Report Comments

Guide to the Interpretation of Course Evaluations at UT Austin
The goal of course evaluation process at UT Austin is to drive teaching excellence and to support continuous improvement in teaching and learning experiences. The two sets of scales used for core evaluation questions and the associated weights are:

Strongly Agree (5)
Agree (4)
Neutral (3)
Disagree (2)
Strongly Disagree (1)

Excellent (5)
Very Good (4)
Satisfactory (3)
Unsatisfactory (2)
Very Unsatisfactory (1)

The Mean is calculated by adding all of the weights for a single question and dividing by the number of respondents. The course workload question is not averaged.
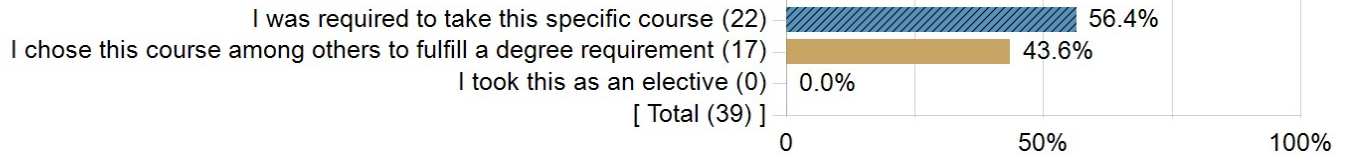
The number of students (e.g. respondents) marking each option is reported for each of the items. These frequency distributions provide information about the level of student ratings and the spread and shape of the class distribution of responses. The distributions thus provide a picture of student perception of a course.

Course evaluations provide snapshots of student perspectives on their course-level learning experiences. Most experts on teaching evaluation advise that no individual method gives the complete picture of an instructor's teaching effectiveness; multiple and diverse measures, on multiple occasions, are advised to give a full picture of the teaching effectiveness of a particular instructor. Moreover, other factors, such as size of class, level of the class, and content of the course, can cause small variations in the ratings. Therefore, student perspectives for a particular instructor or course should be interpreted as a snapshot, and not as providing complete information on the teaching effectiveness of that instructor.
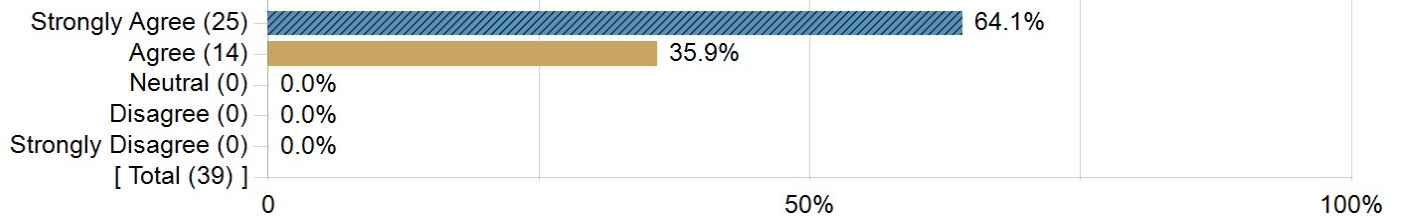
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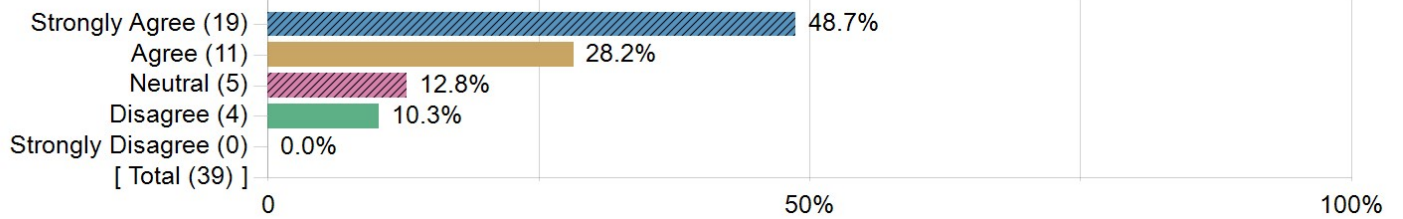
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Course Questions

Why did you take this course?

I was required to take this specific course (22)	56.4%
I chose this course among others to fulfill a degree requirement (17)	43.6%
I took this as an elective (0)	0.0%
[Total (39)]	

During this course, I gained a deeper understanding of the subject matter.

Strongly Agree (25)	64.1%
Agree (14)	35.9%
Neutral (0)	0.0%
Disagree (0)	0.0%
Strongly Disagree (0)	0.0%
[Total (39)]	

Statistics	Value
Mean	4.64

The course was well organized.

Strongly Agree (19)	48.7%
Agree (11)	28.2%
Neutral (5)	12.8%
Disagree (4)	10.3%
Strongly Disagree (0)	0.0%
[Total (39)]	

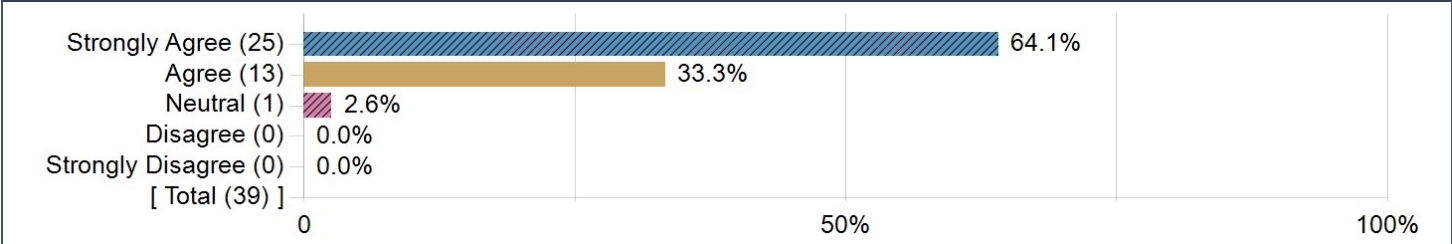| Statistics	Value
Mean	4.15

Overall, approximately what percentage of the course meetings did you attend or complete (online, in person, or asynchronously)?

70 - 74 (1)	2.6%
80 - 84 (2)	5.1%
85 - 89 (1)	2.6%
90 - 94 (6)	15.4%
95 - 100 (29)	74.4%
[Total (39)]	
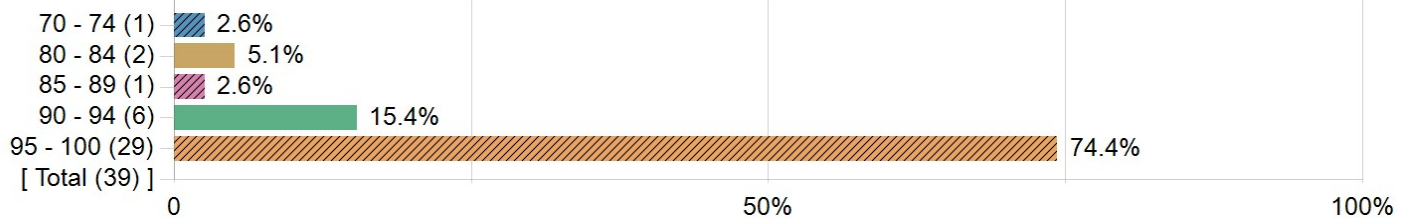
Statistics	Value
Mean	95.49

During the course, I gained skills related to the course content.

Strongly Agree (25) — 64.1%
Agree (13) — 33.3%
Neutral (1) — 2.6%
Disagree (0) — 0.0%
Strongly Disagree (0) — 0.0%
[Total (39)]

Statistics	Value
Mean	4.62

Instructor Questions

	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	Responded	Mean
The instructor clearly explained the course objectives and expectations.	59.0%	28.2%	7.7%	2.6%	2.6%	39	4.38
The instructor fostered an inclusive learning environment.	64.1%	30.8%	2.6%	0.0%	2.6%	39	4.54
The instructor effectively explained the concepts and subject matter in this course.	61.5%	20.5%	10.3%	5.1%	2.6%	39	4.33
The instructional techniques kept me engaged in learning.	43.6%	30.8%	20.5%	2.6%	2.6%	39	4.10
The instructor checked for student understanding of the concepts presented in the course.	56.4%	25.6%	15.4%	0.0%	2.6%	39	4.33

Overall Questions

Overall, this course was

Excellent (21)	53.9%
Very Good (11)	28.2%
Satisfactory (6)	15.4%
Unsatisfactory (1)	2.6%
Very Unsatisfactory (0)	0.0%
[Total (39)]	

Statistics	Value
Mean	4.33
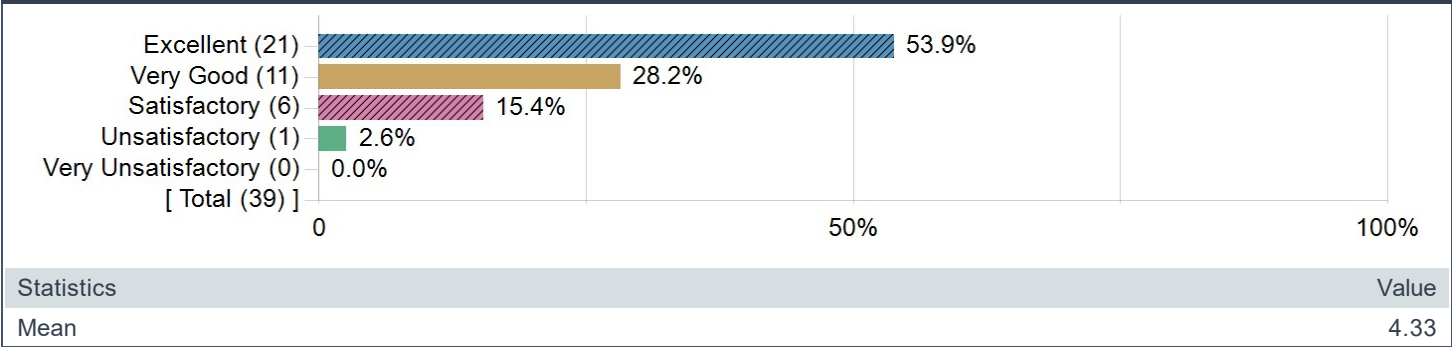
Overall, this instructor was

Excellent (20)	51.3%
Very Good (13)	33.3%
Satisfactory (3)	7.7%
Unsatisfactory (2)	5.1%
Very Unsatisfactory (1)	2.6%
[Total (39)]	

Statistics	Value
Mean	4.26
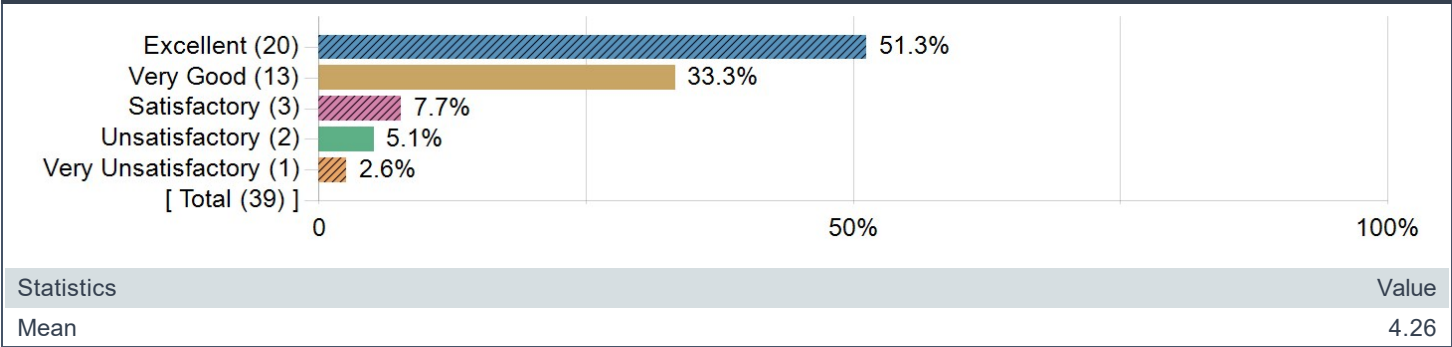
Comment Questions

Identify aspects of the course that were the most effective in helping your learning.

Comments
I think that learning through the creation of a project from start to finish, especially for this kind of topic, was the most effective way for me to learn and apply the material. It was a great opportunity to learn the hard skills of using a program like Unity, while creating a project I have the satisfaction of knowing I've made it by myself. I also appreciate the spaces between project progress to playtest and mess around with the different aspects and capabilities of Unity as someone who's never used it before.
One of the aspects that helped my learning in this course was the tutorial videos and step–by–step guides you all did in showing us how to complete the assignments.
I think the Unity tutorials on triggers were very easy to follow with the slide show.
As I stated earlier, professors were always looking to help and seemed passionate about the course, very down to earth which made the learning environment a lot more comfortable and engaging.
An aspect of the course that was effective in my learning was the amount of support and help available to students. This course is very hands on so being able to get help in person or via zoom really helped.
creative liberty
Very helpful in answering questions during class
I liked that we got individual help during class work days. Since unity is so finicky sometimes, it was great having that extra help with the software.
Very insightful and was amazing at keeping the class engaged and keeping the material up to date with the current industry.
The hands on tutorials for various Unity features and aspects of the platforming framework made working with it super easy.
N/A
Dr. Wiggins provided many examples when the class was occurring.
Being always available to help and very knowledgeable
Group Assignments.
Having another person to provide some help with certain errors was really helpful for the entire class, and is really appreciated!
The zoom recordings of the step by step process were helpful.
A lot of opportunities to get feedback from playtesting with each creation/addition.
Insightful inputs during so many lectures, you clearly know what you are doing and operate yourself and the class in a way that makes things feel not so intimidating
The group assignments were fun and allowed me to gain new ideas from other students.
the videos
the office hours
Looking at classmates' projects and exchanging feedback
Being able to talk to the instructors freely and easily about anything we wanted to know.
Professor Wiggins always shared interesting and inspiring projects with the class.
I liked getting feedback from other students to gain further perspective
The online zooms were the most helpful for me.
This dude was pretty chill and very wholesome– his tone when speaking to me felt like he was like an older brother.
Very helpful and worked one on one with almost everyone. Always made himself available for us
While i did not interact much with Professor Wiley, his knowledge of games and design were helpful to me when I did ask him questions. His laid back attitude really made me like him as a professor.
Very involved with teaching unity basics
Professor Wiggins was rarely involved in teaching, he felt like an assistant to Professor Augustin.

Identify the aspect of the course that you found most challenging, why you found it was challenging, and suggest one thing that could be done to help future students meet that challenge more effectively.

Comments
Time constraints toward the end of the course were crazy. It went from 0 to 100 with the amount of work that must've been

Comments
completed outside of class. Texturing the game and creating sprites takes far longer than the time given.
I think due to the nature of the project and relative skill level, it was hard to keep up with due dates on some assignments, but I'm glad there's not too much pressure (grade–wise) to have them finished the day of. I think keeping track of your progress and making sure you're not falling too far back compared to others, knowing that alleviates the stress a lot more.
The most challenging aspect of this course for me was time management, for me I underestimated the length that some assignments needed and I fell behind pretty quickly. I think the strategy of asking everyone if they needed anything was very helpful and will help students understand the concepts you give them.
implementing assets could have been expanded upon further during in person class.
I don't think the course was challenging in terms of difficulty but the assignments did sometimes take a while, I feel like there isn't anything I could really suggest to help future students as I didn't find any issues with the way the course was set up.
The most challenging part of the course was getting around road bumps during the development of our game. Sometimes I was unsure on how to approach a mistake or error in the game.
didn't really teach much as the second professor
The pace for playtesting was great but it felt like the pacing for how much time we got for making game levels was way too fast. 15 levels felt like a lot, especially with how little time we got for the final 5 levels. I feel like 10 levels would be a good balance because it also gives time for students to go back to the first 5 challenges and make edits since we continued to learn new things about the software as we worked on our game. Quality over quantity I suppose.
I found art and animation implementation. I think a whole in person class on animation and tile–sets would be beneficial
I feel that some instruction wasn't spaced out enough/ didn't come fast enough. The final 5 challenges felt way too early imo, or at least compared to when we were learning other things. I think pacing out the level design lectures as new possibilities opened up in the framework would have been better than simply leading with all of them.
I liked how creative the course was and how diverse it was. It was very art focused but also encouraging for students who weren't the best at art. UNITY was the most challenging for me since they moved way too fast. They need to slow down and dive in more on helping students
Again small download issues but nothing related to the teaching.
none in particular.
N/A
Didn't really find anything too challenging!
Perhaps having a written form of the step by step process will ensure that the student won't miss anything while following the video.
Often we were left to try and figure out for ourselves how to use software with assignments that were due. Perhaps this could be helped by having more class days where we learn about Unity's features and also make more of them in person rather than half on zoom.
Well it's not really anyone's fault but my game deleted itself for some reason out of my pay grade and I had to redo the whole level. Nothing can really be done but maybe like submitting a zipped version of the file along with each 5 challenges would help keep progress just in case something like that happens again.
The afternoon deadlines for assignments were a little nerve–wracking. I think students would prefer if deadlines were made to be 11:59 pm.
same as above
the lack of tutorials
The most challenging part is the late semester density of work. Transitioning to unity earlier could help remedy this
The most challenging part was working with a slightly outdated kit. Using a more modern platformer base would have been useful.
The deadlines were the most challenging part of the class, which was understandable, and we are given grace periods thankfully. While it would be difficult to plan, editing the roadmap for future students could be helpful.
I wish they were more engaged in the lectures
n/a
I think he could be more social because honestly I never saw him talk to students unless they approached him.
Did not lecture that much. Would've liked to hear from him more
As I stated earlier, the problem that I had are problems that have to real solution as they are just apart of the class. I did appreciate Professor Wiley being understanding when it came to late work.
I felt the pacing of assignments were difficult, the first half of the semester we had lots of time per assignment but as we neared the end of the semester it felt very rushed. Maybe in the future spend more time on implementing assets into the game as opposed to multiple outfits/ backstories that wont be involved in the physical game

Comments

I would hope he gets to be involved more in the future.