Kursrapport

Bakgrundsinformation
Kurs: Innovation Game: A Summer School Applying Serious Game Design in Health Care and Education 3HI001
Program: Sommarkurs
Termin: Hösttermin?
Antal registrerade studenter: 27 (210924)
Svarsfrekvens:
Datum: Kursen gavs 9-20 augusti 2021. Visst förarbete krävdes motsvarande en veckas studier.

Utfall av examination
(Exempelvis)
Antal examinerade: 15 (210924)
Antal per betygssteg (t.ex. väl godkända, godkända, underkända):

Kortfattad sammanfattning av studenternas synpunkter och förslag
 (Baserat på såväl kvantitativa resultat som centrala synpunkter från studenternas fritextsvar.)

Det här var bra enligt studenterna
Generellt är de väldigt nöjda och ger höga betyg. De skriver:
- Good to learn some tricks for giving speech. Have daily schedule on home page.
- I joined the course to learn more about game design and enjoyed those parts. Ended up learning also about finances and team dynamics :)
- Focus on group dynamics, good organisation, freedom to choose how to work within the group
- Openness, recollection on where we are, group dynamics
- Well organised.
- there was a real plan and yes, it was intense, but we didn't lose time
- + the warm and welcoming athmosphere
- + interesting content - appreciated game design"
- Group dynamics and reflection.
- Teachers are the best.
- Closeness even though it's zoom."
- Maybe we have been too involved, but I think that led to incredible group dynamics and engaged class, it was hard at points because this course took priority over everything else, but it meant it was an intense, yet extremely rewarding experience.
- The teachers were INCREDIBLE, and maintained high levels of engagement throughout, and were incredibly well organized."
- the course was varied and motivating in its structure
    - competent teachers and good support
    - interesting contents; I learned a lot within two weeks
    - the course was very well organised"

Det här kan förbättras enligt studenterna
De skriver:
- It is a little bit much. Long hours, few breaks, a lot of assignments for only a 5hp course. The teachers, though involved, sometimes took away a lot of time talking about non-course-related topics resulting in us having to work overtime.
- Lack of chance to talk to the person who is responsible to the topic (assume we suppose to contact them ourselves but just forgot through the intense course)

- It is very intensive course, some people have duties to pick up children or some job/study meetings during the course and these long days make it more difficult. This time the course was on zoom and could have been during 3 weeks
- Make it in-person again, remove the workshop about the business canvas
- More focus on the game creation
- Personal evaluation for the students.
- perhaps too broad in scope, too intense to follow if interested.
- the course has 3 main areas: game development, business plan and group dynamics. i would recommend to eliminate the business lessons and get more lesson about game design.
  - more time...!
- Growth funnel can be skipped. Business model should only focus on key components: how to generate value proposition, how to define target audiences.
- So little could be improved, but maybe:
  - More clarity on when the reflection deadlines should be submitted and how
  - Open up to check in on students and how they're getting settled into their groups"
- More time for group work and to get to know each other
  - not only group feedback, but also receive feedback from the experts/teachers
  - less pressure sometimes"

Kursansvarigas/lärares kommentarer till kursens genomförande och resultat

Vi lärare och kursansvariga är överlag positiva till hur det gick. Vi hade önskat några fler deltagare dock. Vi hade 34 registrerade när vi startade men många dök inte upp. Nästa år vågar vi nog ha 40 registrerade. Vi tycker överlag att det fungerade bra att genomföra kursen via Zoom vilket vi gjorde för första gången.

Förslag till eventuella förändringar eller åtgärder

Vi planerar att ge kursen som en "på-plats-kurs" nästa år.

Erik Olsson, Kursansvarig