

July 4, 2005

Course evaluation
Game Design in Blender, Julian Oliver
DiAC, ITU, Spring 2005

The course was absolutely amazing. Julian Oliver is a fantastic teacher and an inspiring person. I am tempted to say that I have learned more here than I have learned in any of the “real” courses I have taken this term. Could we keep him please? Ulrik Limkilde

The project cluster, “Game Design in Blender” was designed and taught by Mr. Julian Oliver, artist in residence at DiAC in the spring of 2005. By all accounts the course must be deemed a considerable success with excellent student evaluations and a grade point average quite out of the ordinary.

Julian Oliver was responsible for both supervision and teaching. Espen Aarseth and Jan Rune Holmevik of DiAC acted as official supervisors while Bo Kampman Walther was the sensor.

The course was taught over a one month period from May 2nd through the 31st with six hours of classes every day (Mon-Fri.) The first two weeks of the course Mr. Oliver introduced the students to a suite of open source game design tools most notably Blender (www.blender.org) which was the main development tool in the course. None of the students had any experience with this program before hand, but at the end of the course they were all able to produce playable prototypes in Blender.

The second half of the course was devoted to the students’ own projects. At the outset, the 28 students that signed up divided themselves into groups of 2 to 5. Some of them decided on their projects early on, others found a project during the first two weeks. Once they started learning about the opportunities and limitations of Blender, however, all groups had to adjust their ambitions somewhat in order to complete their projects by the deadline. Most of the groups seemed to work well together with the exception of one where two of the members decided to quit near the end of the 4-week period.

It is evident from the student evaluations that the course met and in many cases exceeded their expectations. Several of them expressed surprise that they were able to learn and do so much in such a short period of time. This must primarily be attributed to Mr. Oliver’s thorough and informed teaching, but also it says a lot about Blender as a development tool that we ought to continue using in future courses of this kind. Some expressed frustration with having to use only open source tools when they were already familiar with other similar programs. Judging from the quality of the projects, it is difficult to see that the use of open source tools has affected the quality in a significant way. For the

purpose of efficient course instruction it is practical that all students use the same tools, but I do believe that in future courses students should be given the option to choose their own secondary tools (Photoshop etc) whenever possible.

When asked to rate the course from 1 (poor) to 5 (excellent), the students that answered this survey were unanimously positive; seven students rated it 5, six students rated it 4.

The exams showed clearly that all the students had produced high quality projects during this project cluster. Two groups were awarded 13, the highest attainable grade, two groups got 11, two groups 10, and one group got a 9.

Based on the student evaluations and our own observations and experiences from this course we have no hesitation in recommending that Mr. Oliver be invited to teach similar courses at ITU in the future.

Espen Aarseth, Dr. Art.
Jan Rune Holmevik, Dr. Art.
DiAC

From: thomasschultz@itu.dk
Subject: Re: Project Cluster Evaluation
Date: May 31, 2005 6:31:15 PM GMT+02:00
To: jrh@itu.dk

Hello everyone,

Congratulations on the completion of Julian Oliver's 4-week course on game design in Blender. The "Artist in Residence" program is something we want to develop further and thus, we are interested in hearing about your experiences with the course and your ideas for how we might improve similar courses in the future. Your input is very valuable to us so please take a few minutes to respond to the following six questions. Please email your answers to me at your earliest convenience.

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

I would say, that the course met my expectations 100%, in that we worked with blender and learned a lot.

2) How would you describe the learning environment and software tools that were used in this course?

Everything was great, I mean how can you complain about having your own dedicated computer for the duration of the 4 weeks. The linux OS might have slowed things down a bit for those of us with no prior knowledge of it, but on the other hand it was nice to try something new.

3) How would you describe the quality of the course in terms of teaching and supervision?

Excellent. The teaching was very thorough and the teacher made sure that everybody was getting it right all the time. However for future workshops it might help to have written guides with illustrations of what is being taught that day to help speed up the process, alot of valuable time was sometimes being used going around to different students and answering simple questions that could easily be addressed on paper instead. But again, overall I would rate the workshop as excellent. Regarding supervision I would also rank the course quite high. There was one day where a lot of people didn't show up, and we basically sat around till eleven or something. I understand the need to have as many people as possible present, but it was quite annoying for those of us who arrived on time. On the last thursday of the course, where a lot of people was staying late, mr. Oliver also stayed untill eleven pm (kl. 23) and helped

people with the last problems. This, at least for my group, was invaluable.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

I would say I learned a lot. This was my first taste of 3d-modelling and it has really given me a keen interest in the subject that I plan to pursue further. Blender itself was also a pleasant surprise and something I plan to work with further. I would recommend the workshop to anybody.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

5

6) How can we improve similar "Artist in residence" courses in the future?

Making it a bit more focused, with the written supplements I mentioned earlier, otherwise it was great.

Thanks for your cooperation!

Jan Rune Holmevik, Dr. Art.
Assistant Professor
Department of Digital Aesthetics and Communication
IT University of Copenhagen, Denmark

From: ulrik@limkilde.com
Subject: Re: Project Cluster Evaluation
Date: May 31, 2005 11:30:50 AM GMT+02:00
To: jrh@itu.dk

Hi,
My answers follow below

Jan Rune Holmevik wrote:

Hello everyone,

Congratulations on the completion of Julian Oliver's 4-week course on game design in Blender. The "Artist in Residence" program is something we want to develop further and thus, we are interested in hearing about your experiences with the course and your ideas for how we might improve similar courses in the future. Your input is very valuable to us so please take a few minutes to respond to the following six questions. Please email your answers to me at your earliest convenience.

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

The course was absolutely amazing. Julian Oliver is a fantastic teacher and an inspiring person. I am tempted to say that I have learned more here than I have learned on any of the "real" courses I have taken this term. Could we keep him please?

2) How would you describe the learning environment and software tools that were used in this course?

As mentioned Julian did an amazing job. It could not have been done, though if each student hadn't had his own computer (the game programming course could learn alot from this). Blender is not without its bugs, but for rapid prototyping it works very well - a lot better than Gamemaker, which is used at the Game Design course! Only minus was that Julian was so obsessed with making the course an open source-only thing. With so little time on our hands it seemed unrealistic, to also learn Gimp, Audacity etc when we could just use Photoshop and other programs we already knew. (especially when these programs had consideratly fewer features and were quite buggy)

3) How would you describe the quality of the course in terms of teaching and supervision?

Fantastic.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

After the first week we had learned almost everything that had taken a whole semester to learn on the 3D beginner's course. It was very efficient to have so intense teaching over such a short period of time.

I would definitely recommend every gamedesign student to take this course.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

5

6) How can we improve similar "Artist in residence" courses in the future?

The only bad thing I have to say about the course was the fact, that we had to hand in the same amount of work as is required of a normal 4 week project. There was absolutely no way we could start doing any work at all before 2 weeks inside the course. The consequence was that we had to make compromises on our practical project and the actual written piece turned out a bit of a mess. Please make sure you change the requirements next time!

Thanks for your cooperation!

Jan Rune Holmevik, Dr. Art.
Assistant Professor
Department of Digital Aesthetics and Communication
IT University of Copenhagen, Denmark

Cheers
Ulrik Limkilde

From: anneh@itu.dk
Subject: Re: Project Cluster Evaluation
Date: June 10, 2005 6:47:11 PM GMT+02:00
To: jrh@itu.dk
Cc: julian@selectparks.net
Reply-To: anneh@itu.dk

Hi Julian and Jan

Here is my evaluation of the game project cluster,
if I am answering unclearly on any of your questions,
just write and ask.

:) Anne

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

The course itself was good, and very inspiring. Julian made an effort in showing the tools and the pros and cons of them during the course period. My expectations about the practical nature of the project were fully met.

.... But! the timeframe we had to learn 3D production in Blender, sound production in Audacity, 2D editing in GIMP and scripting in python – we simply to little. It is, under no circumstance time enough to really get the feel of the above-mentioned programs. Especially if no prior knowledge of 3D, sound, programming and 2D editing exists.

On the (objectively) academic parts it was to “slim” to validate it as a university project for which one can gain ECTS. When saying objectively, I mean that no literature concerning other things than the tools were demanded read. Thus not said that Julian did not introduce abstract aspects of the game design issues, but hence its oral nature it is not valid as academic theory when standing alone.

2) How would you describe the learning environment and software tools that were used in this course?

The learning environment was very inspiring, as we were all challenged to understand an considerable load of information in various fields. This makes it inevitable that the students seek each other's for help, and combine their strengths to optimize their final products. This would probably even more be the case if we had had additional time for the project which would lead to less stressed situations.

3) How would you describe the quality of the course in terms of teaching and supervision?

The teaching had a good standard, Julian choose some really good and descriptive examples that were very well suited for showing the principles of the tools and thoughts behind development

As most of us were new to at least 2-3 work areas (3D, sound, 2D, programming) there is very many questions that the students needs Julian to explain and sort out. At times it was frustrating that we were so many students, and only 1 Julian. If this workshop/course is taken up again, an assistant teacher would be a good investment.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

What benefits I primarily got from the course was cracking the way to use the blender program. I have been looking at it a few times, and never really got around to make use of it. Regarding the game design perspectives my development were limited as I have been focusing on game design for quite a few years.

The learning curve were steep and did not flatten out at any point as we had several different tools to learn. This lead to frustration and overload in the end.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

3,7 :)

Minus 0.5 for lack of academic theory
Minus 0.5 for letting the course period be so short
Minus 0.3 for not having an assistant teacher

6) How can we improve similar "Artist in residence" courses in the future?

It would be of great value to combine the focus on using the tools with game design and development theory. I recommend some of the literature and principles used by Michael Valeur who teaches concept development here at ITU. Without an academic focus, I am very much in doubt that the class will be viable for earning ECTS points in the academic environment that ITU focuses on being.

~~~~~

Venlig Hilsen/  
Best regards

Anne Yvind Thun

Student - Cand. IT  
State examined teacher



**From:** frimann@itu.dk  
**Subject: Re: Project Cluster Evaluation**  
**Date:** June 1, 2005 10:52:48 AM GMT+02:00  
**To:** jrh@itu.dk

Jan Rune Holmevik wrote:

Hello everyone,

Congratulations on the completion of Julian Oliver's 4-week course on game design in Blender. The "Artist in Residence" program is something we want to develop further and thus, we are interested in hearing about your experiences with the course and your ideas for how we might improve similar courses in the future. Your input is very valuable to us so please take a few minutes to respond to the following six questions. Please email your answers to me at your earliest convenience.

- 1) What is your overall assessment of the course? Did it meet or exceed your expectations?
- 2) How would you describe the learning environment and software tools that were used in this course?
- 3) How would you describe the quality of the course in terms of teaching and supervision?
- 4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?
- 5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?
- 6) How can we improve similar "Artist in residence" courses in the future?

Thanks for your cooperation!

Jan Rune Holmevik, Dr. Art.  
Assistant Professor  
Department of Digital Aesthetics and Communication  
IT University of Copenhagen, Denmark

In regards to your questions I have only good things to say.

- 1) The course; by far; exceeded my expectations. I never dreamed that we would learn that much in such a short time.
- 2) It was very clever the way the class room was arranged. It made the communication in the groups very easy. However, we really needed the big projector the first two weeks. We managed though.

3) I only have positive things to say about Julian and his pedagogical approach. The pace was very fast, but he made sure that no one was left behind. Furthermore, he made it very clear to us from the beginning, what he expected from us and how important it was to meet up every day.

4) As I described in the first question this course has exceeded my expectations by far. And I would definitely recommend this course to others who want to get an insight in the process of developing a game.

5) I would without a doubt grade this course with a big 5. Don't change anything.

6) As I said. Don't change anything.

Best

Jesper Frimann

**From:** nils@itu.dk  
**Subject: Re: Project Cluster Evaluation URGENT**  
**Date:** June 10, 2005 3:43:58 PM GMT+02:00  
**To:** jrh@itu.dk

Hello J.R.

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

It was a very good experience for me, and corresponded pretty much to what I expected.

2) How would you describe the learning environment and software tools that were used in this course?

I am an experienced linux user, so it was easy for me to work in the environment. I have not used Blender before, and it was my first experience of 3d modelling. I think it was a great tool to work with. Easy to use, once you've learned the shortcuts and how to navigate between different windows.

3) How would you describe the quality of the course in terms of teaching and supervision?

The teaching and supervision given by Julian Oliver was superb. He has knowledge of all aspects of the work. What I was missing was some more guidance as how to organize the game development and group work. This was partly due to the fact that our supervisor was not available during the project.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

I have not taken any game-related courses at ITU before, and for me this was an excellent introduction to most aspects of game development. In retrospect, I also got quite a few hints on how to organize the development process in game projects (yes, I am a SWU student).

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

I would give it a 4. The reasons for not giving a 5 is:

- a lot of technical problems with network and configuration of the software environment. This took a lot of the project time.
- lack of planning/organization of the course. It was very hard to do both

a workshop and a project in 4 weeks.

6) How can we improve similar "Artist in residence" courses in the future?

An idea would be to reserve some time in the first two weeks for planning the project and meeting with supervisors. This would make it easier to jump right into creating a game in the last two weeks.

Thanks for your cooperation!

You're welcome!

Nils Rydh

**From:** lupus@itu.dk  
**Subject: Re: Project Cluster Evaluation URGENT**  
**Date:** June 16, 2005 7:17:33 PM GMT+02:00  
**To:** jrh@itu.dk

Hello Jan Rune

Im sorry to answer so late, but I have had some very close exams that took all my mind from other things.

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

I was very happy with the course, I didnt expect it to be possible to learn so much in such a short time, but Julian taught us in a calm way, and made sure we all understood what happend before moving on.

2) How would you describe the learning environment and software tools that were used in this course?

It was very sad that the projectyor didnt work. From my place in the classroom it was pratically impossible to see what happend on the little screen, which Julian Olivier had to show us the teachings on. This slowed down progress for many of us, and Im sure it allso gave Julian some extra work in telling the subyet many times when people asked for help. Furhtermore was it sad that the internet connection only worked some days - this made the timepressure on our project harder, because we couldnt send the finnished material to eachother through e-mail.

3) How would you describe the quality of the course in terms of teaching and supervision?

I was very happy with both.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

I would definitely recomend the course to others. I do wish, however, that we had had more time to learn before using the tool in a gamedesignprocess.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

4

6) How can we improve similar "Artist in residence" courses in the future?

Make sure the techniques are in order, and maybe make the expectations to the outcome a bit smaller, so people have more time to learn the tool.

Thanks for your cooperation!

Jan Rune Holmevik, Dr. Art.  
Assistant Professor  
Department of Digital Aesthetics and Communication  
IT University of Copenhagen, Denmark

**From:** sisselo@itu.dk  
**Subject: Re: Project Cluster Evaluation URGENT**  
**Date:** June 13, 2005 1:11:09 PM GMT+02:00  
**To:** jrh@itu.dk

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

In some ways it met my expectations , with regards to the sound/music thing It would have been nice to have been offered more in depth teaching and open-source tools-on the other hand there is a limit on how much you can cover in 4 weeks-so yes and no, but mostly yes

2) How would you describe the learning environment and software tools that were used in this course?

for the blender very nice, but again the soundtools audacity and hydrogen are not enough

3) How would you describe the quality of the course in terms of teaching and supervision?

most of it nice, we learned a lot in a short period of time and we have an off-set to go on working in blender on our own

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

I would recomend it to others, I did learn a lot of new things about 3D and logic of games

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

4

6) How can we improve similar "Artist in residence" courses in the future?

the administrative part of it is not good, a description of what kind of game you want to make is not possible if you dont know the editor and what it is in fact capable of, it makes no sence at all

Thanks for your cooperation!

Jan Rune Holmevik, Dr. Art.  
Assistant Professor

Department of Digital Aesthetics and Communication  
IT University of Copenhagen, Denmark

**From:** stud481@itu.dk  
**Subject: Re: Project Cluster Evaluation**  
**Date:** May 31, 2005 7:09:04 PM GMT+02:00  
**To:** jrh@itu.dk

Name: Torbjørn Vinther Christensen

1) What is your overall assessment of the course? Did it meet or exceed our expectations?

Overall I think the course was very good. The info prior to course start could have been better though, at a certain time it seemed like we were going to learn two different "game engines", which wasn't the case.

2) How would you describe the learning environment and software tools that were used in this course?

It was cool everything was open source. At times the learning curve was a bit high, everything was new ... from OS to programs. A lot of time was used learning how things worked, instead of actually using the programs.

3) How would you describe the quality of the course in terms of teaching and supervision?

Teaching and supervision was very good.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

I learned a lot about open source programs for linux. Especially Blender and Gimp. The best thing I got out of the course was the fact that we made a prototype that was actually playable. Yes I would recommend the course.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

I'd say 4.

6) How can we improve similar "Artist in residence" courses in the future?

More info about what you can actually make with Blender as an "game engine". Make it clear that it's best for early prototypes and not complete games.

**From:** anna2222@itu.dk  
**Subject: Re: Project Cluster Evaluation URGENT**  
**Date:** June 11, 2005 2:24:53 PM GMT+02:00  
**To:** jrh@itu.dk

Hello again,

This is a reminder to those of you who have not yet responded to the evaluation of Julian Oliver's course. Please take a few moments now and respond to the questions below. Your input is very valuable to us and and it will help us create more and better courses like this in the future. Thanks

Have a great weekend,  
Jan Rune

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

I was very satisfied with the course. It was extremely intense, the teacher was very engaged and I learned a lot.

2) How would you describe the learning environment and software tools that were used in this course?

Well, it seemed that everybody was keen on learning a lot and the little classroom was extremely crowded and the atmosphere intense, especially at the end of the course.

I think it was an inspiring learning environment, studio-like, except from the classroom itself, that really needed more windows!

3) How would you describe the quality of the course in terms of teaching and supervision?

High-quality, Julian Oliver is a very good teacher that manages to hold the attention of the whole class, and takes time to individually help people solve their problems.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

Since it was so intense, i got a lot of knowledge from the course. It would have been nice though, to have some more time to make this knowledge stay in my mind ;) If you learn a lot very fast, sometimes it doesn't stick so well. On the other hand, the very intense process of making our own game made me feel brainwashed with blender, so maybe the knowledge will stay afterall!

Would definately recommend the course to others.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this

course?

5

6) How can we improve similar "Artist in residence" courses in the future?

Maybe add another two weeks to the timeframe. I think that would make the products better and the students (and the teacher?) less stressed!

I definitely hope, that these sort of workshops will continue.

Thanks for your cooperation!

Jan Rune Holmevik, Dr. Art.

Assistant Professor

Department of Digital Aesthetics and Communication

IT University of Copenhagen, Denmark

**From:** mrt@itu.dk  
**Subject: Re: Project Cluster Evaluation URGENT**  
**Date:** June 10, 2005 9:13:30 PM GMT+02:00  
**To:** jrh@itu.dk

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

I thought it was great. I hoped we were able to make a cool prototype for a game, but I was surprised to see how far we actually got.

2) How would you describe the learning environment and software tools that were used in this course?

It was nice to see what could be accomplished using only open source software.

3) How would you describe the quality of the course in terms of teaching and supervision?

Great, Julian worked his ass off. Only we didn't see either Jan Rune or Espen that much. Particularly strange since Espen is our official supervisor from what I heard?

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

I gained some more scripting experience, and got some experience with a nice tool for rapid prototyping, which was nice. Yes I would recommend this course to anyone with an interest in game design/development.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

5!

6) How can we improve similar "Artist in residence" courses in the future?

Maybe a week more would be nice..

Thanks for your cooperation!

No problem!

Jan Rune Holmevik, Dr. Art.  
Assistant Professor  
Department of Digital Aesthetics and Communication  
IT University of Copenhagen, Denmark

**From:** benediktemikkelsen@gmail.com  
**Subject: Re: Project Cluster Evaluation URGENT**  
**Date:** June 11, 2005 9:05:54 AM GMT+02:00  
**To:** jrh@itu.dk  
**Reply-To:** benediktemikkelsen@gmail.com

answers below in between questions...

On 6/10/05, Jan Rune Holmevik <jrh@itu.dk> wrote:

Hello again,

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Have a great weekend,  
Jan Rune

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

Didn't know what to expect so didn't really have any expectations but the course was great I really learned a lot.

2) How would you describe the learning environment and software tools that were used in this course?

software tools used in the course --haven't work with any Linux stuff before so it took some getting used to the software, but not as long as I would have expected. And I'm sure I'll continue to work with some of the programs.

3) How would you describe the quality of the course in terms of teaching and supervision?

good

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

I definitely recommend it. The course was very intense a lot of information at once which was good there wasn't much time to stop and think "oh I can't do this" instead you just tried and sometime it worked.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?

4-5

6) How can we improve similar "Artist in residence" courses in the future?

a longer course... so not just a 4 week project. And then the groups and what to work on in the course should have been arranged better in time for the course so that those kind of obstacles were out of the way when starting the 4 weeks.

Thanks for your cooperation!

you're welcome!

Jan Rune Holmevik, Dr. Art.  
Assistant Professor  
Department of Digital Aesthetics and Communication  
IT University of Copenhagen, Denmark

**From:** cdn252005@itu.dk  
**Subject:** Project Cluster Evaluation  
**Date:** June 12, 2005 6:21:31 PM GMT+02:00  
**To:** jrh@itu.dk

1) What is your overall assessment of the course? Did it meet or exceed your expectations?

The course was very good and the idea of the course was a very good possibility to use the 4 week project period on. Expectations to the course were exceeded.

2) How would you describe the learning environment and software tools that were used in this course?

The environment is excellent to get inspiration, help and learn. It is also very good to get knowledge of and practice with actual tools. The tools used specific in this course were also very good tools for the purpose.

3) How would you describe the quality of the course in terms of teaching and supervision?

The teaching was very good and the pace of the course was excellent. Supervision and help was great and very well handled.

4) How would you describe your own learning in this course? What did you get out of the course? Would you recommend this course to others?

Much knowledge.

I would recommend the course to others interested.

5) On a scale from 1 (poor) to 5 (excellent) how would you rate this course?  
5

6) How can we improve similar "Artist in residence" courses in the future?  
Same kind of goal with the course and same structure and handling of the course.

Regards  
Christian Nielsen

**From:** coil@itu.dk  
**Subject: Re: Project Cluster Evaluation URGENT**  
**Date:** June 14, 2005 10:40:31 AM GMT+02:00  
**To:** jrh@itu.dk

Hei

Beklager at jeg ikke har svart tidligere, men har ikke vært oppdatert på mailfronten den siste tiden.

Med tanke på evaluering har jeg, og flere andre jeg kjenner ved ITU, tatt kurs/prosjekter hvor det man lærte underveis ikke samsvarte med det man ble eksaminert i til eksamen. Nå håper jeg det ikke vil bli sånn denne gangen, men på bakgrunn av dette kan jeg derfor ikke svare på spørsmålene før etter eksamen. Når det er sagt, jeg har absolutt fått mye ut av kurset, og det er et av de bedre jeg har hatt på ITU.

- Frank Wisnes -

Hello again,

This is a reminder to those of you who have not yet responded to the evaluation of Julian Oliver's course. Please take a few moments now and respond to the questions below. Your input is very valuable to us and it will help us create more and better courses like this in the future. Thanks

Have a great weekend,  
Jan Rune

- 1) What is your overall assessment of the course? Did it meet or exceed your expectations?
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6) How can we improve similar "Artist in residence" courses in the future?

Thanks for your cooperation!

Jan Rune Holmevik, Dr. Art.  
Assistant Professor  
Department of Digital Aesthetics and Communication  
IT University of Copenhagen, Denmark