



Enrollment numbers are acquired before the end of the semester and may differ from the final figure.

**Reporting Date:** 12/26/2014 4:42 PM    **Semester:** 2014/15 FA  
**Instructor ID:** DUC201    **Instructor:** DENGKE CHEN











Course ID	Course Title	Students	Responses	Response Rate
201415FAUP__RART__314_001	ART314 , Section 001: NEW MEDIA 3D	20	15	75.0%




### University Items

<b>A1</b>	Are you taking this course as an elective?	Yes: 3	No: 7	I don't know: 0	N: 10	Percent Yes: 30.0%
<b>A2</b>	What grade do you expect to earn in this course?	A: 3 / 33.3%	B: 6 / 66.7%	C or lower: 0 / 0.0%		

	Lowest Rating	Average Rating					Highest Rating		N	Mean	N/A	
		1	2	3	4	5	6	7				
<b>A3</b>	Rate the overall quality of this course.	0/ 0%	0/ 0%	0/ 0%	0/ 0%	7/47%	3/20%	5/33%	15	5.87	0	
<b>A4</b>	Rate the overall quality of the instructor.	0/ 0%	0/ 0%	0/ 0%	1/ 7%	2/13%	9/60%	3/20%	15	5.93	0	

### Department Items

	Lowest Rating	Average Rating					Highest Rating		N	Mean	N/A	
		1	2	3	4	5	6	7				
<b>B001</b>	Rate the clarity of the instructor's presentations.	0/ 0%	1/ 7%	1/ 7%	3/20%	4/27%	5/33%	1/ 7%	15	4.93	0	
<b>B016</b>	Rate the clarity of the instructor's demonstrations and explanations.	0/ 0%	0/ 0%	1/ 7%	3/20%	6/40%	3/20%	2/13%	15	5.13	0	
<b>B026</b>	Rate the students' freedom to ask questions and express opinions.	0/ 0%	0/ 0%	0/ 0%	0/ 0%	3/20%	2/13%	10/67%	15	6.47	0	
<b>B042</b>	Rate the instructor's availability for individual help and consultation.	0/ 0%	0/ 0%	0/ 0%	1/ 7%	3/20%	0/ 0%	11/73%	15	6.40	0	
<b>B049</b>	Rate the adequacy of the instructor's knowledge of the subject matter.	0/ 0%	0/ 0%	0/ 0%	0/ 0%	2/13%	2/13%	11/73%	15	6.60	0	
<b>B055</b>	Rate the instructor's ability to convey his/her experiences with the subject matter.	0/ 0%	0/ 0%	0/ 0%	1/ 7%	2/13%	5/33%	7/47%	15	6.20	0	
<b>B063</b>	Rate the instructor in terms of his/her preparation for class.	0/ 0%	0/ 0%	0/ 0%	0/ 0%	3/20%	5/33%	7/47%	15	6.27	0	
<b>B087</b>	Rate the extent to which interest in the subject matter was generated by this course.	0/ 0%	0/ 0%	0/ 0%	1/ 7%	4/27%	3/20%	7/47%	15	6.07	0	
<b>B094</b>	Rate the instructor's apparent interest in teaching the course.	0/ 0%	0/ 0%	0/ 0%	1/ 7%	3/20%	3/20%	8/53%	15	6.20	0	
<b>B096</b>	Rate the effectiveness of the instructor's explanations of how student performance would be evaluated.	0/ 0%	1/ 7%	1/ 7%	1/ 7%	3/20%	4/27%	5/33%	15	5.53	0	

<b>B114</b>	Rate the instructor's openness to discussion of other viewpoints.	0/ 0%	0/ 0%	0/ 0%	0/ 0%	2/14%	5/36%	7/50%	14	6.36	1	
<b>B147</b>	Rate the instructor's skill in encouraging students to think.	0/ 0%	0/ 0%	0/ 0%	0/ 0%	3/20%	5/33%	7/47%	15	6.27	0	
<b>B165</b>	Rate the instructor's skill in giving you new viewpoints and appreciations.	0/ 0%	0/ 0%	0/ 0%	0/ 0%	5/33%	1/ 7%	9/60%	15	6.27	0	

### University Open Ended Items

#### Open 1 What helped you learn in this course?

Having the freedom to extend past the course curriculum was good. I already took the course a couple of times before so it was a nice change of pace to work at my own leisure.

Doing each of the projects and going back and reusing and remastering them to make them better and usable for the next project.

One on one help, it was my first time ever using any computer programs like the ones we did, Dengke helped a lot.

Following along with the demos helped, but I think that I learned best from later applying them to my own projects.

the one on one help that seems to help me out a lot in this course

Constant practice throughout the course on projects that consume large chunks of time, giving you more time to understand the program and work through any uncertainties I may have.

The professor always goes out his way to help his students

The demos and explanations were really thorough and helpful. Some of the focus was on advanced animating which was helpful for students who were already familiar with the basics.

Being in an environment of equal minded students allowed me to work freely within my group. With people I've already known and new alike, the environment was fantastic.

Having hands-on demonstrations of the software.

Dengke was very helpful in giving extra tutoring outside of class time.

The professor helped mostly. Increasing experience with the program Maya also helped to learn.

#### Open 2 What changes would improve your learning?

We never learned how to light scenes, and never actually were taught how to render.

More information on the basics of workflow and rendering, lights, cameras, etc. It might also have been beneficial to let students use their own models while following the demos to become better acquainted with them and have the opportunity to work more on them during classtime.

I was sometimes hard to hear the instructor and I would like for him to speak clearly

Look up more tutorials and work more in Maya.

I think that this time the structure of the class was change due to the new teacher that kind of went against what was done in the class. I think that breaking this modeling class into an advance class and a beginner class would be best.

If the course were split by skill levels, I feel that the class would not be as hectic and rushed.

A render farm

Maya is an incredibly complex program, getting to know it better will help me with assignments

Going through the demo"s a little slower. I understand there is a lot to fit in to each class period which may be a reason for this.

This isn"t really something that needed improvement, but if the instructor had a slightly clearer accent it would have been much easier for people to follow. The instructor was still very good at helping each individual student on a one-on-one basis.

### Unrestricted Items

#### SOVA 2 What did you like least about this course?

Rigging.

The pacing of the course was a tad off

Having a Teaching Assistant have a say over 10% of all project grades is unfair, especially when said TA has a completely different work ethic and workflow compared to beginners in Maya.

Class critiques did not provide much feedback on how improve.

For me, it was the deadlines. I feel like this course would be best split up into two courses, as opposed to one. The first course should be strictly character development so the end product is a character that is seamless and has little to no flaws. The second course should focus on the rigging and animating process. I just feel doing this would give students a better opportunity to understand the program. It would also give students more options in scheduling future courses at Penn State since not many New Media studios are offered.

Since this is a course that can be taken more than once, I would have expected different project levels that correspond to different skill levels. However, we were all expected to do the same projects more or less, and beginner students were at a considerable disadvantage.

There were instances that I felt a bit rushed and wished that I could do more with the project, and that I would have if I had more time.

The instructor sometimes had a habit of doing and not telling, so he would fix the problem but I wouldn't really know what to do if it the same problem came up again.

He goes a bit fast during demos but he repeats himself a lot so it is fine

The class was a little chaotic at times. because the instructor had to teach students who were at multiple skill levels, some of the students would lose focus and distract other students.