

ESTIMATED WORKLOAD

KTH Learning Experience Questionnaire v3.1.3

Meaningfulness - emotional level

Stimulating tasks

1. I worked with interesting issues (a)

Exploration and own experience

- 2. I explored parts of the subject on my own (a)
- 3. I was able to learn by trying out my own ideas (b)

Challenge

4. The course was challenging in a stimulating way (c)

Belonging

5. I felt togetherness with others on the course (d)

6. The atmosphere on the course was open and inclusive (d)

Comprehensibility - cognitive level

Clear goals and organization

7. The intended learning outcomes helped me to understand what I was expected to achieve (e)

8. I understood how the course was organized and what I was expected to do (e)

Understanding of subject matter

- 9. I understood what the teachers were talking about (f)
- 10. I was able to learn from concrete examples that I could relate to (g)
- 11. Understanding of key concepts had high priority (h)

Constructive alignment

12. The course activities helped me to achieve the intended learning outcomes efficiently (i)

13. I understood what I was expected to learn in order to obtain a certain grade (i)

Feedback and security

- 14. I received regular feedback that helped me to see my progress (j)
- 15. I could practice and receive feedback without being graded (j)
- 16. The assessment on the course was fair and honest (k)

Manageability - instrumental level

Sufficient background knowledge

17. My background knowledge was sufficient to follow the course (f)

Time to reflect

18. I regularly spent time to reflect on what I learned (I)

Variation and choices

19. I was able to learn in a way that suited me (m)

20. I had opportunities to choose what to do (m)

Collaboration

21. I was able to learn by collaborating and discussing with others (n)

Support

22. I was able to get support if I needed it (c)







The diagrams below show the detailed response to the LEQ statements. The response scale is defined by:

-3 = No, I strongly disagree with the statement
0 = I am neutral to the statement
+3 = Yes, I strongly agree with the statement

X = I decline to take a position on the statement











































| BEST ASPECTS OF THE COURSE | |
|--|--|
| Your comments | Our feedback |
| Gain insights on how physical simulations are created | Game physics simulations offer good potential to be a gentle introduction to more details simulation methods for serious applications. |
| Learn about modelling in games | We suggest game modelling as a good introduction to more advanced modelling possibilities. Visualisation possibilities afforded by modelling applications are also important in the area of simulation. |
| The project is fun: can decide what to investigate ourselves | The project is both a popular aspect in the course, but also challenging i.e. finding an area of interest and creating a specification of what will be done. |

| SUGGESTED IMPROVEMENTS | |
|---------------------------------------|---|
| Your comments | Our feedback |
| Labs should have deadlines in order | The teaching assistants on the course have been |
| to get feedback/no feedback at all at | instructed to provide lab feedback upon request. They can |
| the labs, think you should submit | also be sent questions or examples via email. Please do |
| | ask them for help! Even though this is mentioned during |

| | 1 |
|--------------------------------------|--|
| them one at a time during the | the lectures, we will ask the teaching assistants to make |
| course so you can get feedback | this clearer during the actual lab sessions. |
| | We will also consider opening Canvas earlier for early |
| | submissions and grades. |
| Why is there an exam – why under | The purpose of the exam is to ensure that individual |
| strict rules and not do it at home? | reflection takes place regarding the project (i.e. what went |
| There does not appear to be a need | right and what could be improved). Our experience is that |
| for the exam. Really just an | this issue is often not taken sufficiently seriously by many |
| evaluation of the project. | students. It also ensures that each member of a project |
| | group has an incentive to participate seriously in the |
| | project work. |
| Make it clearer exactly which parts | We are going to simplify the grading scheme to make the |
| of the MOOC/maths part of the | optional questions more apparent. |
| course are optional | |
| In the page about the project, write | While we already provide exemplars of previous projects, |
| a bit more info about what you | we will try to improve the description of the requirements |
| expect from an advanced project or | for higher versus pass project grades, especially involving |
| a pass grade project, and write this | the math/technical requirement. We always encourage |
| in the homepage. | you to present your project specification to the teaching |
| | assistants or teacher in order to get feedback on likely |
| | project grades. |
| | |

| ADVICE TO FUTURE PARTICIPANTS | |
|--|--|
| Your comments | Our feedback |
| Think about project ideas early in the course | We strongly encourage this. We note that since it is difficult to formulate feasible ideas for a subject that you are new to, you should follow our recommended method: iterative, incremental development of a project specification with feedback from the course team. Start off by talking to the teacher about your general project idea! |
| Don't be afraid to ask for help, very friendly and helpful assistants. | We also strongly encourage this. The development and feedback cycle is vital to defining/conducting a successful project and being successful in this course. There are a lot of opportunities to do this during the lab sessions, etc. The course has been set up to reward those who seek feedback iteratively, since this is a vital skill. |