CSCE 4220.001 Spring 2010: Parberry

Respondents: 11, OEM: 718, LE: 852, SRL: 895, OVERALL: 841

Student Comment 1

Exams: If the game is an exam, then it is difficult. You have to knock his socks off.
Course Content: Everything is relevant. Need new art teacher to assist though. He was too lax with the artists. We needed the game ideas by week 2, not week 5. Everything feels very rushed (not Parberry’s fault).
Instructor: A++
Course Structure: Wanted some more content, but everything was fine considering his current position.
Own Performance: Worked with my group. To improve: not take another program heavy course while taking his classes.

Student Comment 2

Exams: One semester project that is fun and engaging. I wish I had more classes like this one.
Course Content: Lots of information is covered, but he also gives us enough information to continue to learn on our own, and gives us the motivation to do so.
Instructor: An excellent, very knowledgable instructor who is always willing to give students a hand.
Course Structure: A learn at your own pace class, which I like as it allows us to not be held back by slower learners.
Own Performance: I worked a lot on the project, but I enjoy this class and would have liked to work on it even more if not for projects in other classes.

Student Comment 3

Exams: No exams, entire grade comes from a single project. This seems completely appropriate for the course material.
Course Content: The class is on 3D game programming. Making a 3D game using a pre-existing engine is about as relevant as it gets. If I had to complain about something I’d prefer to be working directly with DirectX rather than through an abstraction layer in SAGE, because more knowledge of DirectX would be more useful after graduation. However I understand that functional student-appropriate game engines don’t grow on trees.
Instructor: Dr. Parberry is very interested in the course material and maintains a fun atmosphere while motivating his students.
Course Structure: There is a huge disconnect between Dr. Parberry’s expectations and the New Media Design instructor Shane Mecklenburger’s expectations. The art students were given the role of game designer without any guidance on how to fill that role effectively, and were encouraged to make artistic statements rather than games. The result was that most of the proposed game designs were either fantastically impractical or too simplistic to be a challenge/learning experience for the programmers. Mr. Mecklenburger also seemed unqualified to teach his students the skills required to make 3D game art. I asked him the first day of class how his students would be handling animations, and this seemed to be the first time he considered that game models would need to
be animated. Mr. Mecklenberger is neither interested in teaching game art nor qualified to do it. Both this class and the New Media Design class would probably function better if they weren’t paired up in future semesters.

**Own Performance:** I wish I’d had time to add more to my game that wasn’t already covered in the engine. The best way I could have done that would have been to find a better group. As it was my group disappeared and I ended up working by myself, which meant a lot of time spent working on things I already knew how to do.