



Instructor Course Feedback for EAE 3710-001 Trad Game Development Fall 2023 (Kolton Eichers)

Project Title: **Student Course Feedback**

Courses Audience: **38**

Responses Received: **16**

Response Ratio: **42.1%**

Report Comments

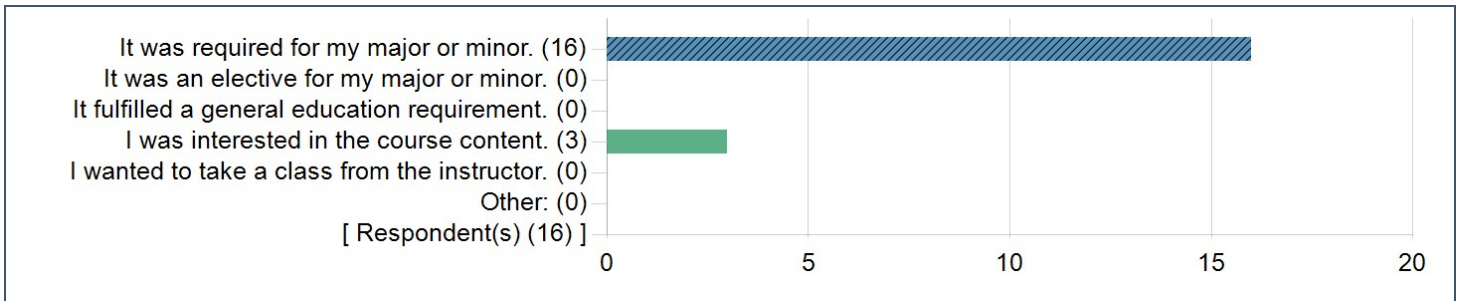
This is a standardized Student Course Feedback report approved by the Senate Advisory Committee on Student Course Feedback (SACSCF).

Visit ctle.utah.edu/scf/reports/instructor for help with this report.

Creation Date: **Tuesday, January 30, 2024**

Student Demographics

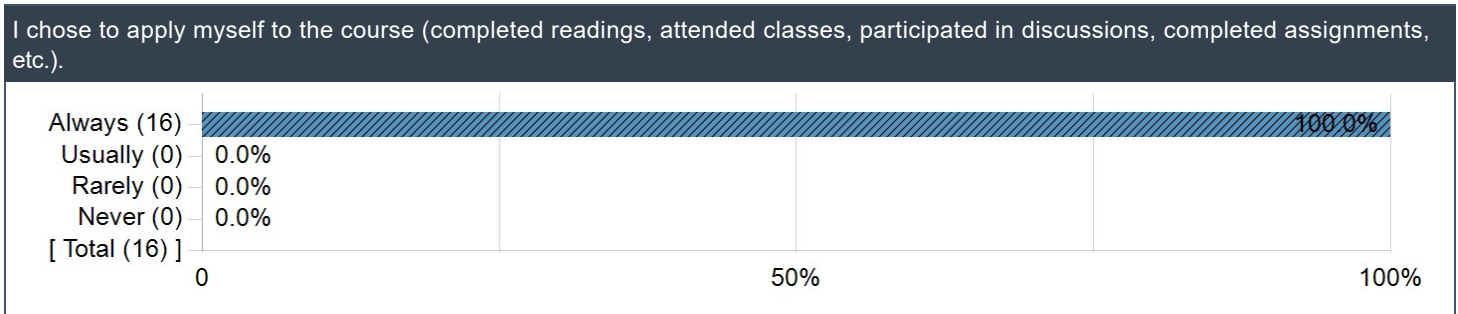
Why did you enroll in this course?



Please explain:

Comments
Required for the games major
I need to take this class in order to take the Capstone Class
Trad is required for the games major, and who wouldn't want to make a game in this field?
This is a mandatory class in order to graduate with my Games BS.

I chose to apply myself to the course (completed readings, attended classes, participated in discussions, completed assignments, etc.).

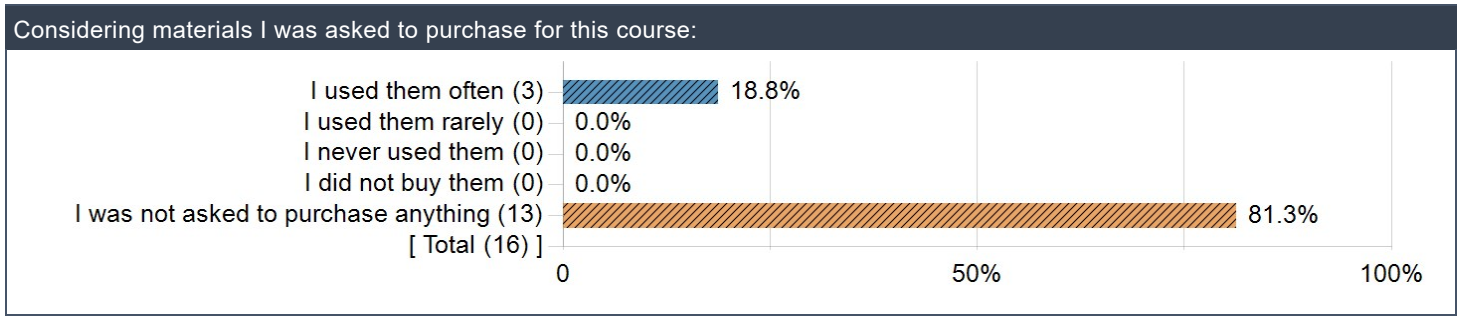


Please explain:

Comments
I attended every lecture and watched all the tutorial videos as well as completed all the assignments.
As this is a project style class I needed to take my part in my role as the Producer
Except when I got hit by a car lmao
I always got my work done for my team.
I worked very hard in this course and took all assignments seriously.

Course Materials

Considering materials I was asked to purchase for this course:

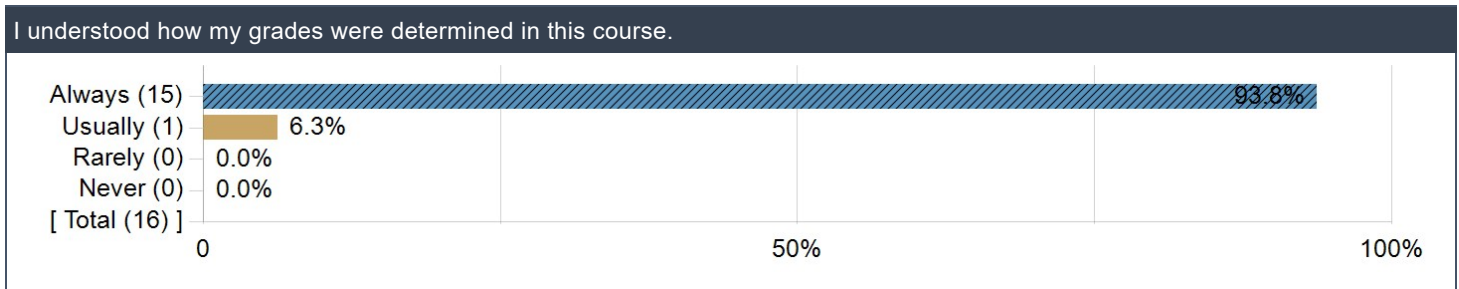


Please explain:

Comments
Only asked to get UE which is free
We used a free program called Unreal Engine and I used the program for the class for the tasks I was assigned to do

Grades

I understood how my grades were determined in this course.

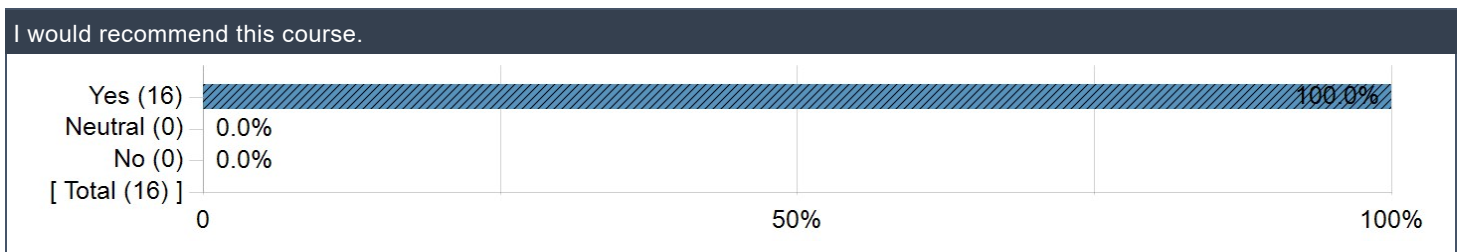


Please explain:

Comments
Sometimes the numbers got a little weird which made it difficult to understand impacts of some assignments. (Ex. 200, 300, 500)
Our grades are based on if we contributed to the game as well as follow the project instructions
The grading was clear and very generous.

Recommend Course & Instructor

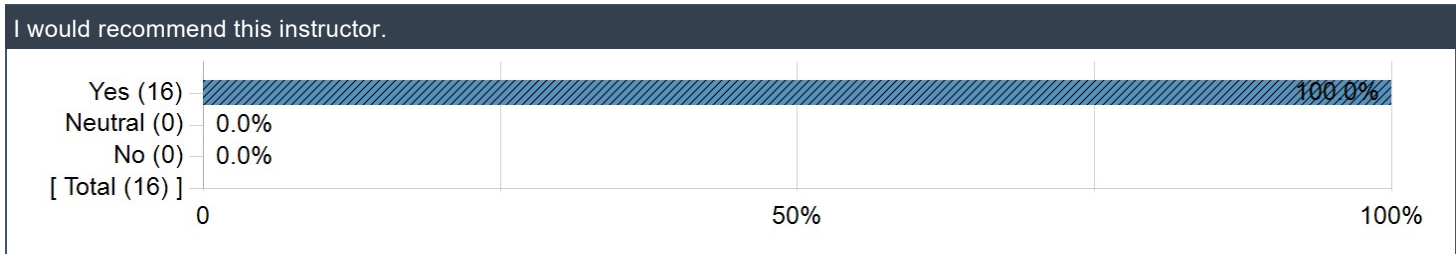
I would recommend this course.



Please explain:

Comments
This course was the first time I worked on a game with a team of more than 2 people and it was an eye-opening experience for me. Getting to problem solve as a group and build something together was an invaluable experience that has really prepared me for capstone and what that development
This class was a good snapshot of the industry and how teams work together to make games
This class is great granted it would highly depend on your team as My team were all committed to the project.
This was the best course I have taken in college so far. I learned so much and had a lot of fun doing it.
There's no experience like properly making a game with a team.
I enjoyed the project-based format and laid-back instruction quite a bit. It was very illuminating to be able to create an entire video game in a team-based scenario, and I learned lots.

I would recommend this instructor.

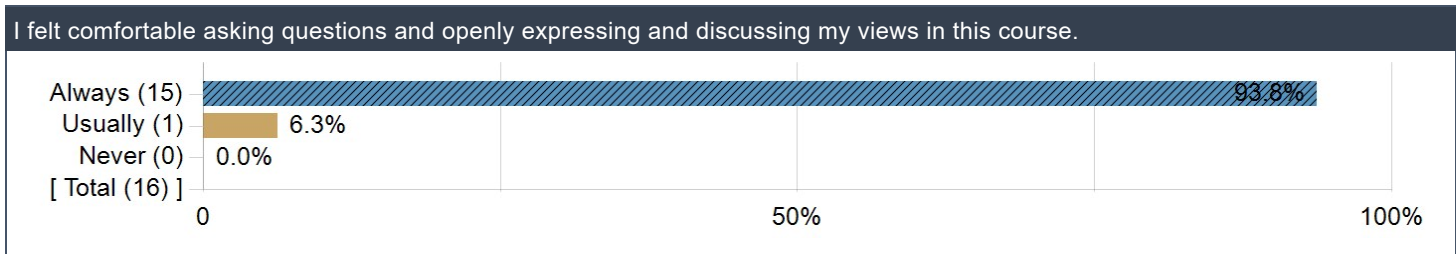


Please explain:

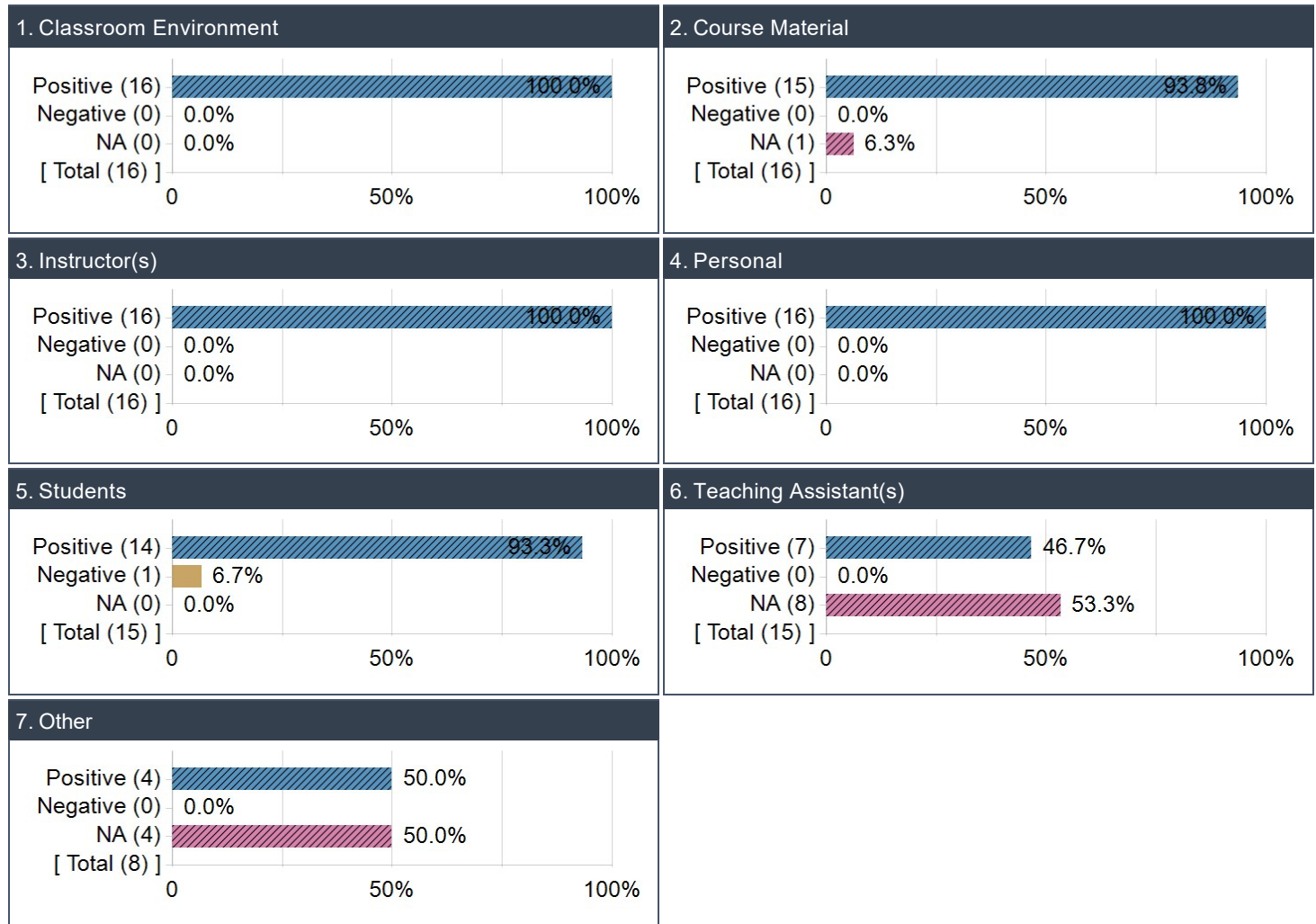
Comments
Kolton is an engaging professor and lets us explore the development of games without much restriction. His guidance was invaluable and he was always there to help with advice or to answer questions. His teaching style is amazing and he has a fervor when it comes to helping his students. Easily one of my favorite professors in this major!
Kolton is awesome!!! He knew how to have fun but also help out when needed. He also always kept each class interesting
Kolton has been awesome during class and is very upbeat which is also a positive
Kolton is the best :)
Fantastic person.
He was always there to help us, and was a fun presence overall.
Kolton was friendly, knowledgeable, and most importantly allowed our teams breathing room to just work on our stuff. He offered good critique and technical guidance, and graded very generously. I appreciated the lack of lectures and abundant work-time.
Great man and Prof. I dont know a single student that doesnt enjoy having him as their instructor with his deep knowledge, patience, and desire to help us succeed.

Asking Questions and Discussing Views

I felt comfortable asking questions and openly expressing and discussing my views in this course.



Which of these contributed to your answer?

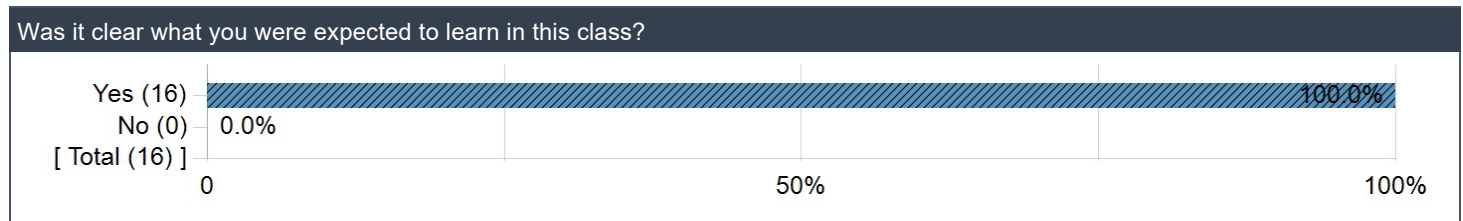


Please explain:

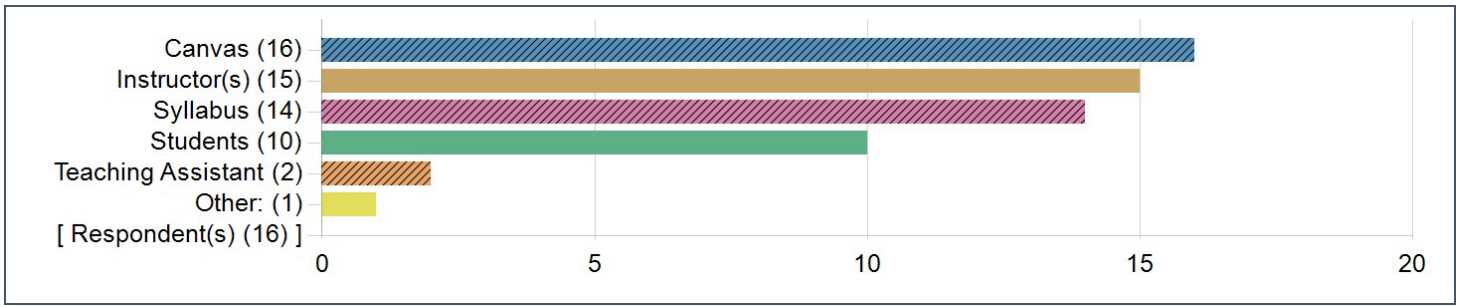
Comments
Some of the other students made me feel like I was stupid for not having the knowledge, experience, or view point they had.
The class was just a vibe this semester. Everybody liked to have fun but also understood when it was time to work
Sometimes other students could be a bit rude.

Learning Objectives

Was it clear what you were expected to learn in this class?

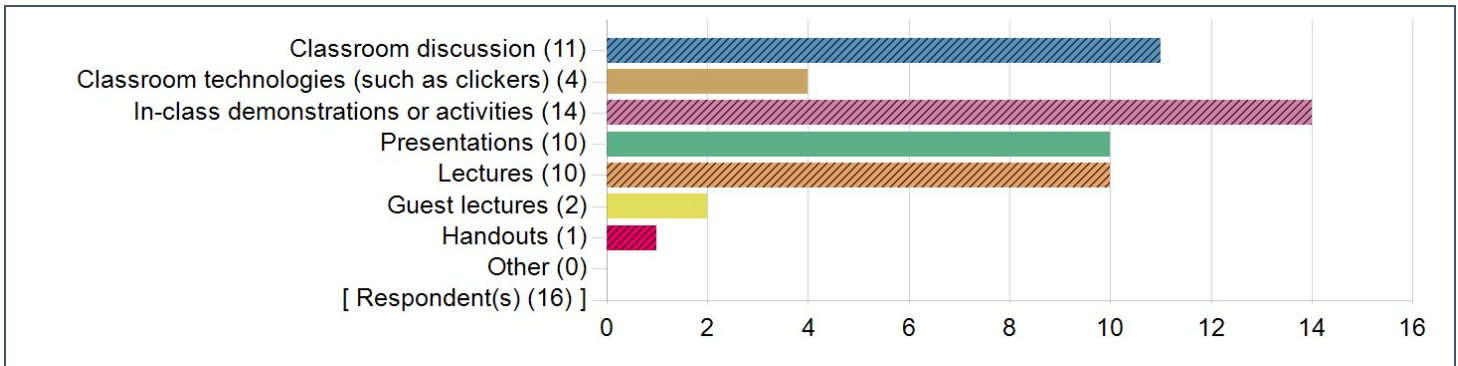


If yes, how did you know this?

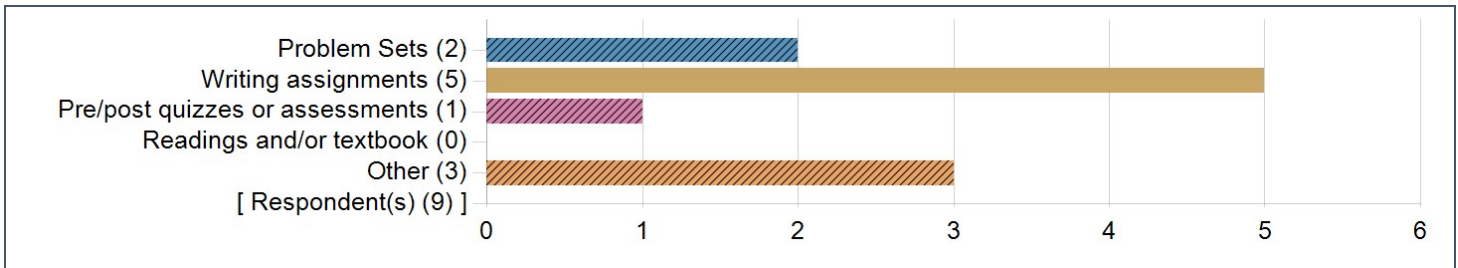


Which of these were used in the course and helped you learn?

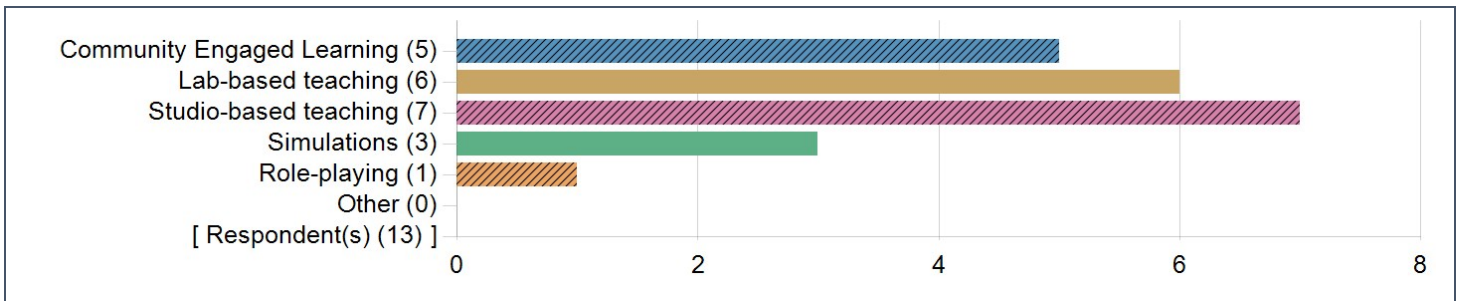
In-class Tools



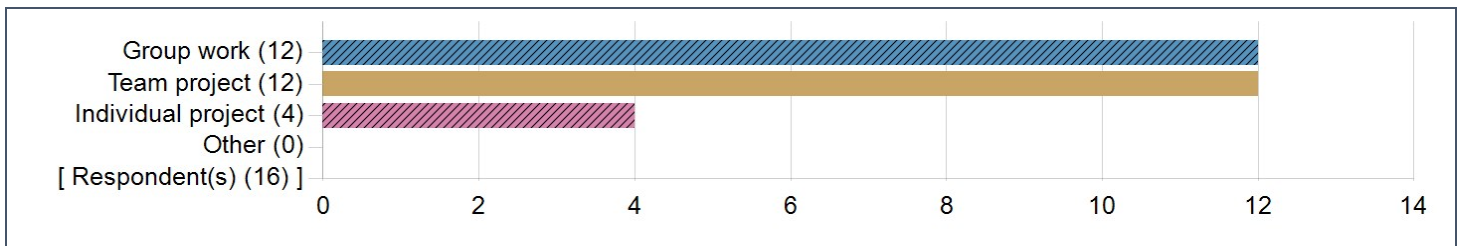
Readings and Assignments



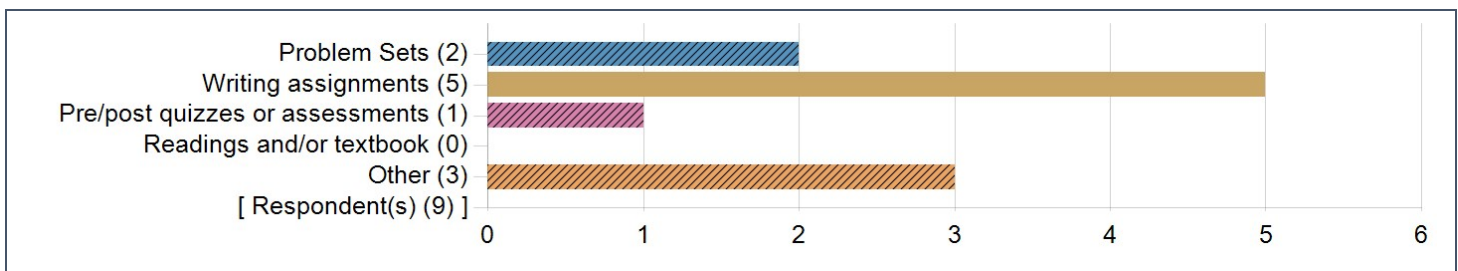
Experiential Learning



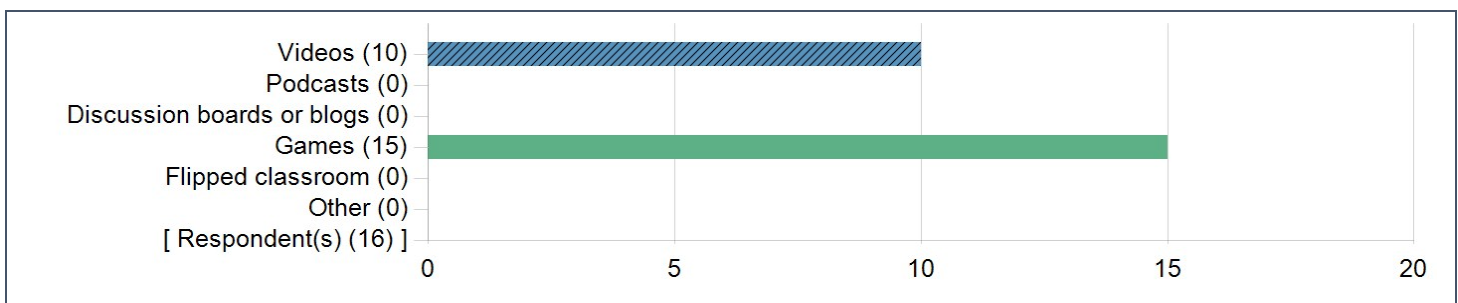
Student-based Projects



Readings and Assignments



Technology-Based Learning



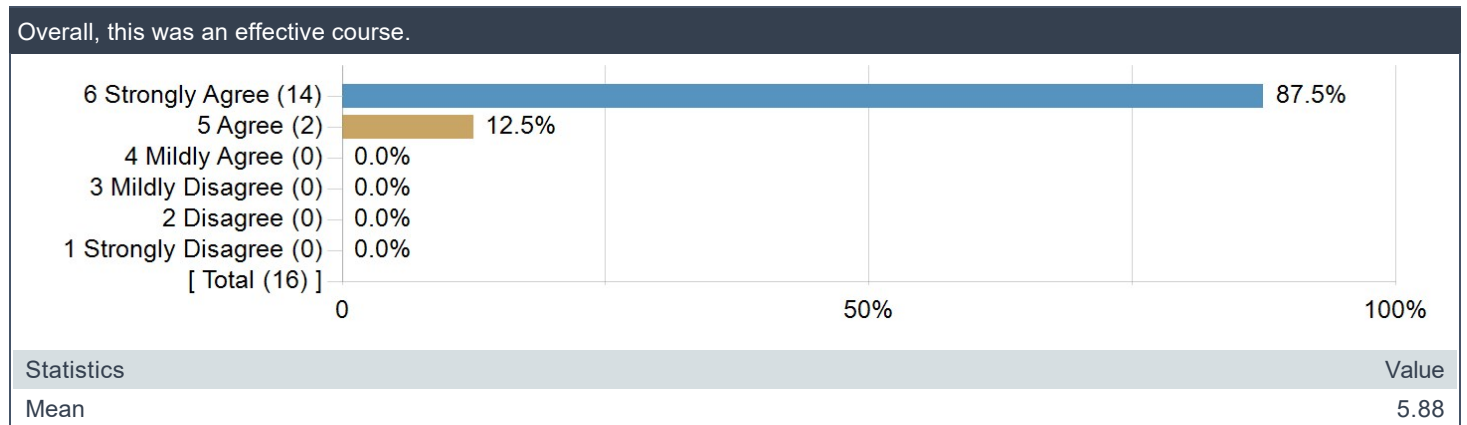
Additional Comments

Is there anything else you would like this instructor to know?

Comments
Thank you for an amazing semester Kolton! This was a class that I looked forward to every single week and you were incredibly helpful the whole time. I sincerely wish I can take more classes from you!
Loved the class, my favorite this semester
Awesome work! You are a great instructor and I can't wait to take more classes with you moving forward
Thanks for providing such a chill environment for class every time. You even make the more mundane assignments pretty fun such as the "Game of the Day" assignments.
Thanks for the great semester, I really had fun in this class and learned a lot. You are the best
Thanks for being fantastic!
I love your classes!
Thanks for the great semester, this is an experience I'll always remember fondly.
Thank you for a great class Kolton!
This was my favorite class! Loved the teacher.

Additional Items

Overall, this was an effective course.



Overall, this was an effective instructor.

