

Game Prototyping

Lesson 10 Homework Questionnaire

Name: _____

Complete this Game Prototyping course 'playtest report.'

Even though it will be graded for up to 5 points, go ahead and be brutally honest. The goal is to use your feedback to make this class better for the students who will take it after you. Specifically, answer these questions:

- [Multiple Choice, *circle the desired letter*] How interested are you in learning more about **Game Prototyping**?
 - Very interested
 - Somewhat interested
 - I don't care much one way or the other
 - Not too interested
 - Not interested at all
- [Multiple Choice, *circle the desired letter*] How interested are you in taking your next courses in **Game Prototyping**? (I.e., Level Design, Advanced Game Prototyping, Interface Design, and Senior Project.)
 - Very interested
 - Somewhat interested
 - I don't care much one way or the other
 - Not too interested
 - Not interested at all
- [Short Answer] If someone suggested that you take up **Game Design** as your life's work, what would you reply?
- Circle each of the words and phrases that best express how you feel the subject of **Game Prototyping**:

fun	boring	too easy	too hard	easier than I thought it would be
useless	useful	exciting	interesting	harder than I thought it would be
essential	necessary	worthless	very important	eye-opening ("I never knew...")
- [Short Answer] What was the most surprising thing you learned in **Game Prototyping** class, if anything?
- [Short Answer] How would you rate the analog / table top beginning portion of the class? Do you feel that this "rapid game prototyping" section of the course (*Battleship, FPS, RTS, and Battle of 5 Armies*) was useful?
- [Short Answer] How would you rate the digital / electronic portion of the class? Were you able to grasp *Game Maker* through the tutorials? How were the lectures on *digital* game design rules and Concept Documents? Did you find it useful to learn a bit more about 2D sprite graphics and how a game *programmer* thinks?
- [Short List] What worked well in terms of course material (lectures, tutorials, exams), presentation, classroom environment, lesson application (labs and homework), the email class newsletter, and / or other follow-up?
- [Short List] What *didn't* work so well (or what could be improved up) in terms of course material, presentation, classroom environment, lesson application (labs and homework), and / or follow-up? Please give your specific and general suggestions for improving this class for the next group. *Use the reverse side if you need more room.*