

## ogpc Team Member Evaluation 2008b

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### Results Overview

Filter: No filter applied

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### Reports

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Results Overview

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### Filters

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### Options

- Completes  
 Partial  
 Screen Outs

**APPLY**

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### ogpc Team Member Evaluation 2008b

Survey Status: **Active**

Launched: 5/21/2008 4:37 PM

Closed: N/A

Email Invites: 0

Visits: 49

Partial: 0

Screen Outs: 0

Completes: 47 (Does not include blank responses)

1. Please give us your comments about the weeks leading up to today's tournament

Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	Strongly Disagree	Disagree	Agree	Strongly Agree
The ogpc information on the web was useful and complete.	0 0%	9 20%	30 65%	7 15%
The ogpc program allowed reasonable amount of time for our team to research and create a game.	4 9%	14 30%	25 54%	3 7%
I found the energy theme to be a challenging and interesting game topic.	1 2%	5 11%	31 66%	10 21%
Game Maker was an appropriate platform for the Oregon Game Project Challenge.	0 0%	4 9%	24 51%	19 40%

Our team developed our game with only guidance from our instructors	9 21%	3 7%	15 36%	15 36%
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**2.** Please share any other thoughts you have about the period before today's tournament

[View 21 Responses](#)

**3.** Please give us your opinions about the tournament day:

Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	Strongly Disagree	Disagree	Agree	Strongly Agree
Signs, maps or volunteers helped us find where we needed to go.	0 0%	3 6%	30 64%	14 30%
The judges asked good questions and actively interested in our answers.	0 0%	2 4%	18 38%	27 57%
The team presentations were an interesting and useful element of the Challenge.	1 2%	0 0%	26 58%	18 40%
Asking the teams to review other teams' games was an informative and useful element of the Challenge.	1 2%	3 7%	29 64%	12 27%
The professional presentations were informative and useful to me.	0 0%	3 7%	17 41%	21 51%
Chemeketa Community College was a good location for the tournament.	1 2%	5 11%	29 63%	11 24%
The length of the tournament day was just right.	3 7%	9 20%	23 51%	10 22%
The awards ceremony was interesting and fun.	0 0%	0 0%	3 75%	1 25%

The awards structure worked well.	0 0%	0 0%	1 50%	1 50%
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**4.** Please share any other thoughts you have about today's tournament:

[View 26 Responses](#)

**5.** Please give us your opinions about the challenge season as a whole:






Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	Strongly Disagree	Disagree	Agree	Strongly Agree
I learned about computer science during the season.	0 0%	6 14%	29 69%	7 17%
Because of the ogpc season, my interest in a college degree in computer science or software engineering has increased.	1 2%	3 7%	25 60%	13 31%
I had already decided to pursue a college degree in computer science or software engineering prior to ogpc .	2 5%	7 17%	14 34%	18 44%
I will recommend other students at my school consider being on an ogpc team next year.	2 5%	1 2%	24 56%	16 37%
(Non-Seniors only) I would like to be ogpc team again next year	0 0%	0 0%	15 41%	22 59%

**6.** Please share any other thoughts you have the season as a whole:

[View 29 Responses](#)

**7.** On a scale of 1 to 10, how would you rate the inaugural ogpc season overall. 1=NO Value 10=Extremely Valuable

		0	0%
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		0	0%
		0	0%
		0	0%
		0	0%
		2	4%
		7	15%
		17	37%
		13	28%
		7	15%
	Total	46	100%



**8.** What aspects of the ogpc 1.0 season did you like best?

[View 36 Responses](#)






**9.** What would you recommend we add or change to make the ogpc 2.0 season better?

[View 38 Responses](#)






**10.** Did you learn Game Maker as part of high school course?

Yes		16	34%
No		31	66%
	Total	47	100%






**11.** Our team worked on ogpc 1.0 (check all that apply)

during class time		23	49%
after school		24	51%
evenings at home		33	70%
on Saturdays		25	53%
Other, please specify <a href="#">View Responses</a>		6	13%

**12.** Our team exchanged information about our project using (check all that apply):

Email		33	80%
IM		12	29%
Text messaging		6	15%
MySpace		3	7%
Facebook		0	0%
Other, please specify <a href="#">View Responses</a>		14	34%

### 13. Class in School

Freshman		7	15%
Sophomore		16	34%
Junior		12	26%
Senior		9	19%
Other, please specify <a href="#">View Responses</a>		3	6%
Total		47	100%

### 14. Gender

Male		40	85%
Female		7	15%
Total		47	100%