

Project Title: **Course Evaluations Spring 2024**

Courses Audience: **49**  
Responses Received: **42**  
Response Ratio: **85.7%**

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## 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.

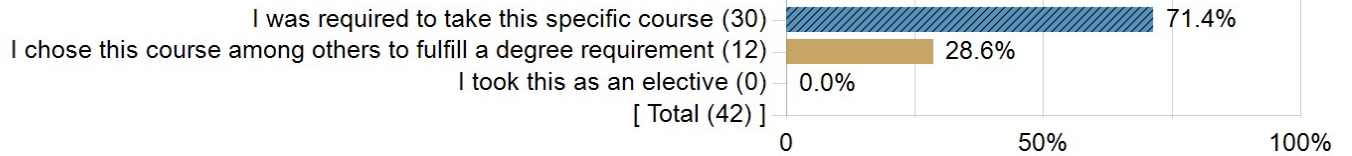
Course evaluations provide snapshots of student perspectives on their course-level learning experiences. Most experts on teaching evaluation advise that no individual method gives the complete picture of an instructor's teaching effectiveness; multiple and diverse measures, on multiple occasions, are 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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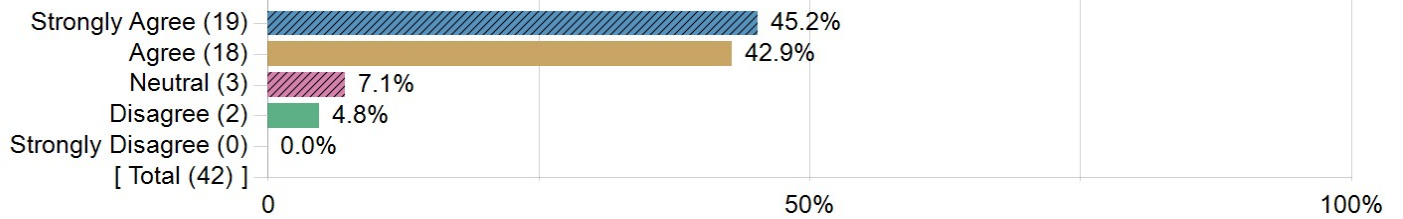
Creation Date: **Monday, May 13, 2024**

## Course Questions

Why did you take this course?

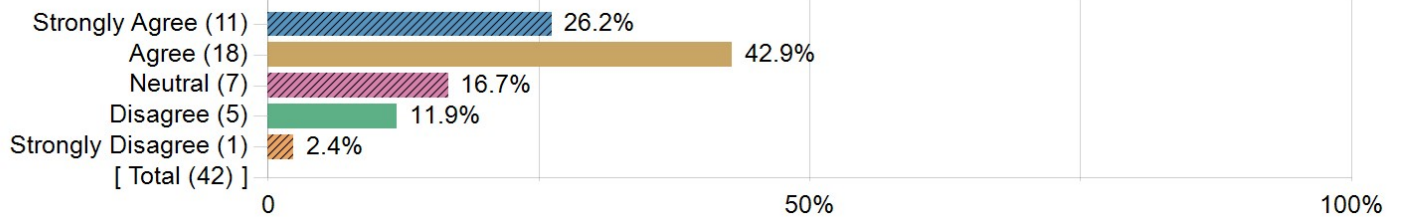


During this course, I gained a deeper understanding of the subject matter.



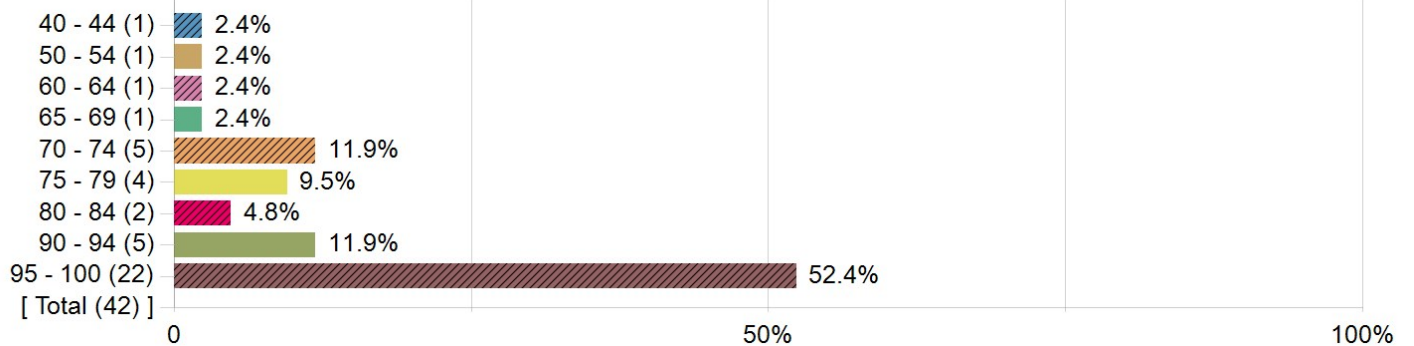
Statistics	Value
Mean	4.29

The course was well organized.



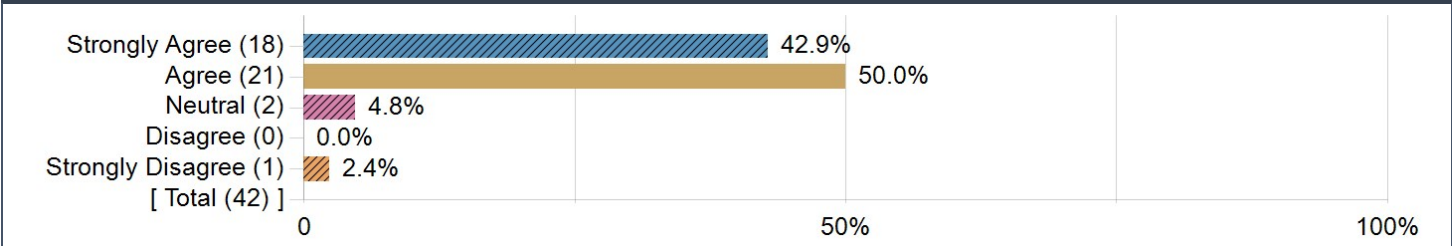
Statistics	Value
Mean	3.79

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



Statistics	Value
Mean	86.55

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



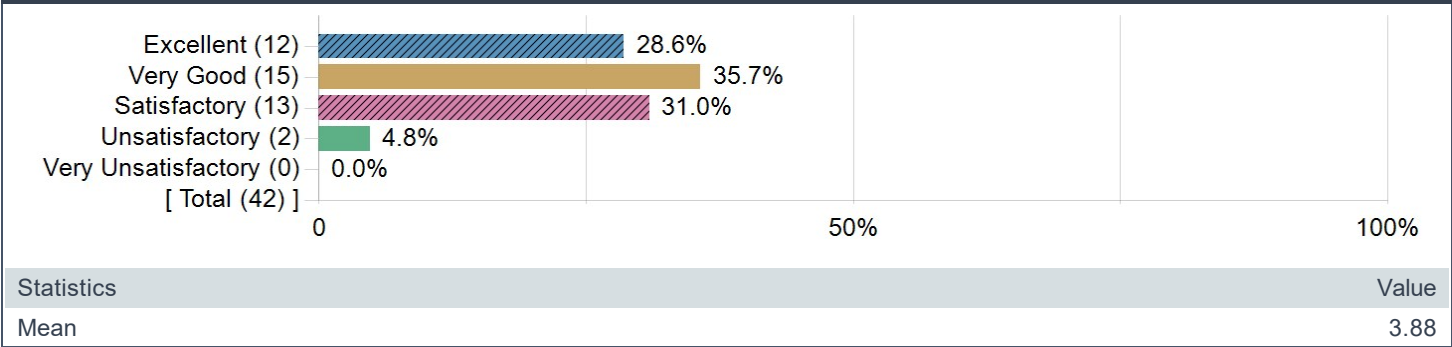
Statistics	Value
Mean	4.31

## Instructor Questions

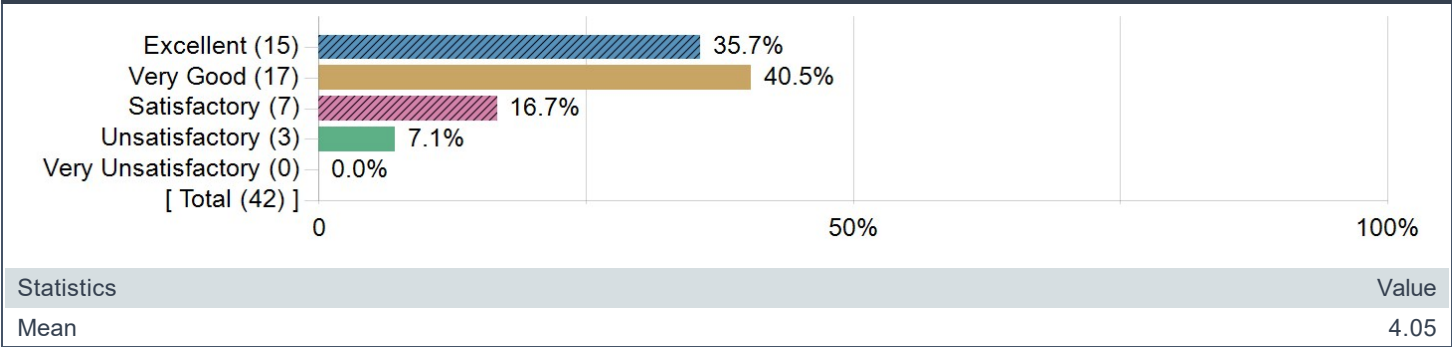
	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	Responded	Mean
The instructor clearly explained the course objectives and expectations.	38.1%	50.0%	7.1%	4.8%	0.0%	42	4.21
The instructor fostered an inclusive learning environment.	40.5%	45.2%	11.9%	0.0%	2.4%	42	4.21
The instructor effectively explained the concepts and subject matter in this course.	40.5%	40.5%	14.3%	4.8%	0.0%	42	4.17
The instructional techniques kept me engaged in learning.	31.0%	42.9%	14.3%	9.5%	2.4%	42	3.90
The instructor checked for student understanding of the concepts presented in the course.	38.1%	45.2%	11.9%	4.8%	0.0%	42	4.17

## Overall Questions

Overall, this course was



Overall, this instructor was



## Comment Questions

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

Comments
Giving a lot of details for each assignment.
I really enjoyed the recorded videos and the online lecture days where i could work from home with my setup.
Professor Wiggins clearly has a lot of experience and is very helpful in solving issues with our software.
Google slides with examples of what to do
open to questions
I really liked how much freedom we were given to explore Unity and our character designs. The freedom made it a lot easier to go about making my game and documenting my progress.
they both are very good speakers and contributed to my knowledge of game softwares
The very skilled TA in the class. The Youtube videos about game desgin and etc. Tiled was really helpful in learning how Unity worked with tilemaps.
The proffesors were super nice and responsive when students had questions.
The character design video was really knowledgeable about the topic at hand.
Prof. Wiggins was fantastic in Dazed and Confused. Jokes aside, he's VERY knowledgeable and welcomes questions of any level of complexity, whether within the scope of this introductory class or beyond.
Having the assignments as discussion posts helped because I could see examples of what my peers did so that I know if what I'm doing is right.
A lot of what I stated earlier applies to this professor since they were co-professors.
Professor Wiggins was always willing to help me and make sure I was understanding the material. He was an excellent professor.
Video recordings of assignments such as art and trigger implementations.
The lectures and recordings of lectures that we could look back on were helpful. Also, the openness to help out during work time in class.
Real time walkthroughs/examples
The use of the TA's always being available and the fact that there was a discord channel for this course made sharing questions and solutions and lot less difficult. It acted as a sort of community.
Helping 1 on 1 in class and the class demonstrations
same
Learning to use unity
The TA involvement and video examples were useful in understanding unity and core concepts.
The peer reviews and play testing was very helpful because the feedback it provided helped me improve my game and make it more balanced
Seeing my peers work and how they overcame problems.
Helped clarify problems or issues students had
Very knowledgeable professor, made me confident to try new things!
He was also good at helping troubleshoot issues.
They effectively taught how to use the required tools for the course.
I enjoyed this instructor's condescending tutorials.
Professor Wiggins was willing to work one on one with students that were having issues and gave effective feedback
the recordings of how to do complicated parts of the project were awesome and I referenced them a lot.
Interactive and very hands on, diving in head first into making a game was inspiring and opened my eyes to a lot of possibilities.
The breaking down of parts of making the game

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
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Comments
Coming up with challenges for the final assignment. I think they should have broken down what makes a good level design.
I think its hard to split up the week into in person and online days, made my week scheduling difficult but also my ability to participate in class effectively.
Figuring out how to do things not explained at first (tilemaps), just explain how to make levels using them at first, because my first 5 challenges used 100–200 static blocks instead
watching youtube for lectures, it felt a bit impersonal as i can watch youtube without going to college, professor teaching instead of playing youtube might feel better
Some processes in Unity could have been explained a little more clearly, and some of the lectures could have been archived and made available for future reference.
im not sure
The course was very unorganized making it a big struggle to follow and learn. Please have a schedule of all the assignments given to the students at the beginning of the semester and when exactly they will be posted so we can better organize our time. I wish we had and in dept tutorial from the professors about how to use Unity before we started using it. I had to literally learn how to use Unity all by myself. We were not even taught basics before we needed to use Unity. I wish instead of showing YouTube videos to the class, the professors lectured about the topic instead. I didn't come to college paying a lot of money to just watch Youtube videos I can find on my own. Please also explain/ have somewhere that explains the project in depth (how to do it, and everything require/ expected for it) to avoid confusion for students. For instance, I was very passionate about my game and worked hard on it, but since I didn't know before hand how to properly make assets myself, I ended having size up pixels a lot for them to work in my game. That created a lot of different sized pixels in my game. I couldn't go back and change it since I spent days already on drawing art assets and I would fall behind in the class if I did.
Clearer, slower, and more specific instruction would have been helpful.
the in person and zoom hybrid
The character sheet animation and how to put it on Unity.
Having one day a week in person was kinda rough sometimes, especially the days that we didn't do much
A lot of what I stated earlier applies to this professor since they were co-professors.
The most difficult was the learning curve that came with using unity. However, the professors we always helpful in teaching me.
Record the Zoom meetings on Wednesday.
Sometimes it felt like the online class content and the in person class content should have been switched
One of the other most challenging parts was when we had to design a level and most of the triggers as intended were a bit difficult to use. I wanted to have the player jump from wall to wall to ascend upwards, but the triggers did not allow that. I would suggest to add more function to the triggers. Have the triggers give the player the ability to do something like that. Also fix the moving platforms that move on horizontal line because my player kept falling off for some reason.
The most challenging part of this course is that we were offered 48 hours to complete the assignments that were the hardest and most time consuming, and a whole week for assignments that were much easier. For example: (We learned about character design in class on Monday, character sheet was due 9am Wednesday. Then we were allowed 2 whole weeks to simply create a slide show showing all the process work we had done for our game. ) I know its been being fixed for a while, but the timing of this course really needs some work.
same
learning to use unity as a whole to complete projects
Unity as a whole was very challenging to pick up, and required a lot of trial and error. I think having more in depth walk through videos would make learning unity more effective, such as the one for asset implementation.
For me the most challenging aspect of the course was turning in the discussion posts on time because it usually requires a lot of creative thinking and made my work feel a bit more rushed, but that's mostly due to my poor time management.
I thought it was challenging to connect with the lesson of the day through the online meetings. I think all sessions should be held in person.
n/a
The online Wednesday zoom is good but towards the end of the year it seems to become less effective as people need more hands on help with game builds, but they can't over zoom
No real issues other than just having us figure it out on our own at times to help better our understanding.
The course could have been stricter and more stringent.
This course was not challenging.
I struggled a lot with using Unity at first, especially because things like applying tilesets weren't done in class, so I struggled a lot with it when I was doing work outside of class. I think setting aside time on an in person class day would help alleviate this issue.

Comments

On the other hand diving in head first also means charting unknown territory, which was a struggle in itself. But instructor is very encouraging and helpful, especially when it comes to questions.

To do big tasks with the best quality because of short deadlines, it would help to break down the task and have and start to ideate as soon as it is mentioned