Individual Report for Instructor Ruberg (18369-20161 : CTIN-492 Experimental Game Topics (18369))

USC Student Course Evaluations - Spring 2016

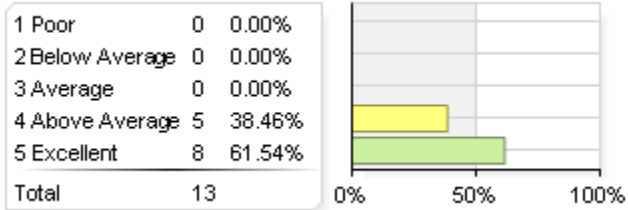Project Audience 16
Responses Received 13
Response Ratio 81.25%

Creation Date Wed, May 18, 2016

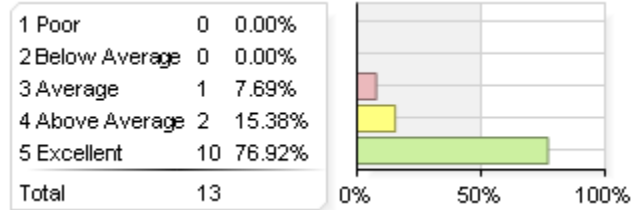# How would you rate the instructor's effectiveness on the following items?

1. Clearly articulated course goals.

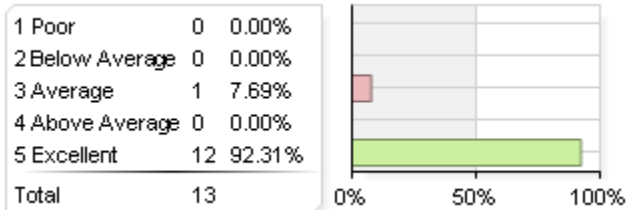|		
1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	0	0.00%
4 Above Average	5	38.46%
5 Excellent	8	61.54%
Total	13	

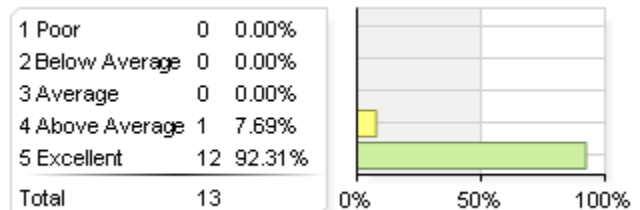| Statistics	Value
Response Count	13
Mean	4.62
Median	5.00
Mode	5
Standard Deviation	+/-0.51
Population Standard Deviation	+/-0.49
Standard Error (base on SD)	+/-0.14
Standard Error (base on PSD)	+/-0.13

2. Organized course to achieve those goals.

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	1	7.69%
4 Above Average	2	15.38%
5 Excellent	10	76.92%
Total	13	

Statistics	Value
Response Count	13
Mean	4.69
Median	5.00
Mode	5
Standard Deviation	+/-0.63
Population Standard Deviation	+/-0.61
Standard Error (base on SD)	+/-0.17
Standard Error (base on PSD)	+/-0.17

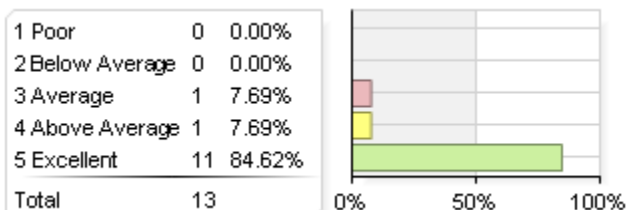## 3. Carefully explained difficult concepts, methods, and subject matter.

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	1	7.69%
4 Above Average	0	0.00%
5 Excellent	12	92.31%
Total	13	

Statistics	Value
Response Count	13
Mean	4.85
Median	5.00
Mode	5
Standard Deviation	+/-0.55
Population Standard Deviation	+/-0.53
Standard Error (base on SD)	+/-0.15
Standard Error (base on PSD)	+/-0.15

4. Encouraged students to participate in their learning (e.g., through discussion, projects, study groups and other appropriate activities).
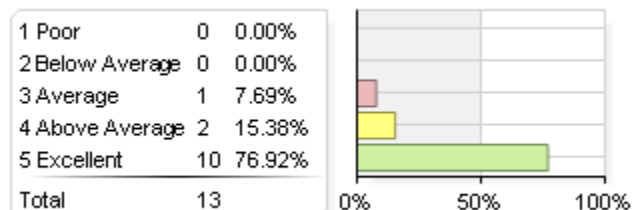
1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	0	0.00%
4 Above Average	1	7.69%
5 Excellent	12	92.31%
Total	13	

Statistics	Value
Response Count	13
Mean	4.92
Median	5.00
Mode	5
Standard Deviation	+/-0.28
Population Standard Deviation	+/-0.27
Standard Error (base on SD)	+/-0.08
Standard Error (base on PSD)	+/-0.07

5. Was accessible to students (e.g., during office hours, before and after class, etc.).

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	1	7.69%
4 Above Average	1	7.69%
5 Excellent	11	84.62%
Total	13	

Statistics	Value
Response Count	13

6. Evaluated student work in fair and appropriate ways.

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	1	7.69%
4 Above Average	2	15.38%
5 Excellent	10	76.92%
Total	13	

Statistics	Value
Response Count	13

Mean	4.77
Median	5.00
Mode	5
Standard Deviation	+/-0.60
Population Standard Deviation	+/-0.58
Standard Error (base on SD)	+/-0.17
Standard Error (base on PSD)	+/-0.16

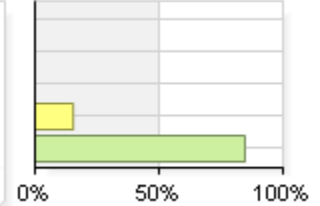|	
Mean	4.69
Median	5.00
Mode	5
Standard Deviation	+/-0.63
Population Standard Deviation	+/-0.61
Standard Error (base on SD)	+/-0.17
Standard Error (base on PSD)	+/-0.17

7. Was enthusiastic about communicating the subject matter.

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	0	0.00%
4 Above Average	0	0.00%
5 Excellent	13	100.00%
Total	13	

Statistics	Value
Response Count	13
Mean	5.00
Median	5.00
Mode	5
Standard Deviation	+/-0.00
Population Standard Deviation	+/-0.00
Standard Error (base on SD)	+/-0.00
Standard Error (base on PSD)	+/-0.00
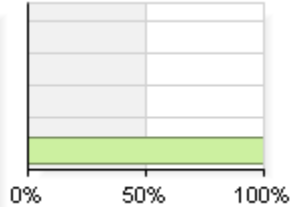
8. Stimulated student interest in the subject matter.

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	0	0.00%
4 Above Average	2	15.38%
5 Excellent	11	84.62%
Total	13	

Statistics	Value
Response Count	13
Mean	4.85
Median	5.00
Mode	5
Standard Deviation	+/-0.38
Population Standard Deviation	+/-0.36
Standard Error (base on SD)	+/-0.10
Standard Error (base on PSD)	+/-0.10

How would you rate the instructor's effectiveness on the following items? (continued)

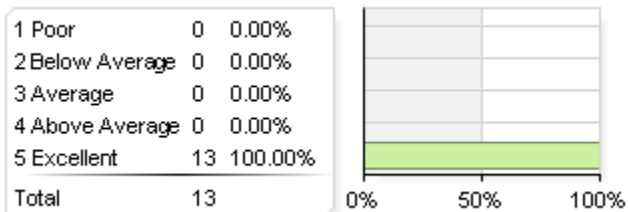**9. Presented subject matter in ways that were academically challenging.**

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	1	7.69%
4 Above Average	2	15.38%
5 Excellent	10	76.92%
Total	13	

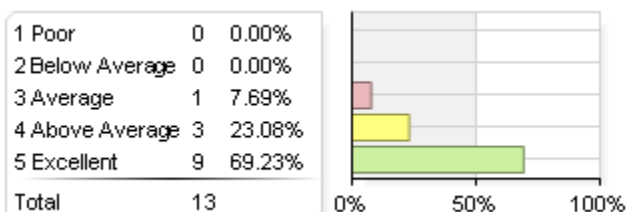| Statistics	Value
Response Count	13
Mean	4.69
Median	5.00
Mode	5
Standard Deviation	+/-0.63
Population Standard Deviation	+/-0.61
Standard Error (base on SD)	+/-0.17
Standard Error (base on PSD)	+/-0.17
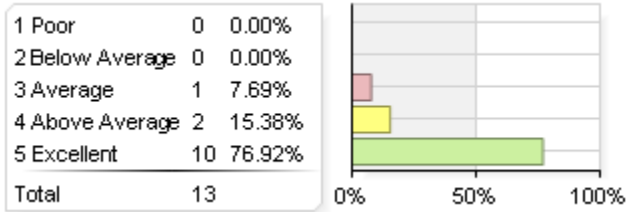
10. Provided students a valuable learning experience.

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	0	0.00%
4 Above Average	1	7.69%
5 Excellent	12	92.31%
Total	13	

Statistics	Value
Response Count	13
Mean	4.92
Median	5.00
Mode	5
Standard Deviation	+/-0.28
Population Standard Deviation	+/-0.27
Standard Error (base on SD)	+/-0.08
Standard Error (base on PSD)	+/-0.07

Overall, how would you rate this instructor?

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	0	0.00%
4 Above Average	0	0.00%
5 Excellent	13	100.00%
Total	13	

Statistics	Value
Response Count	13
Mean	5.00
Median	5.00
Mode	5
Standard Deviation	+/-0.00
Population Standard Deviation	+/-0.00
Standard Error (base on SD)	+/-0.00
Standard Error (base on PSD)	+/-0.00

Overall, how would you rate this course?

1 Poor	0	0.00%
2 Below Average	0	0.00%
3 Average	1	7.69%
4 Above Average	3	23.08%
5 Excellent	9	69.23%
Total	13	

Statistics	Value
Response Count	13

Mean	4.62
Median	5.00
Mode	5
Standard Deviation	+/-0.65
Population Standard Deviation	+/-0.62
Standard Error (base on SD)	+/-0.18
Standard Error (base on PSD)	+/-0.17

What were this instructor's main strengths?

Comment
Passionate about material. Very very smart. Super articulate.
Constructive Criticism and guiding design choices based on my intention.
Bonnie is an excellent teacher. She is very good at listening to her students and helping them achieve their goals. She does not force her image of how a project should be executed onto her students.
This class was one of the most structured on my schedule this semester and I'm thankful for that. Also, the project topics and readings were both interesting and thought provoking. Although it was quite stressful, I greatly enjoyed taking this class this semester.
Very open-minded and understanding. Was invested in student projects and passionate about discussion topics.
Super encouraging and gave great feedback. Also was incredibly understanding and just overall super great. Also incredibly appreciated the variety of platforms we had as options in the semester.
Wow, uh, everything. Bonnie facilitated not only the class in an excellent manner, but facilitated relevant discussions from outside the course intertwining with our work, as well as how we faced issues in the department as a whole. This class not only taught me great things on experimental games, but on how to handle my major as a whole better and how to work towards a better department - and Bonnie helped accomplish that too. So yeah, wow. This was way more than just a course - and thanks to Bonnie. :)
I loved Bonnie so much!!! I want to take way more classes with her and I am way sad she will be leaving :(((The structure of this class was really rigorous but really helpful. This class is a unique opportunity to learn more about our personal voice as an artist through the projects and the demand to make something weekly. Bonnie is very excited about stuff and keeps class fresh with her lively personality. Bonnie is the Bommmbbbbbb
I think my favorite part has been the reflections, by quite a margin. On one hand, it's nice to be forced to look back, and really figure out what you were trying to say with a piece, try to determine whether you did a good job. I also really enjoyed the thoughtful responses we'd get back from you -- I feel like I always learned something new about my own work from these. They also served as some nice accountability, and served as a big motivating factor in trying to do good and interesting work. Believe it or not, it's pretty rare as an undergrad to get professors to give you more than a couple bullet points about a project, and I want to really emphasize how much these much more labor-intensive responses meant to me. It feels fucking good to get taken so seriously, and really inspired a lot of exploring that I wouldn't otherwise have done.
1. Very Insightful Critiques 2. Incredible ability to deal with sensitive topics 3. Great presentation of topics

How might this instructor improve his or her teaching effectiveness?

Comment
Maybe learn a little more about the technical side of making games.
Assign more relevant readings
This course might have benefitted from some extra scheduling.
Can't think of any ways at the moment.

More experience in the subject of experimental games in particular might lead to stronger feedback on each piece, but the feedback was already helpful and the group discussions facilitated most of that anyways, so, no! Unless Bonnie wants to pursue this class further in particular as a subject of her long term career, I think the class works amazingly in its current form.

Her feedback is really excellent, I wish I could get more of it. Part of me also wishes there was more chance in class to explore ourselves more. I found a lot of the reading assignments to be long and confusing, I wish there was a way to engage with the material more but I felt with constant assignments looming, having the reading was a little much.

Going forward, I think two week projects might make more sense for this class -- or at least 7 day projects, as opposed to 5 day ones. I definitely feel like the games where we got to do WIP playtests ended up stronger than the ones we'd just deploy. Maybe a mix would be appropriate?

I'd also like to see a couple of slightly more constraining prompts thrown into the mix, as I think these help people skip the costly ideation process that usually ends up eating like 3 and a half of the 5 days.

Broadly speaking, the readings and reading discussions were pretty interesting! My big thing is I'd maybe have liked to see more throughlines between the different texts, as each discussion felt pretty isolated. Maybe for an experimental design course, this is appropriate, but I still think it's worthwhile to consider having little 2/3 week 'clusters' of topically related content. Broadly speaking, I think I enjoyed the non-game-centric readings the most -- as a capstone class, I think it makes more sense for experimental to focus on very specific topics with the reading, as opposed to the more general game design-y ones. Just a thought!

There were a decent number of white dudes (and generally dudes) in the class, which I think maybe limited the overall pool of perspectives in the class and made stuff like the Hegemony of Play discussion a little awk. This I'm pretty sure you were actively aware of, but I feel like it's worth mentioning.

I have noticed a different level of engagement based on the student, but I do not find this to be a fault of the instructor. Maybe there can be points where it can be emphasized why the content being discussed is relevant and important as content creators.

Additional comments?

Comment
Sometimes in this class I felt like people were afraid to call other people out on their games. I understand that this class is to be a safe space and that people shouldn't be uncomfortable sharing their work, but at a certain point in the semester it felt like nobody was really putting forth their best work because they could get away with not putting forth their best work.
I don't feel the readings contributed to my experimenting with my games. They seemed more focused on talking about the past. I wished the readings talked more about how one can experiment.
Thank you for an amazing semester! I think I was really able to figure out what I am interested in making, so glad I took this course!
Thank you for a great semester, Bonnie! I had such a great time, and it was some hard work, but I really enjoyed this class.
Keep being Bonnie, Bonnie!
I loved the structure of the assignments and I loved the assignments, I also liked having to use at least 4 different platforms, I think that gave me the impetus to explore, but also enough of a net to deep dive into a specific area of a game engine I enjoy using. A funny thing happened, one of the reading assignments around the second week of class was about a digging game, and how each choice was made for a specific formal reason, and I think this reading is somewhat counter to the ideas that the class was trying to explore, and the counterculture nature of "experimental games" I think that reading informed the game I made for my second project, and it was the game I was least proud of making. I thought that reading was interesting, but I feel like it was partially against the ideals of the course.
This class was literally so wonderful and I'm really going to miss it. That's all.
With the topic of Experimental Games, I expected a very different course when enrolling in this course. I had expected and wanted a course that was focused on experimenting with different types of games, but I feel like I got experimentation of my artistic practice and content. My disappointment came in the fact that it felt like the direction of the class seemed similar to what I already know. I also did have a very particular goal of wanting to make a game that could be expanded upon and published in the following semesters. In terms of these goals, the course was very different.
However, there were moments in the course that stood out to me a lot, especially starting with the discussion on Content Warnings. It was an introduction into a world that I never thought to engage with. The discussion on gender

politics also was one that I used to avoid due to my beliefs that it was irrelevant, but now I strongly believe it is very important and relevant. It would not be an overstatement to say that this course has changed me as a content creator, or even a person.

Even if it was not the course I wanted, it is a course that I believe is needed. Not just in the subject manner, but also the conceptual exploration. It may not have been as beneficial for myself, but I know that it is a practice that is new to many people that have helped them develop as artists.

Overall, the course was not what I expected, but it fulfilled a need that I never knew I had.
Thank you.