

Rider University

Fall 2024 Course Evaluations

Course: GameDesign: GAM-200-HH1 : DiMatteo, Matthew J.
Instructor: Matthew J. DiMatteo *
Response Rate: 12/15 (80.00 %)

1 - Is this course required for your program?

Response Option	Weight	Frequency	Percent	Percent Responses	Means			
Yes	(1)	12	100.00%					
No	(2)	0	0.00%					
				0 25 50 100				
				Response Rate				
				12/15 (80.00%)				

2 - What grade do you expect for this course?

Response Option	Weight	Frequency	Percent	Percent Responses	Means			
A	(1)	8	66.67%					
A-	(2)	2	16.67%					
B+	(3)	1	8.33%					
B	(4)	1	8.33%					
B-	(5)	0	0.00%					
C+	(6)	0	0.00%					
C	(7)	0	0.00%					
C-	(8)	0	0.00%					
D+	(9)	0	0.00%					
D	(10)	0	0.00%					
D-	(11)	0	0.00%					
F	(12)	0	0.00%					
				0 25 50 100				
				Response Rate				
				12/15 (80.00%)				

3 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor's teaching style contributed to learning material covered in the course.

Response Option	Weight	Frequency	Percent	Percent Responses				
8	(8)	1	8.33%					
9	(9)	6	50.00%					
10	(10)	5	41.67%					
				0 25 50 100	Question			
Response Rate				Mean	STD	Median		
12/15 (80.00%)				9.33	0.65	9.00		

4 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor clearly explained the goals and requirements of the course.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	1	8.33%					
10	(10)	11	91.67%					
				0 25 50 100	Question			
Response Rate				Mean	STD	Median		
12/15 (80.00%)				9.92	0.29	10.00		

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5 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor was well organized and prepared for class.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	1	8.33%		9.92			
10	(10)	11	91.67%					
				02550100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				9.92	0.29		10.00	

6 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The Canvas resources for this course were valuable and well organized.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	3	25.00%		9.75			
10	(10)	9	75.00%					
				02550100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				9.75	0.45		10.00	

7 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:Class slides were a valuable resource.

Response Option	Weight	Frequency	Percent	Percent Responses				
5	(5)	1	8.33%		9.33			
9	(9)	3	25.00%					
10	(10)	8	66.67%					
				02550100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				9.33	1.44		10.00	

8 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor was responsive to student needs and concerns.

Response Option	Weight	Frequency	Percent	Percent Responses				
8	(8)	1	8.33%		9.83			
10	(10)	11	91.67%					
				02550100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				9.83	0.58		10.00	

9 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor used student questions and comments to help students understand course material.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	1	9.09%		9.91			
10	(10)	10	90.91%					
				02550100	Question			
Response Rate				Mean	STD		Median	
11/15 (73.33%)				9.91	0.30		10.00	

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10 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor was accessible to students outside of class time.

Response Option	Weight	Frequency	Percent	Percent Responses	
9	(9)	1	8.33%		9.92
10	(10)	11	91.67%		
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				9.92	0.29
					Median
					10.00

11 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:Methods utilized for evaluating student work were fair and appropriate.

Response Option	Weight	Frequency	Percent	Percent Responses	
9	(9)	1	8.33%		9.92
10	(10)	11	91.67%		
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				9.92	0.29
					Median
					10.00

12 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor provided valuable feedback on assignments.

Response Option	Weight	Frequency	Percent	Percent Responses	
10	(10)	12	100.00%		10.00
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				10.00	0.00
					Median
					10.00

13 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor graded assignments in a timely manner.

Response Option	Weight	Frequency	Percent	Percent Responses	
9	(9)	2	16.67%		9.83
10	(10)	10	83.33%		
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				9.83	0.39
					Median
					10.00

14 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor communicated enthusiasm for the subject matter.

Response Option	Weight	Frequency	Percent	Percent Responses	
9	(9)	1	8.33%		9.92
10	(10)	11	91.67%		
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				9.92	0.29
					Median
					10.00

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15 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor presented background for concepts or skills developed in class.

Response Option	Weight	Frequency	Percent	Percent Responses				
8	(8)	1	8.33%		9.67			
9	(9)	2	16.67%					
10	(10)	9	75.00%					
				0 25 50 100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				9.67	0.65		10.00	

16 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Where relevant, the instructor presented contrasting points of view on topics.

Response Option	Weight	Frequency	Percent	Percent Responses				
7	(7)	1	8.33%		9.00			
8	(8)	3	25.00%					
9	(9)	3	25.00%					
10	(10)	5	41.67%					
				0 25 50 100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				9.00	1.04		9.00	

17 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor promoted an atmosphere that was conducive to learning.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	2	18.18%		9.82			
10	(10)	9	81.82%					
				0 25 50 100	Question			
Response Rate				Mean	STD		Median	
11/15 (73.33%)				9.82	0.40		10.00	

18 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor was respectful of differing viewpoints expressed by students.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	2	16.67%		9.83			
10	(10)	10	83.33%					
				0 25 50 100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				9.83	0.39		10.00	

19 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The instructor treated students with respect.

Response Option	Weight	Frequency	Percent	Percent Responses				
10	(10)	12	100.00%		10.00			
				0 25 50 100	Question			
Response Rate				Mean	STD		Median	
12/15 (80.00%)				10.00	0.00		10.00	

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20 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor wanted students to succeed and encouraged/motivated students to do their best in this course.

Response Option	Weight	Frequency	Percent	Percent Responses	
10	(10)	12	100.00%		10.00
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				10.00	0.00
					Median
					10.00

21 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The instructor was flexible and accommodating when necessary.

Response Option	Weight	Frequency	Percent	Percent Responses	
9	(9)	1	8.33%		9.92
10	(10)	11	91.67%		
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				9.92	0.29
					Median
					10.00

22 - Would you recommend this instructor to another student or take another course with this instructor?

Response Option	Weight	Frequency	Percent	Percent Responses	
Yes, absolutely	(5)	12	100.00%		
Yes, probably	(4)	3	25.00%		
Maybe	(3)	0	0.00%		
No, probably not	(2)	0	0.00%		
No, absolutely not	(1)	0	0.00%		
Response Rate				12/15 (80%)	

23 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:The course goals, expectations, and materials were well prepared and clearly explained.

Response Option	Weight	Frequency	Percent	Percent Responses	
9	(9)	2	16.67%		9.83
10	(10)	10	83.33%		
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				9.83	0.39
					Median
					10.00

24 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement:Assignments added to my understanding of the course.

Response Option	Weight	Frequency	Percent	Percent Responses	
7	(7)	1	8.33%		9.67
9	(9)	1	8.33%		
10	(10)	10	83.33%		
				0 25 50 100	Question
Response Rate				Mean	STD
12/15 (80.00%)				9.67	0.89
					Median
					10.00

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Response Rate: 12/15 (80.00 %)

25 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Assignments reflected the content and emphasis of the course.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	2	16.67%		9.83			
10	(10)	10	83.33%					
					0	25	50	100
					Question			
Response Rate				Mean		STD		Median
12/15 (80.00%)				9.83		0.39		10.00

26 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: The amount of work in this course was manageable.

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	1	8.33%		9.92			
10	(10)	11	91.67%					
					0	25	50	100
					Question			
Response Rate				Mean		STD		Median
12/15 (80.00%)				9.92		0.29		10.00

27 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Coursework was engaging.

Response Option	Weight	Frequency	Percent	Percent Responses							
8	(8)	2	16.67%								
9	(9)	4	33.33%								
10	(10)	6	50.00%								
				0	25	50	100	Question			
Response Rate				Mean		STD		Median			
12/15 (80.00%)				9.33		0.78		9.50			

28 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Class lessons were engaging.

Response Option	Weight	Frequency	Percent	Percent Responses				
7	(7)	1	8.33%		9.00			
8	(8)	3	25.00%					
9	(9)	3	25.00%					
10	(10)	5	41.67%					
				02550100	Question			
Response Rate				Mean		STD		Median
12/15 (80.00%)				9.00		1.04		9.00

29 - On a scale of 0-10, please indicate your level of agreement (where 0 means complete disagreement and 10 means complete agreement; if this question does not apply to your experience, please leave this item blank rather than selecting an arbitrary number) with the following statement: Class lessons, discussions, and workshops were valuable and added to my understanding of the course material.

Response Option	Weight	Frequency	Percent	Percent Responses								
9	(9)	3	25.00%		9.75							
10	(10)	9	75.00%									
					0	25	50	100	Question			
Response Rate				Mean		STD		Median				
12/15 (80.00%)				9.75		0.45		10.00				

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Response Rate: 12/15 (80.00 %)

Response Option	Weight	Frequency	Percent	Percent Responses				
9	(9)	3	25.00%		9.75			
10	(10)	9	75.00%					
					0	25	50	100
					Question			
Response Rate				Mean		STD		Median
12/15 (80.00%)				9.75		0.45		10.00

Response Option	Weight	Frequency	Percent	Percent Responses				
10	(10)	12	100.00%		10.00			
02550100					Question			
Response Rate				Mean		STD		Median
12/15 (80.00%)				10.00		0.00		10.00

Response Option	Weight	Frequency	Percent	Percent Responses	
Yes, absolutely	(5)	12	100.00%		
Yes, probably	(4)	2	16.67%		
Maybe; it depends on the student	(3)	1	8.33%		
No, probably not	(2)	0	0.00%		
No, absolutely not	(1)	0	0.00%		
Response Rate	12/15 (80%)				

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34 - Please indicate aspects of the instructor's teaching or of the course that you feel did not work well or need improvement.

Response Rate 8/15 (53.33%)

- N/A
- The only thing that I would mention that could use improvement is possibly how SOME, SOME of the students would take a large portion of class time to talk about things that others didn't care for. When some students were talking about a game that they were passionate about, or as a whole, sometimes they would take a very very long time to discuss this topic for the class, when the entire class just didn't really care / or were on their phones because of how much we don't want to listen. I understand of course that students in a game class are obviously excited at the ability to talk about their favorite games for a long time to the class... but most students went to this course to listen to the professor teach them about games, not hear other people's favorite game rants for long periods of time. It's a hard thing to bring up, as im glad students feel so open to talk about things, however it took away a good amount of lecture / learning time from the professor so I guess if there was an improvement to mention, perhaps some way to "stop students" from "talking for too long" or have them "summerize their thoughts" in a more condensed fashion somehow without being rude to them... im not sure how as im not a professor but you can probably figure it out
- I really liked his teaching method as a whole and cannot think of anything that could be improved upon.
- N/A
- Sometimes the lectures are a bit too much, as sitting and listening for three hours straight can end in us not taking in all of the material. While the instructor did ask questions and would hold some discussions/interactive assignments, they are much rarer and seemed to happen much more at the beginning of the semester. Perhaps for those days when the plan is to do a lecture for the whole time there is always some group discussions or questions for everyone to answer throughout it.
- 3 Hours straight in a class is not my preferred method of learning, but I made it work and the time spent in class was engaging and fun
- Sometimes, it could get a bit lecture filled, which can make me lose focus if I'm not careful enough, so asking periodic questions could help keep me and those like me on track and focused during those long lecture bits. Also, during playtests and activities, having people naturally pick people can leave some in a bind as they might be shy or reluctant to break away from their table, so manually shuffling students around could help with this and give students exposure to different types of people.
- Might be good to set playtest groups and mix people up. I stayed with the same people for most of the semester.

35 - Please provide any other comments regarding the instructor's teaching or the course.

Response Rate 6/15 (40%)

- I had a lot of fun in this class. Taking this class made me feel very secure in my choice as a Game Design major.
- It was pretty good, and the topics were explained in detail very well with great examples, perfect references, and overall a fun way that I believe most students really enjoyed, and I wish more were able to take the class. Clearly, the professor has a bias towards Legend of Zelda imagery and referencing in the class for the game concepts, which is so potent he should get a sponsorship from Nintendo for how much advertising he has done for the class and future students.
- I think his teaching style is great and aided in my understanding of the material that we learned throughout this course.
- N/A
- N/A
- The instructor does everything in his power to set the students up for success. He reminds them about class and gives them his slides to review by email every week. He is accessible in office hours and shares his passion of video games. He gives ample answer and then some if asked a question, making sure the student understands and is knows they are listened to. The course itself is a bundle of creativity that fully exceeds its learning objectives. It is also gamified in a way where students can pick and choose avenues on what to do concerning coursework, which is a very cool idea and really works out. It is a very fun class and a great class teaching game's design.

36 - What do you wish you knew going into this course at the start of the semester? What advice would you give someone taking this course for the first time?

Response Rate 6/15 (40%)

- How easy to talk to the professor and my classmates all were, and not to be too worried.
- I guess the only thing I would say that I wish I knew before going into their course was that there was no online/coding / digital game design involved in the class. Not a problem at all, but I expected from the course name to possibly learn a little bit of a start on how to code in some languages, such as C# which was never the case. Not a problem again; it wouldn't of changed my decision to go into the course, but I guess I just expected something like this being brought up or taught at some point. The only advice I might give to someone taking the course for the first time is to make friends with your table / group and other tables / groups because everyone is in a very similar boat! And a great piece of advice, more than anything else, I would advise them to take the course when you are a freshman or a sophomore so you can make friends with those similar interests right away for a wonderful college experience! AND DONT WAIT UNTIL YOU ARE A SENIOR to go into this class, unless you somehow got really lucky meeting someone named Vanessa who just happened to transfer into that class one day from a different college who is also at that level, then you should be fine.
- I can't think of anything I wish I knew going into this course. In terms of advice, I would tell other students to just let their creativity flow and to really embrace the homework for this course, especially the prototypes. The homework and prototypes are really valuable for creating not just physical games, but games as a whole.
- I would tell them to be creative and don't be afraid to share your ideas even if you don't feel that they aren't good enough
- It is very easy to forget assignments when your class only meets once a week, so make sure you are on top of it, or at least writing it down somewhere so that you don't forget
- I wish I knew just how free I could be in this class. How I could ask questions and express passions. I also wish I knew how people are wary of branching out of normalcy and changing who they participate with in activities. What I would advise someone to do if they take this course is to explore as much as you can, with topics on hand, the course itself, canvas, and with the classroom and the people as well. Move around, talk to people. Switch your seat every class and sit at a new table each time to see about different conversations. Don't go too comfortable since this class can get wacky. Try to be creative in not just how you do coursework, but how you interact in the classroom. You're gonna have a lot of fun that way.

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37 - What were your favorite and least favorite topics covered this semester? Was there anything you wished we covered that we did not?	
Response Rate	6/15 (40%)
• The prototyping was my favorite part of the course. • My favorite topics covered during the semester are really hard to choose, as some topics I considered fun to learn and some I've always wanted to learn and found really significant. As a whole, I liked the entirety of the class topics. Some topics that I wish were covered in the class that are, in my opinion, extremely important are music and sounds. There was a topic in class that discussed the whole "player interaction and getting a response from it," which was pretty great and a very big deal that I don't think was actually discussed enough. Almost the entirety of popular games, especially multiplayer ones, have this "sound effect" or different types of "sounds" that keep a player addicted to the game or just make them feel very interacted with or immersed in the game. It is a topic that I believe should be expanded upon, as well as the topic of generally "the music/soundtracks of games," considering the music you hear is extremely important for some games. Also, information regarding how to get music for your games would be pretty cool as well and that's about all I can think of. • My favorite topics were probably game mechanics and understanding the gaming industry. My least favorite topic was probably the fun factors of games. I can't think of anything that I wished we covered. • I enjoyed all topics especially having to create 3 prototypes • I did not have a least favorite topic. Every topic was fun to talk about and fun to poke a prod around with. Nothing off the top of my head. Overall fantastic class 10/10, would take again. • My least favorite topic, (which is hard because they were all good), is the lecture on rule sheets, not because it wasn't entirely interesting, but because the problem I mentioned above happened, where the lecture went on and I began to lose focus, which was annoying because I really wanted to hear everything. I cannot think of anything we didn't cover that would fall under game design. I think we were pretty extensive in that regard. If we missed anything, I'm sure we talked about it during discussions. This was a great class. Thank you.	