

Principles of Game Design

Lesson 10 Homework Questionnaire

Name: _____

Complete this Game Design 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:

1. [Multiple Choice, *circle the desired letter*] How interested are you in learning more about **Game Design**?

- A) Very interested
- B) Somewhat interested
- C) I don't care much one way or the other
- D) Not too interested
- E) Not interested at all

2. [Multiple Choice, *circle the desired letter*] How interested are you in taking your next courses in **Game Design**?
(These courses include Level Design, Game Prototyping, Interface Design, and Senior Project.)

- A) Very interested
- B) Somewhat interested
- C) I don't care much one way or the other
- D) Not too interested
- E) Not interested at all

3. [Short Answer] If someone suggested that you take up **Game Design** as your life's work, what would you reply?

4. Circle each of the words and phrases that best express how you feel the subject of **Game Design**:

- | | | | | |
|-----------|-----------|-----------|----------------|-----------------------------------|
| 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...") |

5. [Short Answer] What was the most surprising thing you learned in **Game Design** class, if anything?

6. [Short List] What key concept(s, if any) did you learn in **Game Design** class that you definitely remember and will take away with you? (**Hint:** if you have to review your notes and look them up, you *don't* remember them; you have to answer this one strictly off the top of your head.)

7. [Short List] What worked well in terms of course material, presentation, classroom environment, lesson application (labs and homework), the email class newsletter, and / or other follow-up?

8. [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.