CSTF Game Competition

Results Overview

Date: 12/21/2007 6:19 PM PST
Responses: Completes
Filter: No filter applied

1. Students in my school would benefit from learning more about computer science.

Disagree Completely	0	0%
Disagree Somewhat	0	0%
Agree Somewhat	1	6%
Agree Completely	15	94%
Total	16	100%

2. I think it would be a good idea to create a statewide competition for students that encourages them to learn about computer science by forming teams that design computer games.

Disagree completely	0	0%
Disagree somewhat	0	0%
Agree somewhat	6	38%
Agree completely	10	62%
Total	16	100%

3. We are considering a variety of ideas for incorporation into our plan for a game programming competition. Please rate the following ideas.

Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	Disagree Completely	Disagree Somewhat	Agree Somewhat	Agree Completely
The competition should have theme featuring a national or world issue.	0 0%	2 12%	13 81%	1 6%
If there is a theme it should be different every year.	0 0%	1 6%	6 38%	9 56%
The programming challenge should be announced well in advance of the competition event so students can develop their solution over several weeks.	0 0%	1 6%	3 19%	12 75%
Solutions should be developed by teams of students rather than individual students.	0 0%	2 12%	8 50%	6 38%
Students should be asked to research a science or engineering topic associated with the	0 0%	5 31%	9 56%	2 12%

theme and incorporate their research into their game.				

5. We are struggling with the trade offs between the flexibility of allowing you and your students to choose the technology they will use for their solution vs. the advantages of specifying a particular technology for all students/teams and focusing on our resources for professional development, training and support on this technology. Please rank the following where 1 is your first choice.

Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	1	2	3
All students should develop their solution using the same technology or language.	5 33%	4 27%	6 40%
Students should have the choice of two technologies or languages to develop their solution.	5 33%	7 47%	3 20%
Students should be able to use any language they like to develop their solution.	6 38%	4 25%	6 38%

6. Another issue is whether to conduct the competition via the Internet or at a physical location. Please choose one of the following.

The competition should be "virtual" -- solutions should be submitted via the Internet and awards and links to the winning games should be posted on a web site.		4	25%
The competition should be "physical" -- Oregon students should travel to a central site to demonstrate their solutions, have them judged, and receive awards.		12	75%
	Total	16	100%

7. There may be restrictions on what technology or language a student can use to develop their solution. Please rank the following where 1 represents your highest priority.

Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	1	2	3	4	5	6	7	8
Alice	0 0%	3 23%	0 0%	2 15%	2 15%	1 8%	3 23%	2 15%
C++	0 0%	4 31%	3 23%	1 8%	3 23%	2 15%	0 0%	0 0%

C#	0 0%	0 0%	2 18%	3 27%	2 18%	4 36%	0 0%	0 0%
Game Maker	10 71%	1 7%	1 7%	2 14%	0 0%	0 0%	0 0%	0 0%
Java	5 36%	3 21%	4 29%	1 7%	1 7%	0 0%	0 0%	0 0%
Visual Basic	0 0%	3 21%	3 21%	3 21%	3 21%	1 7%	1 7%	0 0%
XNA Game Studio	0 0%	0 0%	0 0%	2 18%	1 9%	3 27%	5 45%	0 0%
Other	0 0%	0 0%	1 11%	0 0%	0 0%	0 0%	1 11%	7 78%

9. If we decide to hold an event at a physical location, we are considering a variety of elements for the day of the event. Please rate the following statements.

Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	Disagree completely	Disagree somewhat	Agree somewhat	Agree completely
Students should make a presentation about their game design.	0 0%	0 0%	7 44%	9 56%
Part of the day should be used to allow students to try out each others games.	0 0%	0 0%	2 12%	14 88%
Students should receive a written critique of their game at the end of the day.	0 0%	1 6%	3 19%	12 75%
Trophies should be awarded in several categories.	0 0%	0 0%	4 25%	12 75%
Other -- please specify below.	0 0%	0 0%	4 50%	4 50%

11. If we decide to focus the competition around a theme we will need to pick a theme that will be interesting to the students and that will allow them to create some interesting games. Please rank the following ideas where 1 is the idea you like the best.

Top number is the count of respondents selecting the option. Bottom % is percent of the total respondents selecting the option.	1	2	3	4	5
Energy issues -- global warming, carbon credits, environmental	8 57%	1 7%	1 7%	4 29%	0 0%
Social Issues -- poverty, equal opportunity, gangs	2 14%	4 29%	6 43%	2 14%	0 0%
Health issues -- drugs, health care, contaminated food	0 0%	3 23%	5 38%	5 38%	0 0%

Economic issues - farmers markets, food co-ops, barter systems	3 21%	4 29%	1 7%	3 21%	3 21%
Other -- please specify below.	1 20%	1 20%	0 0%	0 0%	3 60%

14. Approximately how many students are enrolled in your school?

under 500	3	19%
500-1,000	3	19%
1,001-1,500	4	25%
1,501-2,000	2	12%
2,001-2,500	4	25%
2,501-3,000	0	0%
More than 3,000	0	0%
Total	16	100%

15. In what county is your school located?

Baker	0	0%
Benton	1	6%
Clackamas	0	0%
Clatsop	0	0%
Columbia	0	0%
Coos	0	0%
Crook	0	0%
Curry	0	0%
Deschutes	0	0%
Douglas	0	0%
Gilliam	1	6%
Grant	0	0%
Harney	0	0%
Hood River	0	0%
Jackson	0	0%
Jefferson	1	6%
Josephine	0	0%
Klamath	0	0%
Lake	0	0%
Lane	0	0%

Lincoln		0	0%
Linn		1	6%
Malheur		0	0%
Marion		5	31%
Morrow		0	0%
Multnomah		1	6%
Polk		3	19%
Sherman		0	0%
Tillamook		0	0%
Umatilla		1	6%
Union		0	0%
Wallowa		0	0%
Wasco		0	0%
Washington		1	6%
Wheeler		0	0%
Yamhill		1	6%
	Total	16	100%

16. Is your school public or private?

Public		15	94%
Private		1	6%
	Total	16	100%

17. What are the main courses that you teach?

Civics or government		0	0%
Computer Science		10	62%
English		0	0%
History		0	0%
Mathematics		4	25%
Pre-engineering		2	12%
Science		2	12%
Other, please specify		5	31%

18. Please rate the following statements.

Top number is the count of respondents selecting the option. Bottom % is percent of the total	Disagree completely	Disagree somewhat	Agree somewhat	Agree completely

respondents selecting the option.				
I currently teach at a high school in Oregon.	3 20%	0 0%	0 0%	12 80%
I currently teach at a middle school in Oregon.	13 87%	0 0%	0 0%	2 13%
I know how to use Alice as a platform to teach computer science.	9 64%	2 14%	2 14%	1 7%
I know how to use C++ as a platform to teach computer science.	8 53%	0 0%	3 20%	4 27%
I know how to use C# as a platform to teach computer science.	12 75%	0 0%	2 12%	2 12%
I know how to use Game Maker as a platform to teach computer science.	3 20%	5 33%	3 20%	4 27%
I know how to use Java as a platform to teach computer science.	8 53%	1 7%	1 7%	5 33%
I know how to use Visual Basic as a platform to teach computer science.	6 40%	4 27%	1 7%	4 27%
I know how to use XNA Game Studio as a platform to teach computer science.	14 93%	1 7%	0 0%	0 0%

19. How many years have you been teaching?

1 to 10 years		5	31%
11 to 20 years		7	44%
20 or more years		3	19%
I am not a teacher		1	6%
	Total	16	100%