CSCE 4210.001 Fall 2010: Parberry

Respondents: 21, OEM: 794, LE: 753, SRL: 914, OVERALL: 858

Student Comment 1

Instructor: The instructor does a very good job clearly explaining the subject matter, and has very good material (powerpoints) to help learn the material step-by-step.
Course Structure: Finely honed towards perfection.
Own Performance: A huge time committment is required for this class, spending a vast amount of time in this class leads to a better grade.

Student Comment 2

Instructor: A teacher that found out how to be interesting and still teach at the same time. It’s a miracle.

Student Comment 3

Exams: This class has an interesting, but appropriate, method for exams. The final, specifically, is the most interesting final I’ve ever had, to say the least.
Course Content: The proper course content was fully covered, and even more. This class has taught me more than just about game programming.
Instructor: Dr. Parberry is one of the best professors I’ve had the chance to work under yet. I am excited to get the chance to take the second game programming course with him as well
Course Structure: Awesome
Own Performance: I believe I have put in at least a sufficient amount of work into this course. Although the structure of the game engine given to us to modify is not the most modification friendly, this is a positive thing since it forces the user to get to know DirectX and its functions more intimately than a Do anything and build anything pre-built engine would. Definitely something to keep.

Student Comment 4

Instructor: One of the very few professors I actually respect, please teach more classes.
Own Performance: A tough but my favorite class so far.

Student Comment 5

Exams: I found the project difficult and challenging but rewarding nonetheless. If I put the time into learning what Parberry was trying to teach us, I would go far.
Course Content: I thought the course content was appropriate and relevant. We were introduced to game programming via an older engine, but we got to see the practices of game programming via Parberry’s example game.
Instructor: Parberry is a good instructor. He understands the material but is also down-to-earth and can relate to the students.
Course Structure: If one thing were changed in the course structure, I would like there to be more encouraged participation. Perhaps we could have optional assignments that would hone our skills in valuable aspects of the industry.

Own Performance: I really put a lot of time into our game. I did well by trying the hardest I could. However, I started late in the semester, and that was a mistake, not only because I had to skip over vital lessons in DirectX, but because I had to do more hacking to get the project to work.

Student Comment 6

Exams: There were no exams.
Course Content: It was a great class and was cool to see something other than databases and numbers.
Instructor: Explained material well, but could have helped out better when we asked about why our game was not working like we think it should.
Course Structure: The progression of his game demonstrations help to develop our own game.
Own Performance: I did well on the parts that I worked on. I wish I could have done a better job writing some of the code, but it was very difficult to understand everything that needed to be done.

Student Comment 7

Course Content: The content of this course is very relevant to programming in general. No other class has actually taught how to use a debugger and an IDE. The skills learned in this class will be very helpful in all future classes and careers in the programming field.
Instructor: Parberry is one of the best computer science instructors I have ever had the pleasure to come across. He is very knowledgeable about programming and how the real world works. I have worked in the game industry before coming back to school and the skills he teaches in his class are what is used/required out on the field.

Student Comment 8

Course Content: UNT should considered more classes like this class.

Student Comment 9

Exams: very fair, not too difficult, just mak the game
Instructor: awesome instructor, very real

Student Comment 10

Exams: The tests were pretty fair, yeah.
Course Content: The content was good and quite relevant to the classes that make use of videogame math, yeah.
Instructor: He talks quietly with his back turned to the class while he rambles over proofs, never fully explaining what he writes on the board. He doesn’t particularly care about the class. He maintains a look of contempt on his face at all times. Asking him questions can get awkward because he’ll usually give you the Weren’t you listening? glance. Its like we’re beneath him . He
doesn’t prepare any material for the class at all. He doesn’t give us review questions. Hell, he even uses the slides from his other Introduction to Graphics class, so the notes he teaches off of weren’t even tailored for this class. We might as well have taken that instead. He tells us to skip large portions of his notes because ’we don’t need to worry about them’, which makes studying from his notes an obstacle course. His notes are also filled with unexplained mathematical symbols. There are loads of terms that are completely unfamiliar. The notes help progressively less throughout the semester, especially so regarding the physics. Problems will make it onto the homework that aren’t even mentioned or hinted in his notes.

**Course Structure:** It would be a great course structure if it was taught correctly.

**Own Performance:** I’ve studied well enough. The assignments were usually straightforward when you understood what they were asking

**Student Comment 11**

**Exams:** The overall examination pits the effectiveness of one’s ability to work with a group and present a full game produced. Overall, it is an excellent manner at which to demonstrate the student’s grasp on the course/content.

**Instructor:** A marvelous instructor. Does a wonderful job thoroughly explaining any minuscule information that is involved in the lecture.

**Student Comment 12**

**Own Performance:** My grade is my fault, I was too busy outside of school to maintain the work load. Team mates helped very little too.