

# **Course report Faculty of Technology and Society**

This course report is based on student feedback and submitted course evaluations, exam results and the teacher's idea for further development. The course report is published on the course website and Canvas-site.

Course name	Game design
Course code	DA301A
Semester	Ht24
Number of	67
registered students	
Course coordinator	José Font Fernandez

X	Course report is published on Canvas-site	
	Course report is published on course webpage	

### **Compulsory course evaluation**

Number of responses to the compulsory course evaluation 14

The compulsory course evaluation has been conducted through:

	Standard template via Reflex
Х	Extended standard template with own questions via Reflex
	Own evaluation method by the course coordinator
If own evaluation method was conducted, describe how:	

### Additional evaluations that were conducted during the course

	Separate survey
	Oral evaluation in class
Х	Oral evaluation in smaller groups
	Other evaluation method
If o	ther evaluation method was conducted, describe how:

## **Comments on the course evaluations**

The number of respondents is very little representative from the whole class (14 out of 72). Nevertheless, there are several mentions to the length of the master classes that can be considered.

The comments regarding the applicability of what's learned in this course to videogame development are understandable, but that happens during the spring term in the course DA335B, which the students don't know at the time of answering this survey.

The majority of the comments and evaluations are positive, which makes me confident to continue with the course as it's currently planned.

#### **Examination results**

Х	Examination results are as expected
	Examination results are not as expected
Results seems normal compared to previous years.	

#### Recommendations and priorities for the course development

I'd recommend altering the structure of the master classes to foster more studentto-student interaction after the mini-workshops and exercises. Also consider more frequent breaks during a single session.