not care or act like children in a college course, expecting them to get a job in the same area as me in the future. Regardless I wish my fellow students both the talented ones and those who struggle the best of luck in getting a good job in the game industry in this economy, which I believe is all of our dreams. This is not an instructor problem, it's just a people problem, there isn't a solution or anything like that, I just wanted to mention my random thoughts on it here briefly.

• I can't think of anything he could improve. He was awesome

Course: SpecialTopicsinGameDesign: GAM-310-TE1: DiMatteo, Matthew

Instructor: Matthew DiMatteo *

Response Rate: 8/17 (47.06 %)

35 - Please provide any other comments regarding the instructor's teaching or the course.

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5/17 (29.41%)

- Just the best professor in the world. Knows everything about all topics being discussed and more, has extreme amounts of care for his students, is extremely dedicated to teaching students and being part of their works, has a large amount of passion for the game industry as a whole, and generally just the example all professors should follow to be a great instructor for their students. Also is really good at Legend of Zelda games which is important because there should be an entire course on the history of Legend of Zelda and how to make a game as good as that.
- Your canvas structure and class presentations are incredibly beneficial and my favorite thing from a course.
- N/A
- The Instructor was good he knows how to teach and he will help you with anything and give you feedback
- The teaching and course overall was really fun and I am glad I took it!

36 - What do you wish you knew going into this course at the start of the semester? What advice would you give someone taking this course for the first time?

Response Rate

6/17 (35.29%)

- Only advice I would give is to try to make friends with the people around you as best as possible as the class, we can all help each other out as I believe all game design students have the same, if not very similar goal in mind for what they want to do with their lives.
- I wish that I knew that writing a story isn't that difficult if I focus on the choices in a non-linear story. In the way that the story kind of "writes itself" if I follow the branching paths.
- Honestly wish I knew more so of the projects we were going into before hand. Honestly I would just tell them to have more of a creative outlook on things so they can have an easier time with assignments.
- I wish I knew more about alternate reality games before entering this course. It seemed overwhelming at first, but as time went on after learning about some examples, it's a really fun topic to discuss and learn.
- The course is fun, and you can learn new things. Also can make new friends.
- I wish I knew a little more about story structure in video games going into this course. It wasn't needed by any means and professor DiMatteo did a great job covering that in class, I just thought it would be helpful. I would encourage future students to be creative with the projects and really work hard on them, they can be a great future piece for their portfolios!

37 - What were your favorite and least favorite topics covered this semester? Was there anything you wished we covered that we did not?

Response Rate

5/17 (29.41%)

- As mentioned before, I enjoyed all topics but I do wish we briefly covered game engines widely used for PC games and how to get them, use them, and just general basics.
- I think the Bitsy game was a kind of slump in the semester. I wasn't very inspired to make a game in the engine. Maybe it could have been an in-class exercise where we finish it over the course of one class period.
- Favorite: Text adventures Least favorite: ARG Games (I still like it, but it's at the bottom of my list)
- i like how we create our own games and story modes and i also like when we present our games that we created.
- My favorite topics covered this semester were the Twine and Bitsy games! My least favorite topic was probably the ARG. I still liked this topic but it's not a form of storytelling I naturally seem to gravitate to, I still think it's important to know though! I wish we covered how to properly write or prepare a story for video games. I know we briefly went over story structure but getting into how to fine tune dialogue and really build an immersive world/characters would be pretty cool(I know this isn't a creative writing class but I think a foundation in this knowledge could create better stories in the future for students projects).