



Survey Evaluation Results

Dear Eric,

In the attachment you will find the evaluation results of the survey GDD200A_14SP Intro to Game Dev.

The overall indicator is listed first. It consists of the following scales:

- ***General Info***
- ***The Student***
- ***The Course Overall***

The overall indicator is followed by the individual average values of the scales mentioned above.

In the second part of the analysis the average values of all individual questions are listed, along with a comparison to the overall results for the entire school.

Sincerely,
College of Arts and Sciences

Eric Nersesian

GDD200A_14SP Intro to Game Dev (GDD200A_14SP)
 No. of responses = 3
 Response Rate = 20%

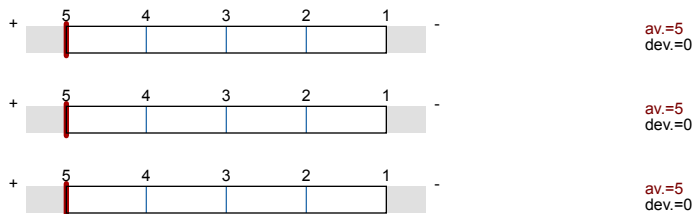


Overall indicators

Global Index

2. The Student

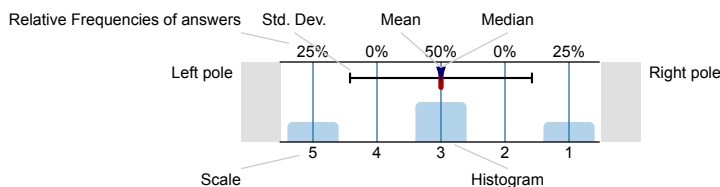
5. The Course Overall



Survey Results

Legend

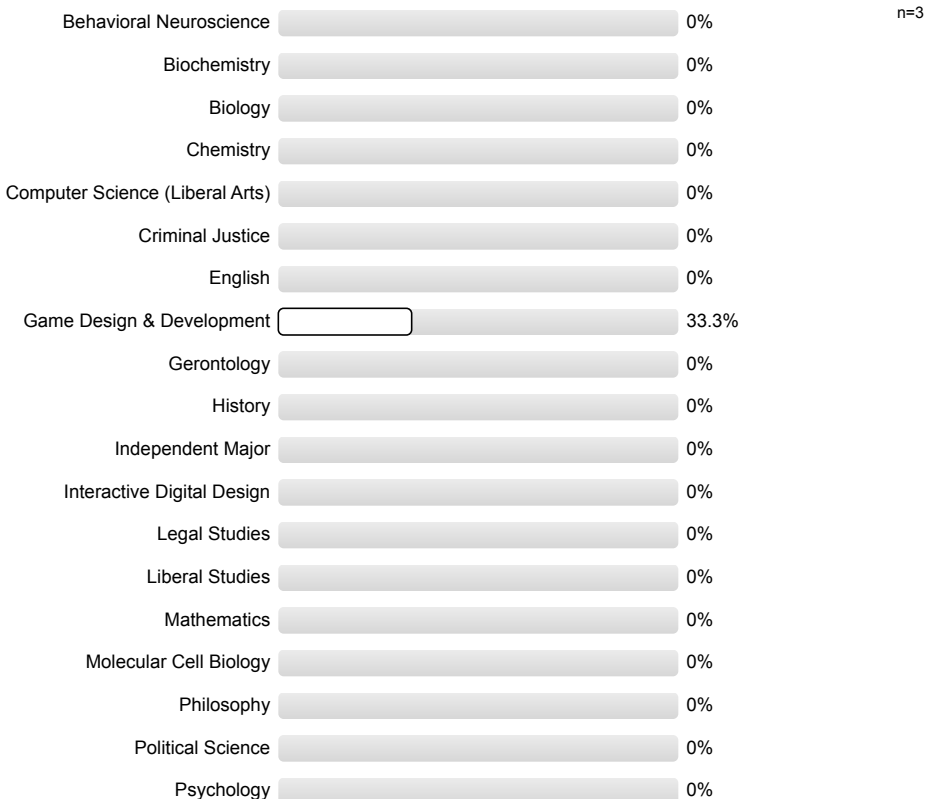
Question text

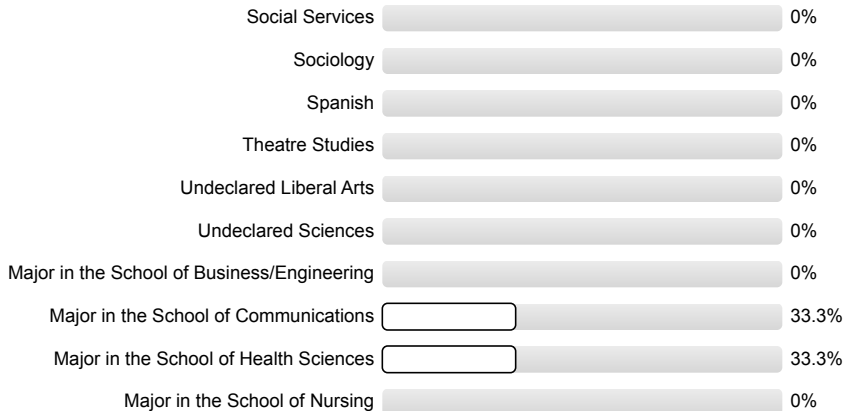


n=No. of responses
 av.=Mean
 md=Median
 dev.=Std. Dev.
 ab.=Abstention

1. General Info

1.4) Your Major:

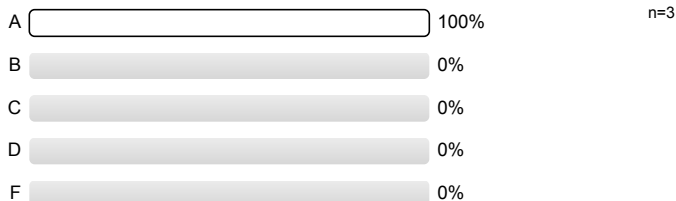




1.5) Class:

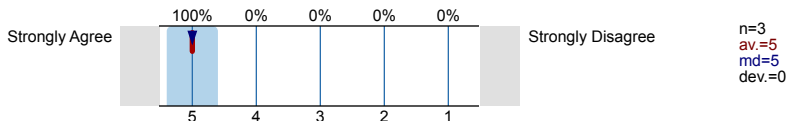


1.6) Expected Grade For This Course:

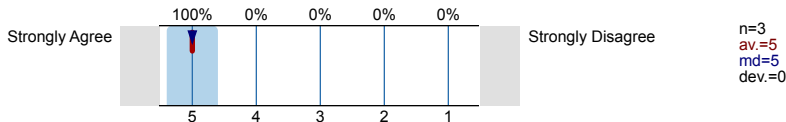


2. The Student

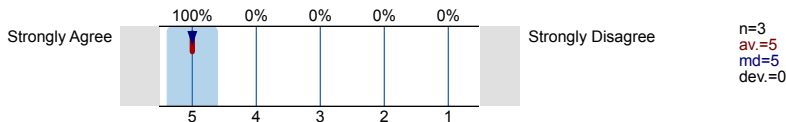
2.1) **KNOWLEDGE:** As a student, I understand the central concepts and ideas in this course.



2.2) **COMMITMENT:** As a student, I did my part to learn as much as possible in this course.

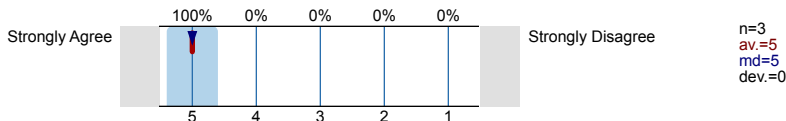


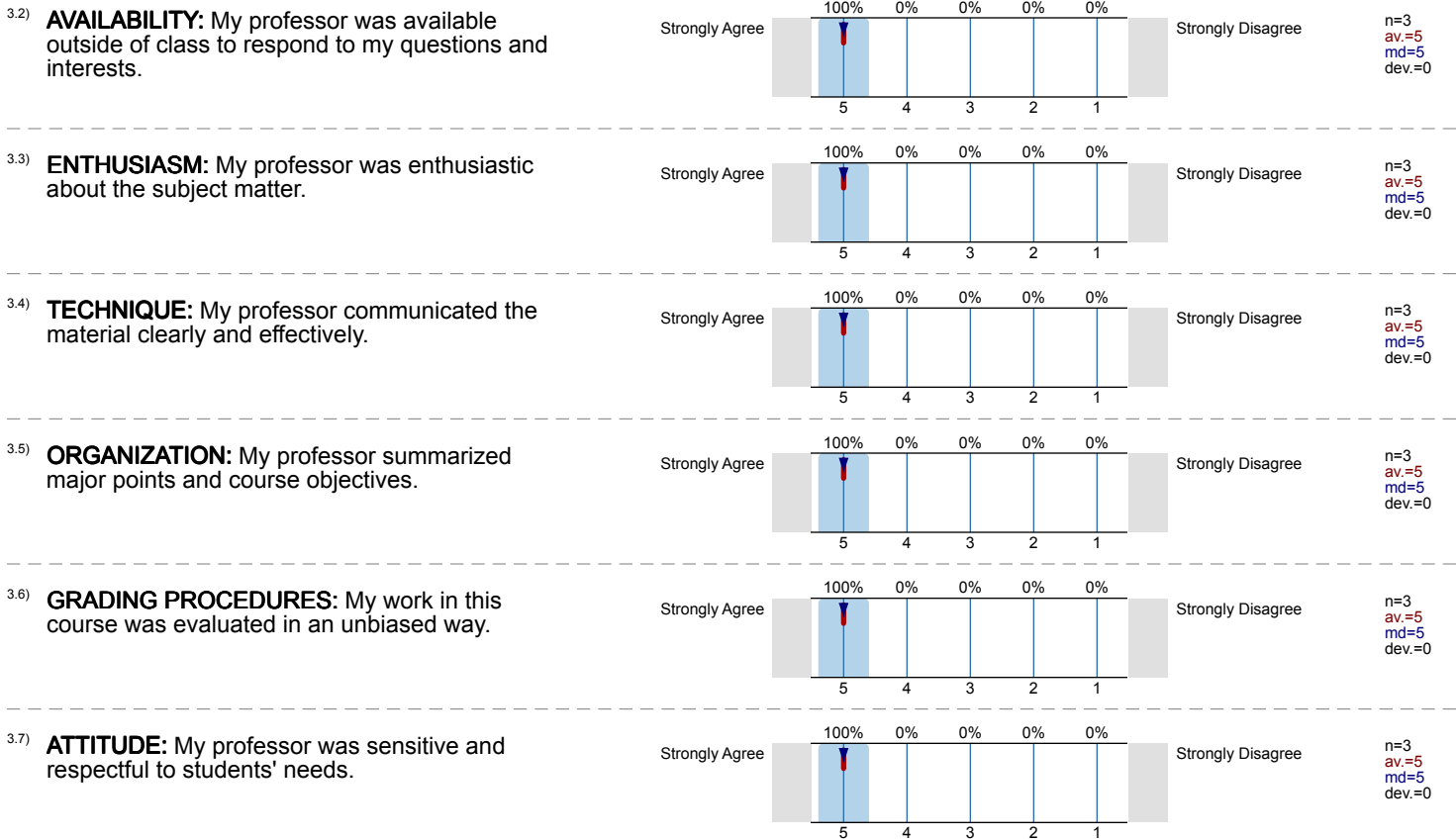
2.3) **LEARNING:** As a student I can apply information/ skills learned in this course.



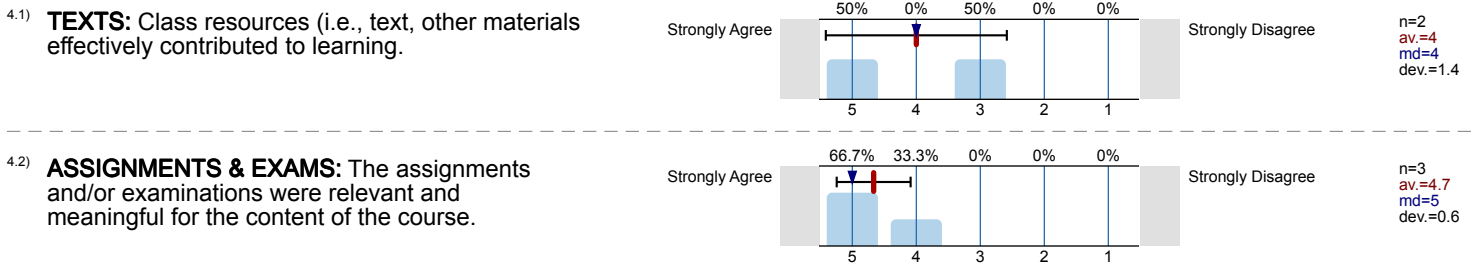
3. The Professor

3.1) **INTELLECTUAL ATMOSPHERE:** My professor provided a stimulating atmosphere that facilitated learning.

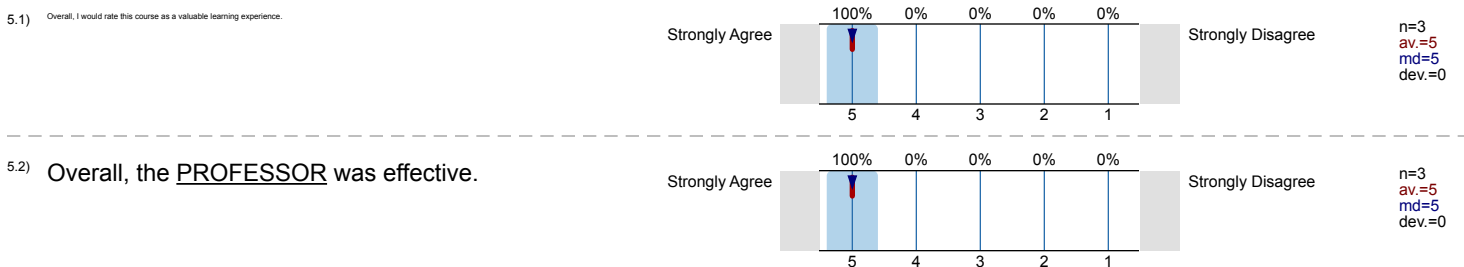




4. Class Materials



5. The Course Overall



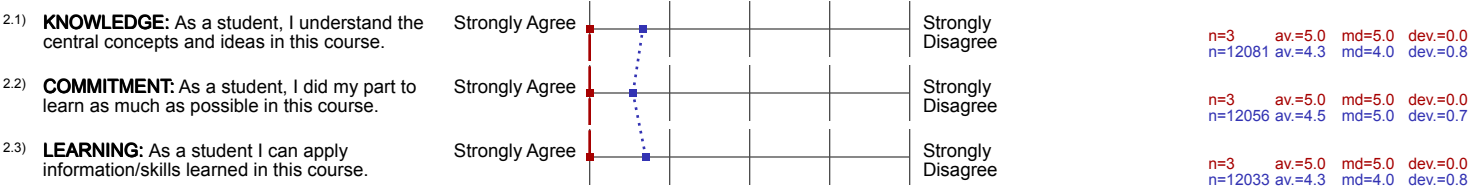
Profile

Subunit: College of Arts and Sciences
 Name of the instructor: Eric Nersesian
 Name of the course: GDD200A_14SP Intro to Game Dev
 (Name of the survey)

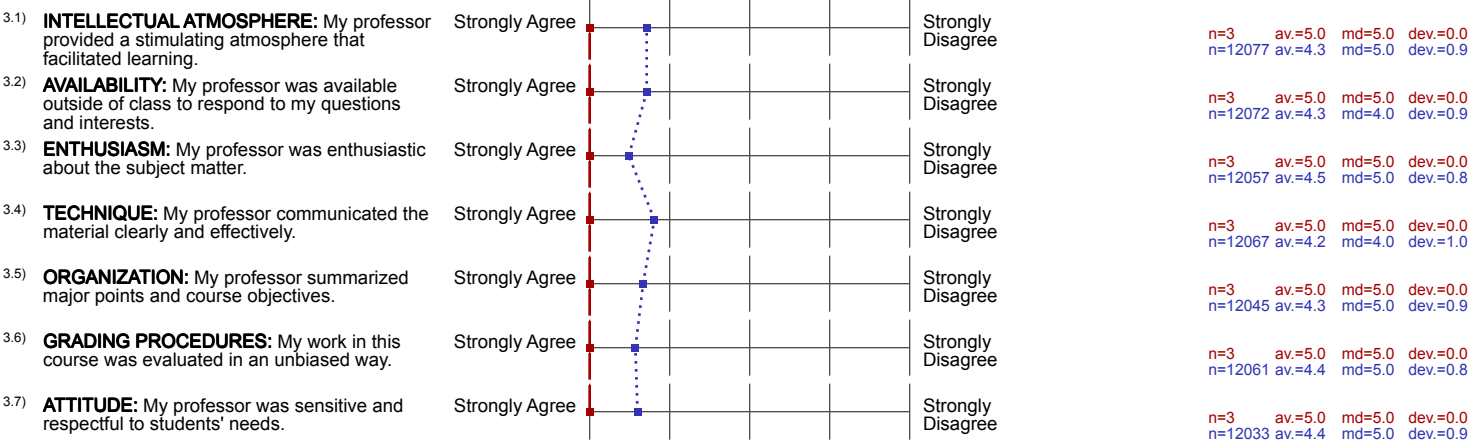
Comparative line: 14SP_CAS_REPORTS

Values used in the profile line: Mean

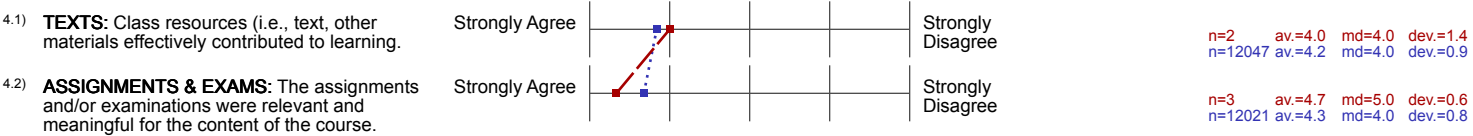
2. The Student



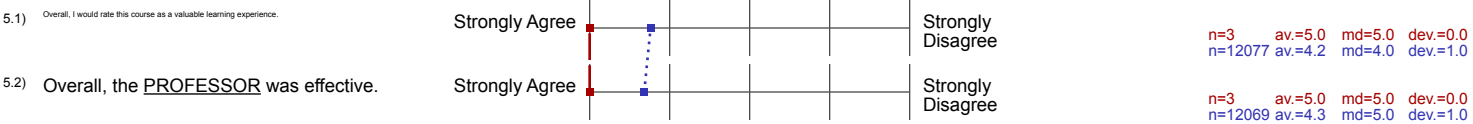
3. The Professor



4. Class Materials



5. The Course Overall



Comments Report

1. General Info

1.1) Course Name and Number:

- GD200 Introduction to Game Development
- GDD 200
- GDD200A

1.2) Semester:

- 2014 Spring
- Spring (2 Counts)

1.3) Professor's Last Name:

- Nersesian (3 Counts)

5. The Course Overall

5.3) Please discuss any and all strengths and weaknesses related to this course:

- My weaknesses were the program we used but after a while it actually became my strength.



Survey Evaluation Results

Dear Eric,

In the attachment you will find the evaluation results of the survey GDD200B_14SP Intro to Game Dev.

The overall indicator is listed first. It consists of the following scales:

- ***General Info***
- ***The Student***
- ***The Course Overall***

The overall indicator is followed by the individual average values of the scales mentioned above.

In the second part of the analysis the average values of all individual questions are listed, along with a comparison to the overall results for the entire school.

Sincerely,
College of Arts and Sciences

Eric Nersesian

GDD200B_14SP Intro to Game Dev (GDD200B_14SP)
 No. of responses = 5
 Response Rate = 29.4%



Overall indicators

Global Index

2. The Student

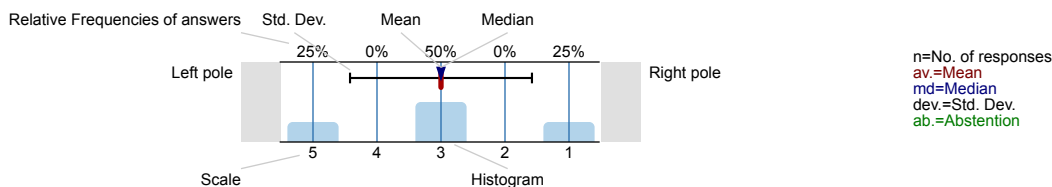
5. The Course Overall



Survey Results

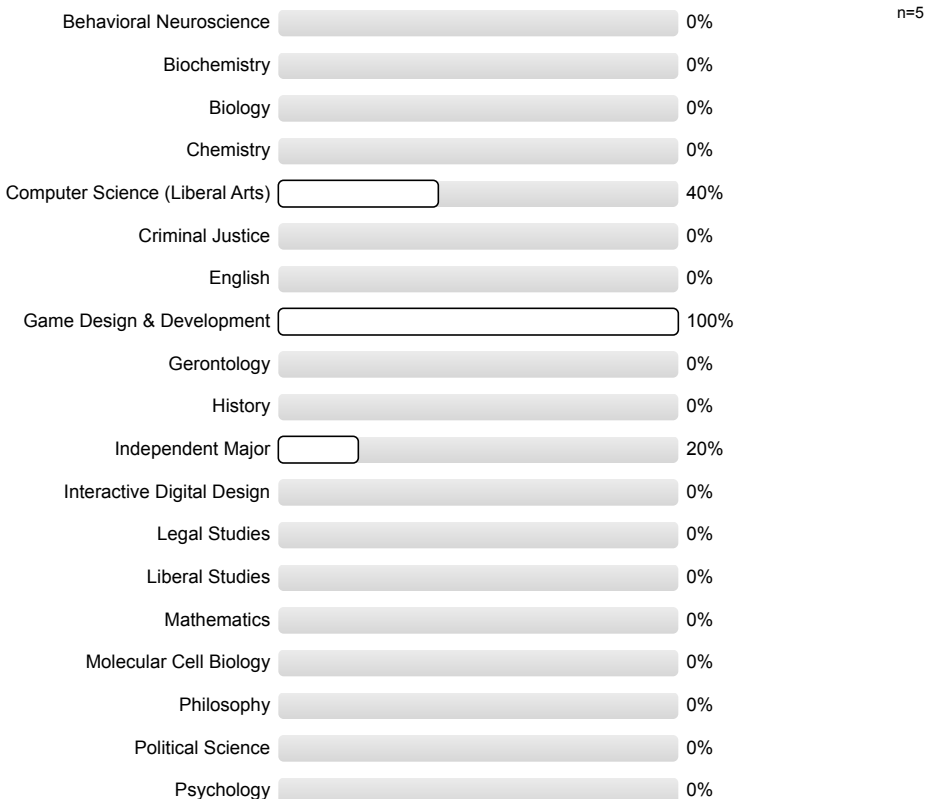
Legend

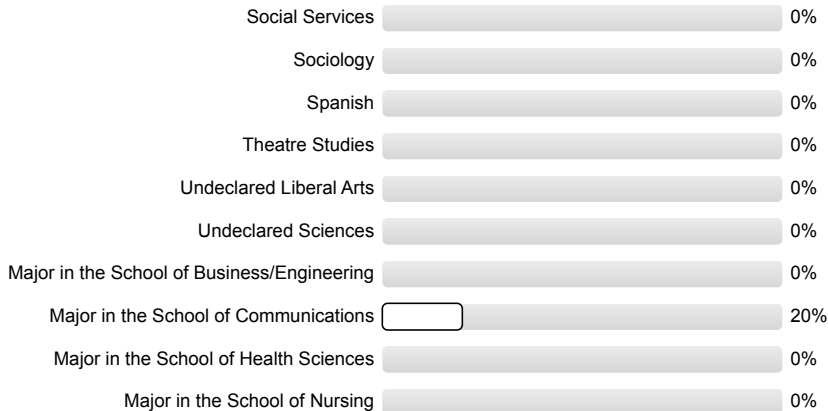
Question text



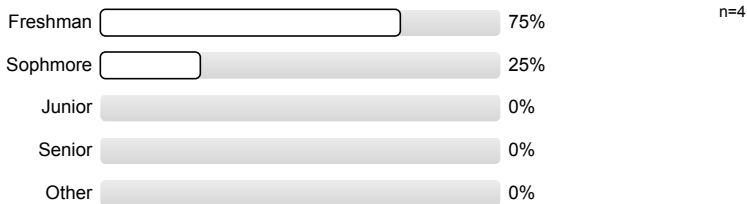
1. General Info

1.4) Your Major:

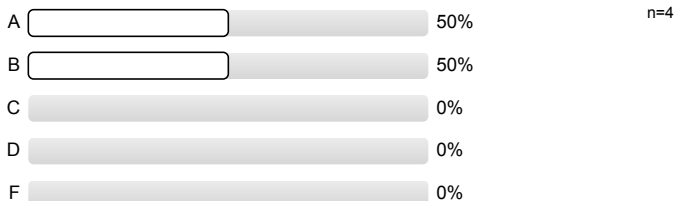




1.5) Class:

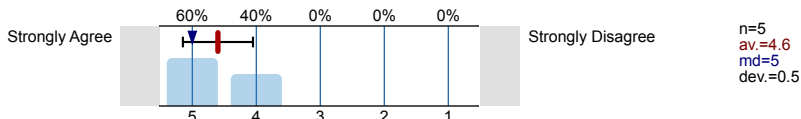


1.6) Expected Grade For This Course:

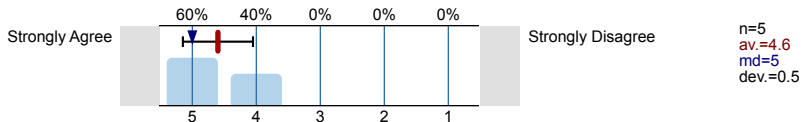


2. The Student

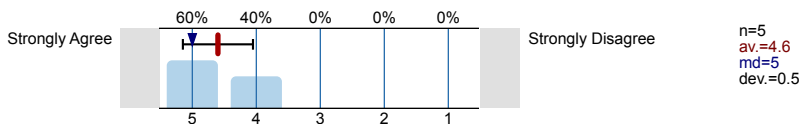
2.1) **KNOWLEDGE:** As a student, I understand the central concepts and ideas in this course.



2.2) **COMMITMENT:** As a student, I did my part to learn as much as possible in this course.



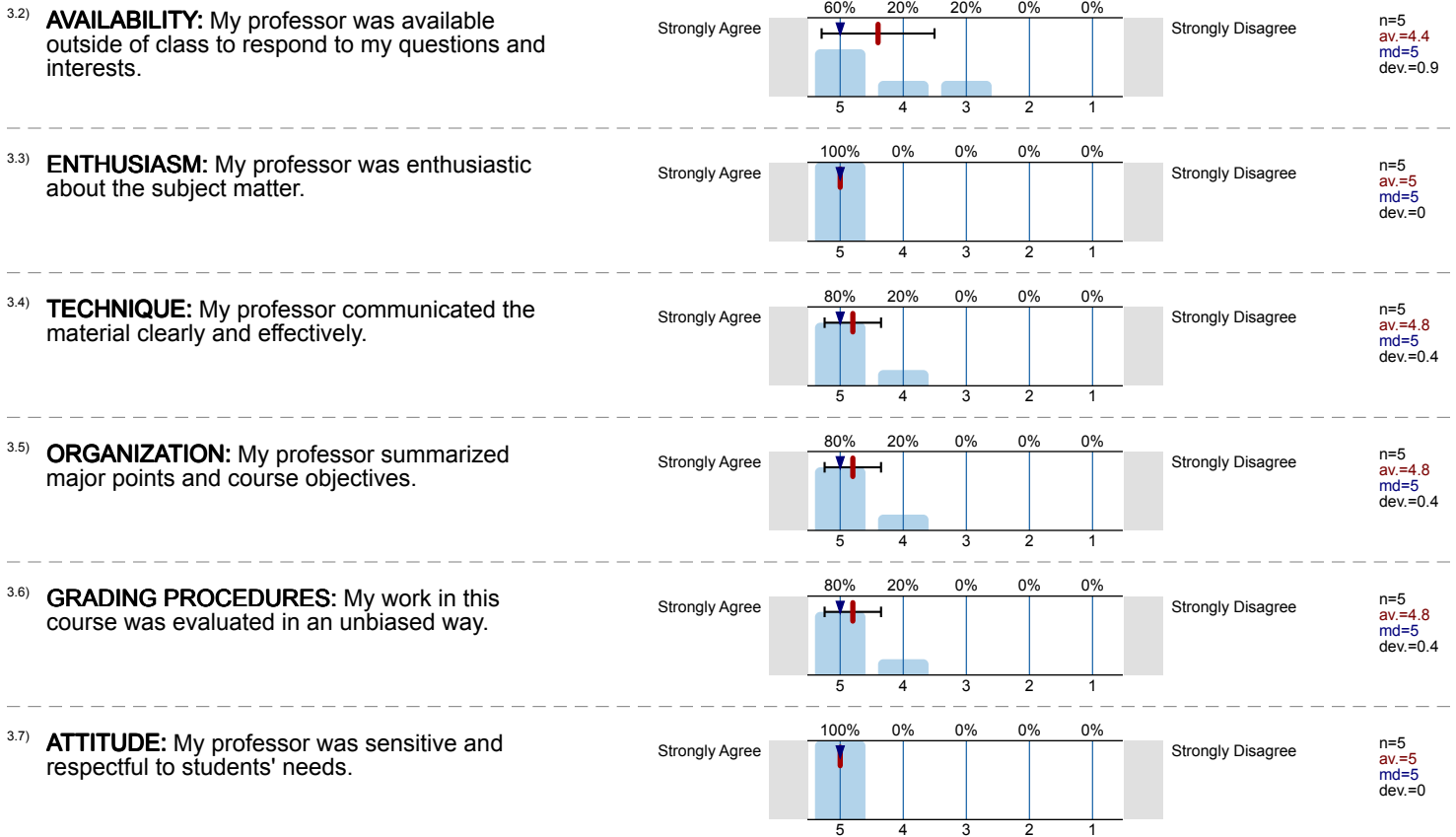
2.3) **LEARNING:** As a student I can apply information/ skills learned in this course.



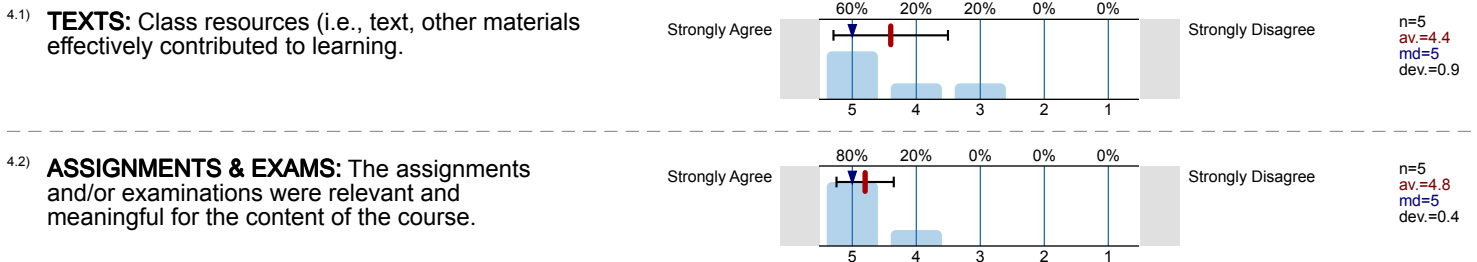
3. The Professor

3.1) **INTELLECTUAL ATMOSPHERE:** My professor provided a stimulating atmosphere that facilitated learning.

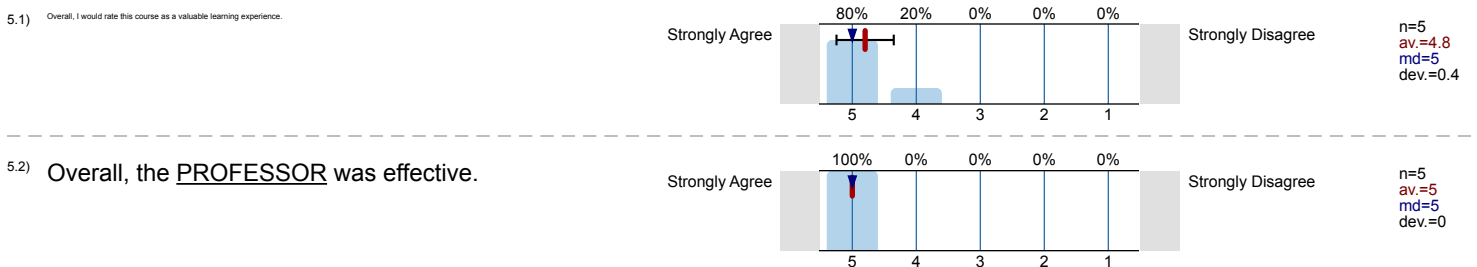




4. Class Materials



5. The Course Overall



Profile

Subunit: College of Arts and Sciences
 Name of the instructor: Eric Nersesian
 Name of the course: GDD200B_14SP Intro to Game Dev
 (Name of the survey)

Comparative line: 14SP_CAS_REPORTS

Values used in the profile line: Mean

2. The Student

2.1) KNOWLEDGE: As a student, I understand the central concepts and ideas in this course.	Strongly Agree		Strongly Disagree	n=5 av.=4.6 md=5.0 dev.=0.5 n=12081 av.=4.3 md=4.0 dev.=0.8
2.2) COMMITMENT: As a student, I did my part to learn as much as possible in this course.	Strongly Agree		Strongly Disagree	n=5 av.=4.6 md=5.0 dev.=0.5 n=12056 av.=4.5 md=5.0 dev.=0.7
2.3) LEARNING: As a student I can apply information/skills learned in this course.	Strongly Agree		Strongly Disagree	n=5 av.=4.6 md=5.0 dev.=0.5 n=12033 av.=4.3 md=4.0 dev.=0.8

3. The Professor

3.1) INTELLECTUAL ATMOSPHERE: My professor provided a stimulating atmosphere that facilitated learning.	Strongly Agree		Strongly Disagree	n=5 av.=4.8 md=5.0 dev.=0.4 n=12077 av.=4.3 md=5.0 dev.=0.9
3.2) AVAILABILITY: My professor was available outside of class to respond to my questions and interests.	Strongly Agree		Strongly Disagree	n=5 av.=4.4 md=5.0 dev.=0.9 n=12072 av.=4.3 md=4.0 dev.=0.9
3.3) ENTHUSIASM: My professor was enthusiastic about the subject matter.	Strongly Agree		Strongly Disagree	n=5 av.=5.0 md=5.0 dev.=0.0 n=12057 av.=4.5 md=5.0 dev.=0.8
3.4) TECHNIQUE: My professor communicated the material clearly and effectively.	Strongly Agree		Strongly Disagree	n=5 av.=4.8 md=5.0 dev.=0.4 n=12067 av.=4.2 md=4.0 dev.=1.0
3.5) ORGANIZATION: My professor summarized major points and course objectives.	Strongly Agree		Strongly Disagree	n=5 av.=4.8 md=5.0 dev.=0.4 n=12045 av.=4.3 md=5.0 dev.=0.9
3.6) GRADING PROCEDURES: My work in this course was evaluated in an unbiased way.	Strongly Agree		Strongly Disagree	n=5 av.=4.8 md=5.0 dev.=0.4 n=12061 av.=4.4 md=5.0 dev.=0.8
3.7) ATTITUDE: My professor was sensitive and respectful to students' needs.	Strongly Agree		Strongly Disagree	n=5 av.=5.0 md=5.0 dev.=0.0 n=12033 av.=4.4 md=5.0 dev.=0.9

4. Class Materials

4.1) TEXTS: Class resources (i.e., text, other materials) effectively contributed to learning.	Strongly Agree		Strongly Disagree	n=5 av.=4.4 md=5.0 dev.=0.9 n=12047 av.=4.2 md=4.0 dev.=0.9
4.2) ASSIGNMENTS & EXAMS: The assignments and/or examinations were relevant and meaningful for the content of the course.	Strongly Agree		Strongly Disagree	n=5 av.=4.8 md=5.0 dev.=0.4 n=12021 av.=4.3 md=4.0 dev.=0.8

5. The Course Overall

5.1) Overall, I would rate this course as a valuable learning experience.	Strongly Agree		Strongly Disagree	n=5 av.=4.8 md=5.0 dev.=0.4 n=12077 av.=4.2 md=4.0 dev.=1.0
5.2) Overall, the <u>PROFESSOR</u> was effective.	Strongly Agree		Strongly Disagree	n=5 av.=5.0 md=5.0 dev.=0.0 n=12069 av.=4.3 md=5.0 dev.=1.0

Comments Report

1. General Info

1.1) Course Name and Number:

- GDD200B (2 Counts)
- GDD200B_14SP Intro to Game Dev
- Intro to Game Dev 200
- Intro to Game Dev GDD200

1.2) Semester:

- 14Sp
- Spring
- Spring 2014 (3 Counts)

1.3) Professor's Last Name:

- Eric Nersesian
- Nersesian (3 Counts)
- Nesesian

3. The Professor

3.8) Please provide any additional comments you would like to convey about the professor's teaching:

- Eric is a great teacher to have. Provides students with scripts (Which as a CSC major understand is no walk in the park) and the resources to make incredible games.

5. The Course Overall

5.3) Please discuss any and all strengths and weaknesses related to this course:

- read above



Survey Evaluation Results

Dear Eric,

In the attachment you will find the evaluation results of the survey GDD211A_14SP Game Lab II: Team Proj.

The overall indicator is listed first. It consists of the following scales:

- ***General Info***
- ***The Student***
- ***The Course Overall***

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Sincerely,
College of Arts and Sciences

Eric Nersesian

GDD211A_14SP Game Lab II: Team Proj (GDD211A_14SP)
 No. of responses = 8
 Response Rate = 50%

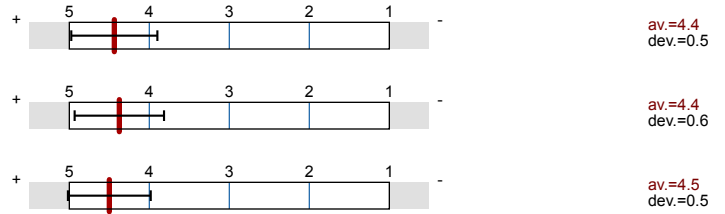


Overall indicators

Global Index

2. The Student

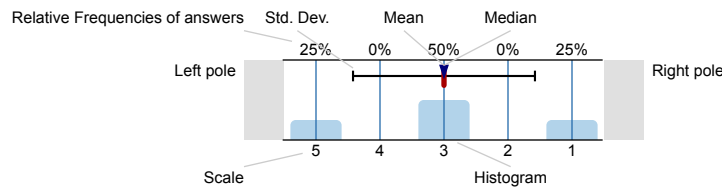
5. The Course Overall



Survey Results

Legend

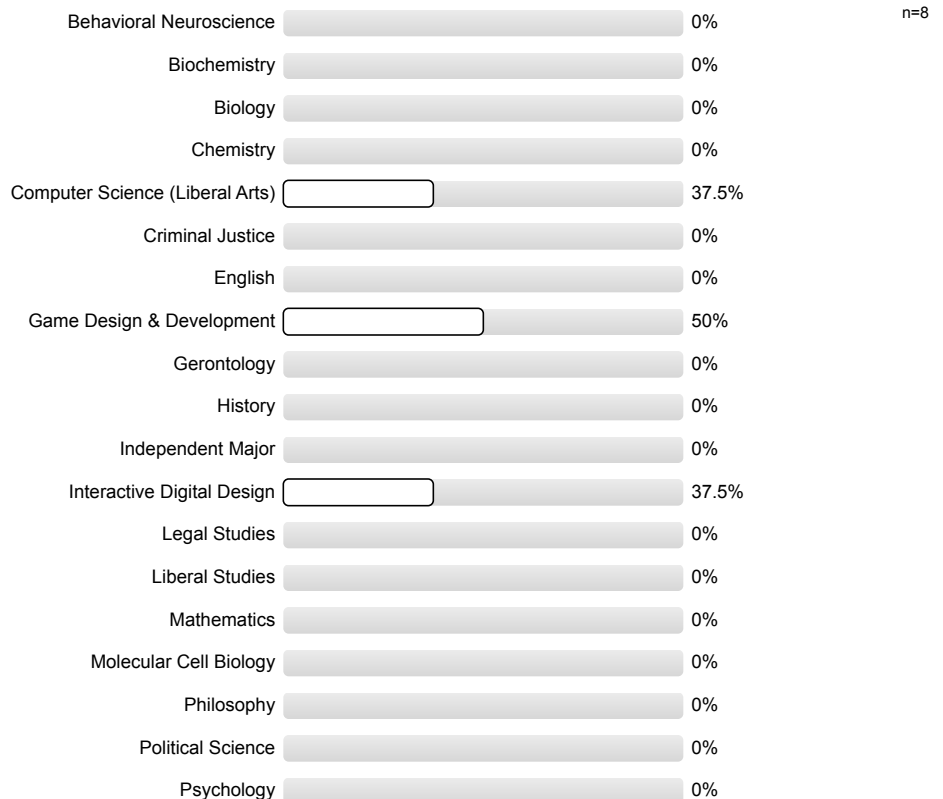
Question text

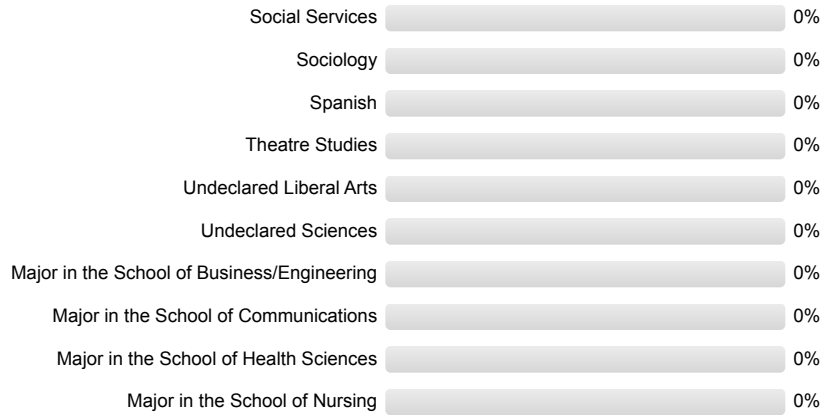


n=No. of responses
 av.=Mean
 md=Median
 dev.=Std. Dev.
 ab.=Abstention

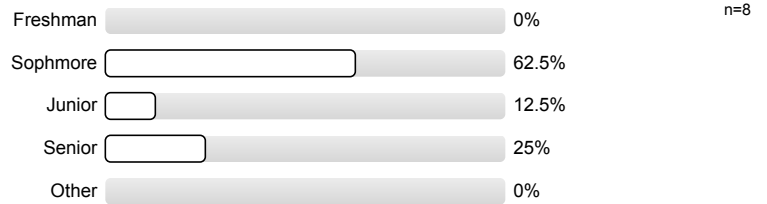
1. General Info

1.4) Your Major:

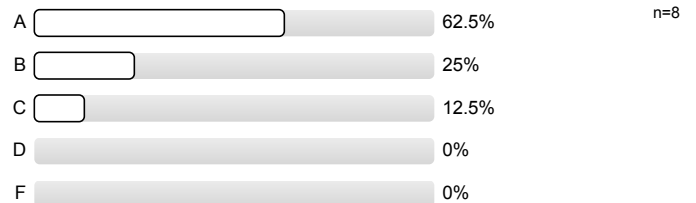




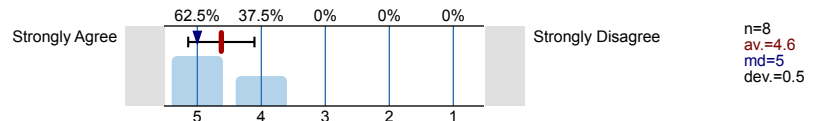
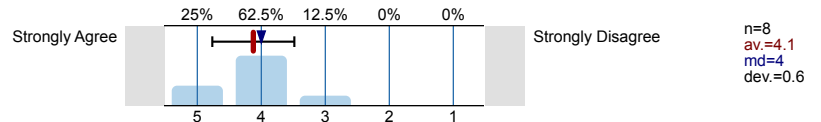
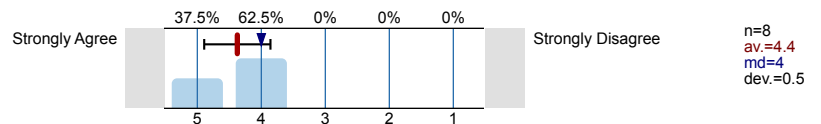
1.5) Class:



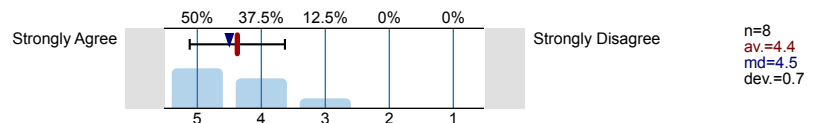
1.6) Expected Grade For This Course:



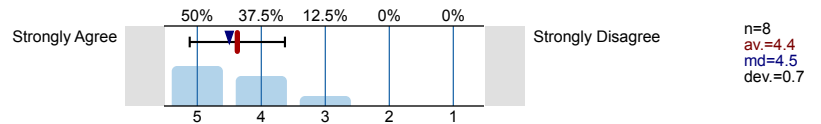
2. The Student

2.1) **KNOWLEDGE:** As a student, I understand the central concepts and ideas in this course.2.2) **COMMITMENT:** As a student, I did my part to learn as much as possible in this course.2.3) **LEARNING:** As a student I can apply information/ skills learned in this course.

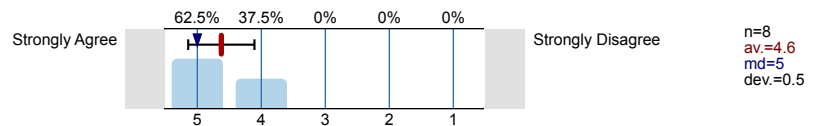
3. The Professor

3.1) **INTELLECTUAL ATMOSPHERE:** My professor provided a stimulating atmosphere that facilitated learning.

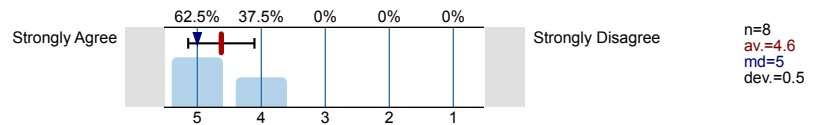
3.2) **AVAILABILITY:** My professor was available outside of class to respond to my questions and interests.



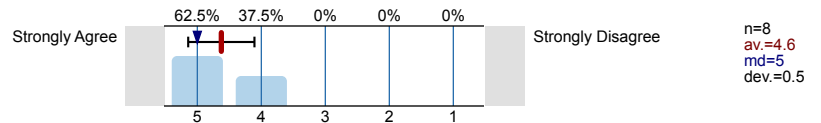
3.3) **ENTHUSIASM:** My professor was enthusiastic about the subject matter.



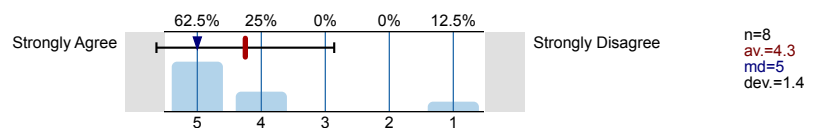
3.4) **TECHNIQUE:** My professor communicated the material clearly and effectively.



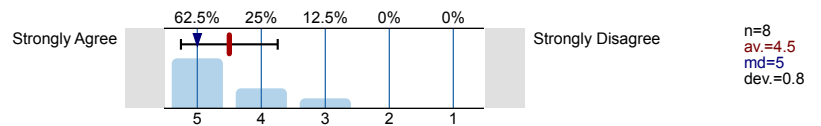
3.5) **ORGANIZATION:** My professor summarized major points and course objectives.



3.6) **GRADING PROCEDURES:** My work in this course was evaluated in an unbiased way.

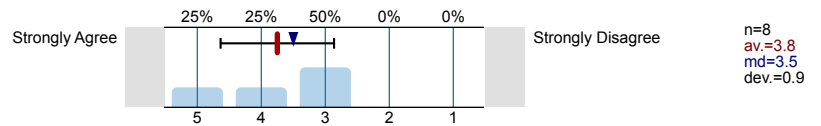


3.7) **ATTITUDE:** My professor was sensitive and respectful to students' needs.

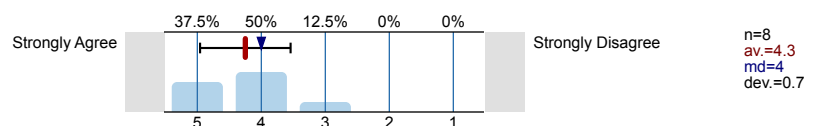


4. Class Materials

4.1) **TEXTS:** Class resources (i.e., text, other materials) effectively contributed to learning.

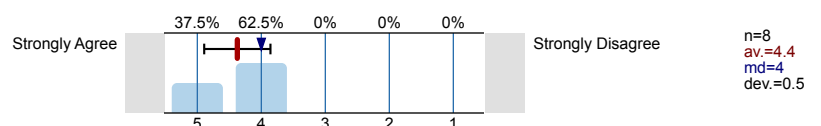


4.2) **ASSIGNMENTS & EXAMS:** The assignments and/or examinations were relevant and meaningful for the content of the course.

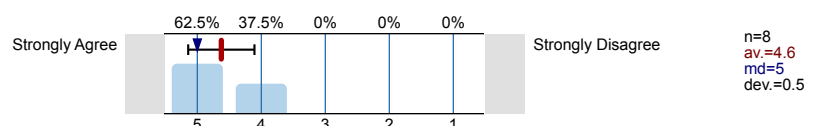


5. The Course Overall

5.1) Overall, I would rate this course as a valuable learning experience.



5.2) Overall, the PROFESSOR was effective.






Profile

Subunit: College of Arts and Sciences
 Name of the instructor: Eric Nersesian
 Name of the course: GDD211A_14SP Game Lab II: Team Proj
 (Name of the survey)








Comparative line: 14SP_CAS_REPORTS

Values used in the profile line: Mean



2. The Student

2.1) KNOWLEDGE: As a student, I understand the central concepts and ideas in this course.	Strongly Agree		Strongly Disagree	n=8 n=12081	av.=4.6 av.=4.3	md=5.0 md=4.0	dev.=0.5 dev.=0.8
2.2) COMMITMENT: As a student, I did my part to learn as much as possible in this course.	Strongly Agree		Strongly Disagree	n=8 n=12056	av.=4.1 av.=4.5	md=4.0 md=5.0	dev.=0.6 dev.=0.7
2.3) LEARNING: As a student I can apply information/skills learned in this course.	Strongly Agree		Strongly Disagree	n=8 n=12033	av.=4.4 av.=4.3	md=4.0 md=4.0	dev.=0.5 dev.=0.8



3. The Professor

3.1) INTELLECTUAL ATMOSPHERE: My professor provided a stimulating atmosphere that facilitated learning.	Strongly Agree		Strongly Disagree	n=8 n=12077	av.=4.4 av.=4.3	md=4.5 md=5.0	dev.=0.7 dev.=0.9
3.2) AVAILABILITY: My professor was available outside of class to respond to my questions and interests.	Strongly Agree		Strongly Disagree	n=8 n=12072	av.=4.4 av.=4.3	md=4.5 md=4.0	dev.=0.7 dev.=0.9
3.3) ENTHUSIASM: My professor was enthusiastic about the subject matter.	Strongly Agree		Strongly Disagree	n=8 n=12057	av.=4.6 av.=4.5	md=5.0 md=5.0	dev.=0.5 dev.=0.8
3.4) TECHNIQUE: My professor communicated the material clearly and effectively.	Strongly Agree		Strongly Disagree	n=8 n=12067	av.=4.6 av.=4.2	md=5.0 md=4.0	dev.=0.5 dev.=1.0
3.5) ORGANIZATION: My professor summarized major points and course objectives.	Strongly Agree		Strongly Disagree	n=8 n=12045	av.=4.6 av.=4.3	md=5.0 md=5.0	dev.=0.5 dev.=0.9
3.6) GRADING PROCEDURES: My work in this course was evaluated in an unbiased way.	Strongly Agree		Strongly Disagree	n=8 n=12061	av.=4.3 av.=4.4	md=5.0 md=5.0	dev.=1.4 dev.=0.8
3.7) ATTITUDE: My professor was sensitive and respectful to students' needs.	Strongly Agree		Strongly Disagree	n=8 n=12033	av.=4.5 av.=4.4	md=5.0 md=5.0	dev.=0.8 dev.=0.9

4. Class Materials

4.1) TEXTS: Class resources (i.e., text, other materials) effectively contributed to learning.	Strongly Agree		Strongly Disagree	n=8 n=12047	av.=3.8 av.=4.2	md=3.5 md=4.0	dev.=0.9 dev.=0.9
4.2) ASSIGNMENTS & EXAMS: The assignments and/or examinations were relevant and meaningful for the content of the course.	Strongly Agree		Strongly Disagree	n=8 n=12021	av.=4.3 av.=4.3	md=4.0 md=4.0	dev.=0.7 dev.=0.8

5. The Course Overall

5.1) Overall, I would rate this course as a valuable learning experience.	Strongly Agree		Strongly Disagree	n=8 n=12077	av.=4.4 av.=4.2	md=4.0 md=4.0	dev.=0.5 dev.=1.0
5.2) Overall, the PROFESSOR was effective.	Strongly Agree		Strongly Disagree	n=8 n=12069	av.=4.6 av.=4.3	md=5.0 md=5.0	dev.=0.5 dev.=1.0

Comments Report

1. *General Info*

1.1) Course Name and Number:

- GDD211 A
- GDD211A_14SP
- GDD211A_14SP Game Lab II: Team Proj (2 Counts)
- GDD211A_14SP Game Lab II: Team Proj
- Game Design and Development 211 Game Lab
- Game Lab II: Team Proj - GDD211
- Game Lab II: Team Project - GDD 211

1.2) Semester:

- Spring 2014 (7 Counts)
- spring 2014

1.3) Professor's Last Name:

- Eric Nersesian
- Nersesian (6 Counts)
- Nersesian

2. *The Student*

2.4) Please provide any additional comments you would like to convey to the instructor about YOUR performance in this class.

- I feel I did well and learned a lot about Unity. The only issue was communication amongst the students. We were all supposed to be working together to create a game but all communication seemed really disjointed.
- I wish the course was constructed a little differently. I am an artist and I have no interest in learning code or any other sort of game mechanic. I know it is beneficial, but I feel it would be of a higher benefit to focus on the areas of your strength and that is all.

3. *The Professor*

3.8) Please provide any additional comments you would like to convey about the professor's teaching:

- He knows a lot and is very helpful.
- I feel Eric should be in charge of the GDD program. He is highly qualified and knows everything there is to know about the gaming industry and I feel that if Eric replaced Greg it would sky rocket in productivity and the potential of this program.

4. *Class Materials*

4.3) Please provide any additional comments you would like to convey relevant to class materials:

- We never needed a book, and all software was free for student use so that's sweet.
- We used Unity software to develop our games and our professor was very knowledgeable.

5. *The Course Overall*

5.3) Please discuss any and all strengths and weaknesses related to this course:

- A good experience, but it's a class that definitely needs work.
- above



Survey Evaluation Results

Dear Eric,

In the attachment you will find the evaluation results of the survey GDD302A_GDD202A_14SP Game Art I.

The overall indicator is listed first. It consists of the following scales:

- ***General Info***
- ***The Student***
- ***The Course Overall***

The overall indicator is followed by the individual average values of the scales mentioned above.

In the second part of the analysis the average values of all individual questions are listed, along with a comparison to the overall results for the entire school.

Sincerely,
College of Arts and Sciences

Eric Nersesian

GDD302A_GDD202A_14SP Game Art I (GDD302A_GDD202A_14SP)

No. of responses = 6
Response Rate = 31.6%

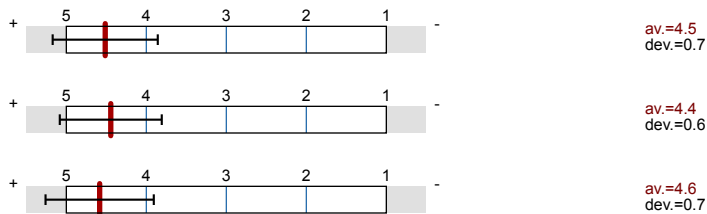


Overall indicators

Global Index

2. The Student

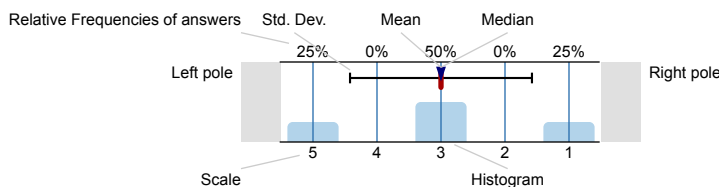
5. The Course Overall



Survey Results

Legend

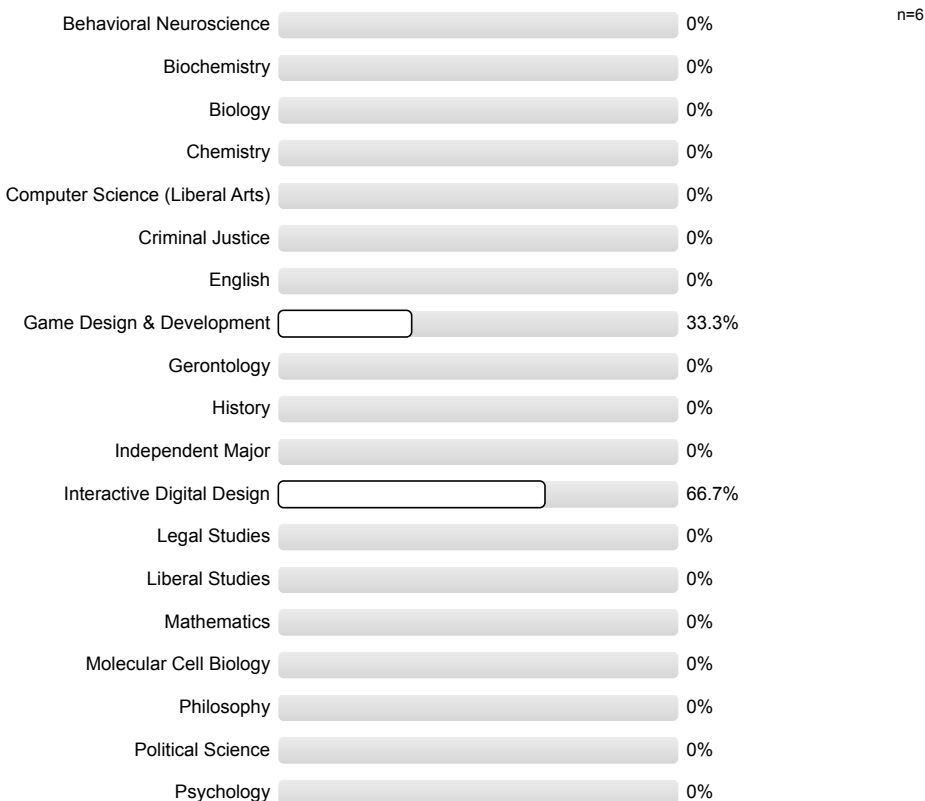
Question text

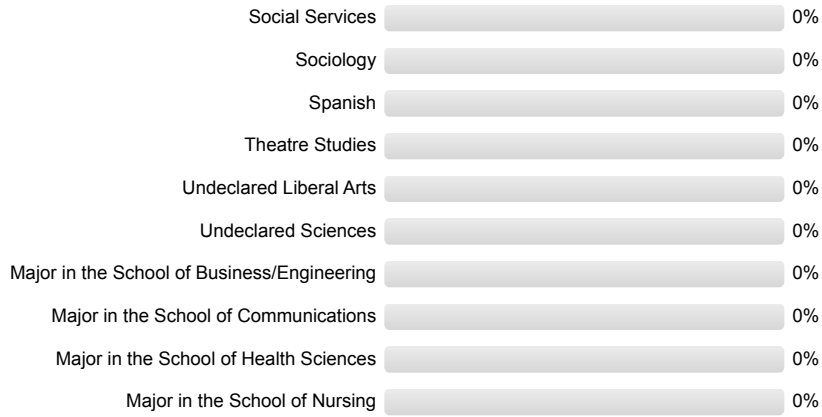


n=No. of responses
av.=Mean
md=Median
dev.=Std. Dev.
ab.=Abstention

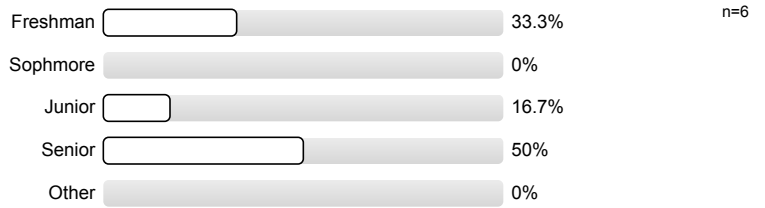
1. General Info

1.4) Your Major:

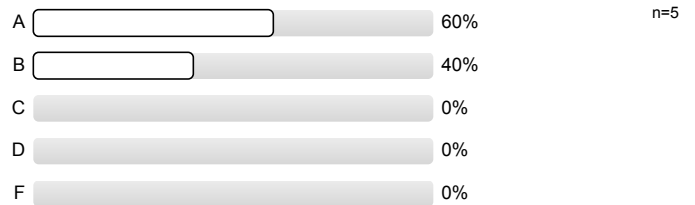




1.5) Class:

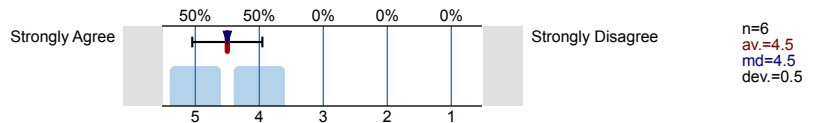


1.6) Expected Grade For This Course:

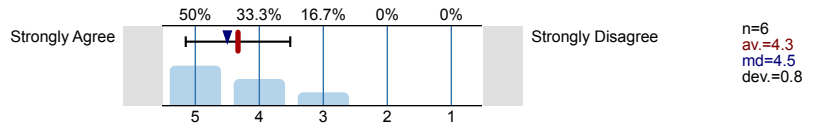


2. The Student

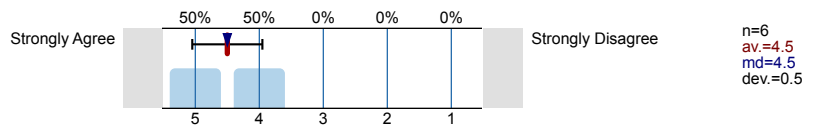
2.1) **KNOWLEDGE:** As a student, I understand the central concepts and ideas in this course.



2.2) **COMMITMENT:** As a student, I did my part to learn as much as possible in this course.

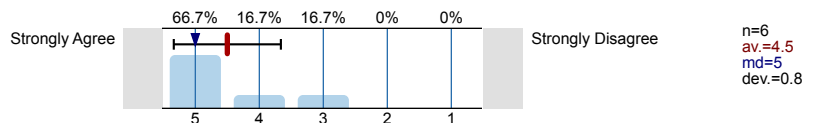


2.3) **LEARNING:** As a student I can apply information/ skills learned in this course.

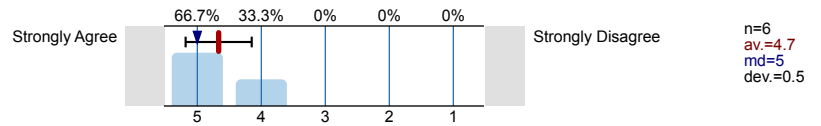


3. The Professor

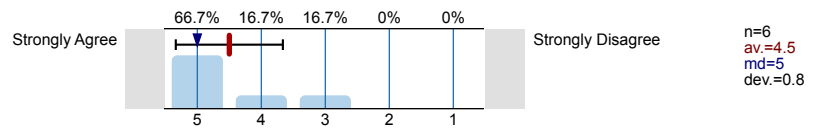
3.1) **INTELLECTUAL ATMOSPHERE:** My professor provided a stimulating atmosphere that facilitated learning.



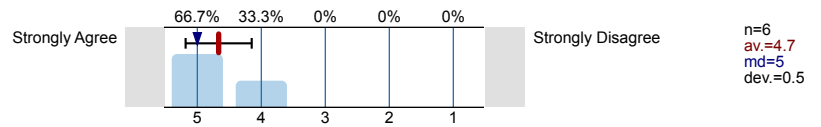
3.2) **AVAILABILITY:** My professor was available outside of class to respond to my questions and interests.



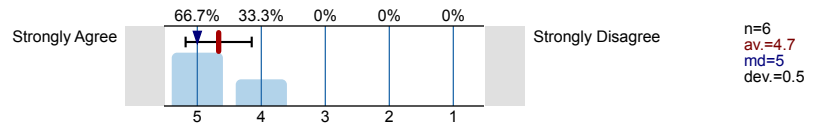
3.3) **ENTHUSIASM:** My professor was enthusiastic about the subject matter.



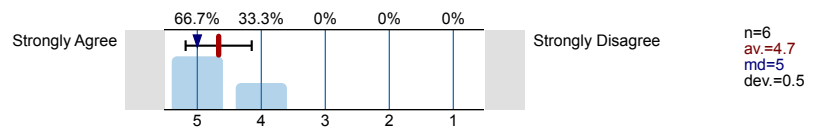
3.4) **TECHNIQUE:** My professor communicated the material clearly and effectively.



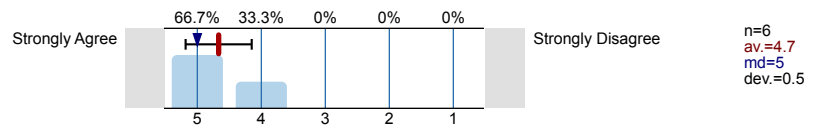
3.5) **ORGANIZATION:** My professor summarized major points and course objectives.



3.6) **GRADING PROCEDURES:** My work in this course was evaluated in an unbiased way.

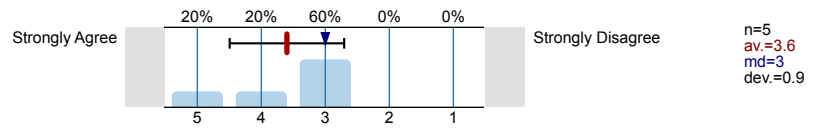


3.7) **ATTITUDE:** My professor was sensitive and respectful to students' needs.

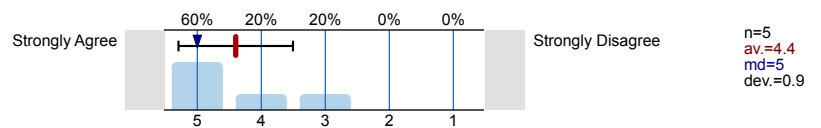


4. Class Materials

4.1) **TEXTS:** Class resources (i.e., text, other materials) effectively contributed to learning.

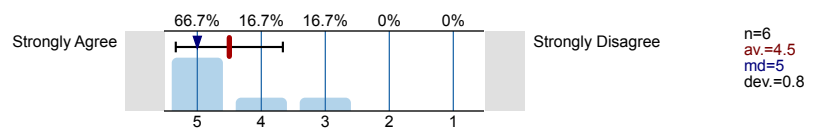


4.2) **ASSIGNMENTS & EXAMS:** The assignments and/or examinations were relevant and meaningful for the content of the course.

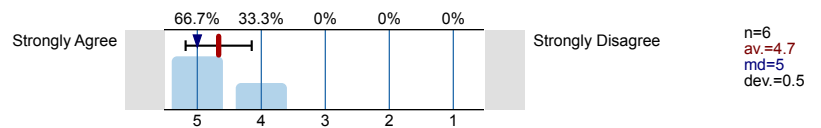


5. The Course Overall

5.1) Overall, I would rate this course as a valuable learning experience.



5.2) Overall, the PROFESSOR was effective.



Profile

Subunit: College of Arts and Sciences
 Name of the instructor: Eric Nersesian
 Name of the course: GDD302A_GDD202A_14SP Game Art I
 (Name of the survey)

Comparative line: 14SP_CAS_REPORTS

Values used in the profile line: Mean

2. The Student

2.1) KNOWLEDGE: As a student, I understand the central concepts and ideas in this course.	Strongly Agree		Strongly Disagree	n=6 n=12081	av.=4.5 av.=4.3	md=4.5 md=4.0	dev.=0.5 dev.=0.8
2.2) COMMITMENT: As a student, I did my part to learn as much as possible in this course.	Strongly Agree		Strongly Disagree	n=6 n=12056	av.=4.3 av.=4.5	md=4.5 md=5.0	dev.=0.8 dev.=0.7
2.3) LEARNING: As a student I can apply information/skills learned in this course.	Strongly Agree		Strongly Disagree	n=6 n=12033	av.=4.5 av.=4.3	md=4.5 md=4.0	dev.=0.5 dev.=0.8

3. The Professor

3.1) INTELLECTUAL ATMOSPHERE: My professor provided a stimulating atmosphere that facilitated learning.	Strongly Agree		Strongly Disagree	n=6 n=12077	av.=4.5 av.=4.3	md=5.0 md=5.0	dev.=0.8 dev.=0.9
3.2) AVAILABILITY: My professor was available outside of class to respond to my questions and interests.	Strongly Agree		Strongly Disagree	n=6 n=12072	av.=4.7 av.=4.3	md=5.0 md=4.0	dev.=0.5 dev.=0.9
3.3) ENTHUSIASM: My professor was enthusiastic about the subject matter.	Strongly Agree		Strongly Disagree	n=6 n=12057	av.=4.5 av.=4.5	md=5.0 md=5.0	dev.=0.8 dev.=0.8
3.4) TECHNIQUE: My professor communicated the material clearly and effectively.	Strongly Agree		Strongly Disagree	n=6 n=12067	av.=4.7 av.=4.2	md=5.0 md=4.0	dev.=0.5 dev.=1.0
3.5) ORGANIZATION: My professor summarized major points and course objectives.	Strongly Agree		Strongly Disagree	n=6 n=12045	av.=4.7 av.=4.3	md=5.0 md=5.0	dev.=0.5 dev.=0.9
3.6) GRADING PROCEDURES: My work in this course was evaluated in an unbiased way.	Strongly Agree		Strongly Disagree	n=6 n=12061	av.=4.7 av.=4.4	md=5.0 md=5.0	dev.=0.5 dev.=0.8
3.7) ATTITUDE: My professor was sensitive and respectful to students' needs.	Strongly Agree		Strongly Disagree	n=6 n=12033	av.=4.7 av.=4.4	md=5.0 md=5.0	dev.=0.5 dev.=0.9

4. Class Materials

4.1) TEXTS: Class resources (i.e., text, other materials) effectively contributed to learning.	Strongly Agree		Strongly Disagree	n=5 n=12047	av.=3.6 av.=4.2	md=3.0 md=4.0	dev.=0.9 dev.=0.9
4.2) ASSIGNMENTS & EXAMS: The assignments and/or examinations were relevant and meaningful for the content of the course.	Strongly Agree		Strongly Disagree	n=5 n=12021	av.=4.4 av.=4.3	md=5.0 md=4.0	dev.=0.9 dev.=0.8

5. The Course Overall

5.1) Overall, I would rate this course as a valuable learning experience.	Strongly Agree		Strongly Disagree	n=6 n=12077	av.=4.5 av.=4.2	md=5.0 md=4.0	dev.=0.8 dev.=1.0
5.2) Overall, the PROFESSOR was effective.	Strongly Agree		Strongly Disagree	n=6 n=12069	av.=4.7 av.=4.3	md=5.0 md=5.0	dev.=0.5 dev.=1.0

Comments Report

1. General Info

1.1) Course Name and Number:

- GDD 202
- GDD 302 - Game Art 2
- GDD202
- GDD302A
- Game Art 1 - GDD202A
- Game Art I 302

1.2) Semester:

- Spring
- Spring 2014 (5 Counts)

1.3) Professor's Last Name:

- Nersesian (6 Counts)

2. The Student

2.4) Please provide any additional comments you would like to convey to the instructor about YOUR performance in this class.

- .
- Good basic class on how to use Maya to mold game objects and environments.

3. The Professor

3.8) Please provide any additional comments you would like to convey about the professor's teaching:

- Always willing to help.
- He should be the director of the Game Design and Development department.

4. Class Materials

4.3) Please provide any additional comments you would like to convey relevant to class materials:

- .
- No course texts required.

5. The Course Overall

5.3) Please discuss any and all strengths and weaknesses related to this course:

- .
- Strengths: Great professor who is knowledgeable about what he is teaching
Weaknesses: Relies a bit too much on learning from tutorial videos