

Summary of Student Evaluation for Game Theory (Summer 2020)

Figure 1 and Figure 2 show the most important portion of the complete student evaluation. Please refer to the subsequent pages for the complete student evaluation.

Figure 1. Summary of Instructor Evaluation

MGMT standard questions about instructor		Town Oh								
		Responses					Individual			
		SA	A	U	D	SD	N	Grp Med	Mode	Std Dev
Q14	This instructor demonstrates good knowledge of the subject matter.	31	10	0	0	0	41	<u>4.8</u>	5	.43
Q15	This instructor displays enthusiasm in teaching this course.	35	6	0	0	0	41	<u>4.9</u>	5	.35
Q16	This instructor is organized and well prepared for class.	30	10	1	0	0	41	<u>4.8</u>	5	.51

Responses: [SA] Strongly Agree=5 [A] Agree=4 [U] Undecided=3 [D] Disagree=2 [SD] Strongly Disagree=1

Figure 2. Student comments

Q17 - We welcome your written comments below. What is something/are some things that the instructor does well, e.g., something you hope that the instructor will continue to do in the class in the future?	
Faculty: Town Oh	
Response Rate: 48.78% (20 of 41)	
1	Very responsive and caring to the worries and ultimate success of the students!
2	Very enthusiastic and supportive. Good lectures and transition to online due to COVID-19. Cares about students.
3	Very engaging and personable! Does a good job relating material with examples that students would understand.
4	Town did a great job using examples that students could relate to, i.e. his Avengers example. I enjoyed that especially because I am not an economics student. I liked that the context was taken out of the business world.
5	The instructor did well in the way he delivered the course, and in communicating and keeping the students updated. He was enthusiastic about teaching the course and did his best so we can enjoy the course.
6	More moblab tournaments
7	Instructor is easy to reach and very helpful.
8	Instructor did a good job overall.
9	I think he was very good at explaining each of the games and everything honestly.
10	I think Town is actually a really good instructor and has a bright future as a future professor. He is engaging, personable, smart and able to appropriately articulate what he is trying to teach us at a level we can understand.
11	I really appreciate how engaging this class was. I can definitely tell that Town put effort into making it fun and interesting for everyone. Thank you!
12	I loved the motivational videos! I also really liked your format for the course, very organized and well scaled. Also thank you for making a study guide and being so willing to answer any and all questions we throw at you!
13	I loved how fluid they made all the lessons.
14	I liked the lecture formats a lot and thought they were well done
15	He's easy to talk to. Puts effort to keep us interested. Loved the tournament
16	He shows great enthusiasm in the class and teaching us.
17	He is super up to date on his emails and responds very quickly.
18	He communicates very clearly and I think he interacts very well with class
19	Great class, videos were great. Shame you couldn't teach the class in person.
20	Enjoyable lecture videos, never boring.

Course: ECON45100 002 - Game Theory	Department: SMAT
Responses / Expected: 41 / 44 (93.18%)	

1a - Demographics		ECON45100 - 002									
		Responses						Course			
		F	S	JR	SR	G	O	N	Grp Med	Mode	Std Dev
Q1	YOUR CLASS	0	3	17	20	1	0	41	3.5	4	.67

Responses: [F] Fresh=1 [S] Soph=2 [JR] Jr=3 [SR] Sr=4 [G] Grad=5 [O] Other=6

1a - Demographics		ECON45100 - 002										
		Responses						Course				
		A	B	C	D	F	P	F	N	Grp Med	Mode	Std Dev
Q2	EXPECTED GRADE	35	5	0	0	0	1	0	41	6.9	7	.82

Responses: [A] A=7 [B] B=6 [C] C=5 [D] D=4 [F] F=3 [P] Pass=2 [F] Fail=1

1a - Demographics		ECON45100 - 002									
		Responses			Course						
		RFY	RBS	E	N	Grp Med	Mode	Std Dev			
Q3	COURSE REQUIRED	24	0	17	41	1.4	1	.99			

Responses: [RFY] Required for your major/minor=1 [RBS] Required by school/University=2 [E] Elective=3

1a - Demographics		ECON45100 - 002														
		Responses											Course			
		AG	ED	E	HHS	LA	M	P	SCI	T	VM	U	N	Grp Med	Mode	Std Dev
Q4	YOUR SCHOOL	0	0	27	0	3	7	0	3	1	0	0	41	8.7	9	1.78

Responses: [AG] AG=11 [ED] ED=10 [E] ENGR=9 [HHS] HHS=8 [LA] LA=7 [M] MGMT=6 [P] PHARM=5 [SCI] SCI=4 [T] TECH=3 [VM] VET MED=2 [U] UNDECLARED=1

2a - University questions about your course		ECON45100 - 002								
		Responses					Course			
		E	G	F	P	VP	N	Grp Med	Mode	Std Dev
Q5	Overall, I would rate this course as:	24	15	2	0	0	41	4.6	5	.59

Responses: [E] Excellent=5 [G] Good=4 [F] Fair=3 [P] Poor=2 [VP] Very Poor=1

2b - University questions about your instructor		Town Oh								
		Responses					Individual			
		E	G	F	P	VP	N	Grp Med	Mode	Std Dev
Q6	Overall, I would rate this instructor as:	33	8	0	0	0	41	4.9	5	.40

Responses: [E] Excellent=5 [G] Good=4 [F] Fair=3 [P] Poor=2 [VP] Very Poor=1

3b - PICES course based questions		ECON45100 - 002									
		Responses					Course				
		SA	A	U	D	SD	N	Grp Med	Mode	Std Dev	
Q7	Grading is clear and tied to key learning objectives.	30	11	0	0	0	41	4.8	5	.44	

Responses: [SA] Strongly Agree=5 [A] Agree=4 [U] Undecided=3 [D] Disagree=2 [SD] Strongly Disagree=1

MGMT standard questions about course		ECON45100 - 002									
		Responses					Course				
		E	G	F	P	VP	N	Grp Med	Mode	Std Dev	
Q8	The AMOUNT THAT I LEARNED in this course is:	17	15	8	1	0	41	4.3	5	.82	

Responses: [E] Excellent=5 [G] Good=4 [F] Fair=3 [P] Poor=2 [VP] Very Poor=1

MGMT standard questions about course		ECON45100 - 002								
		Responses						Course		
		SA	A	U	D	SD	N	Grp Med	Mode	Std Dev
Q9	Course assignments/exams/projects are aimed at key learning objectives.	31	10	0	0	0	41	4.8	5	.43

Responses: [SA] Strongly Agree=5 [A] Agree=4 [U] Undecided=3 [D] Disagree=2 [SD] Strongly Disagree=1

Q10 - What parts of the course did you like best?	
Response Rate:	75.61% (31 of 41)
1	Videos where short concise and to the point. Very easy to watch and understand content. Content provided was very interesting and I greatly enjoyed it.
2	Very interesting material.
3	Town's sense of humor
4	Town was a fantastic instructor, and handled a fully online course incredibly well, with concise lectures and "encouragement" videos along the way that went above and beyond in terms of online interaction.
5	The videos are closely related to the topic, and examples are fun and easy to understand (if you know the example, like some Marvel movies).
6	The rigor of the material appropriately scaled as the course went on. I liked the MobLab exercises and greatly appreciate the options for extra credit. I appreciated that instructor Oh was very willing to answer any and all questions even if office hours ran over a little.
7	The homework, as they applied what I learned well
8	The homeworks and exams were fair and covered what we went over in class.
9	The exams and homework were suitable for an online course and they evaluates the students understating of the material. Although the course was online, the instructor did a good jon in delivering the material.
10	The behavior economics
11	Straightforward objectives and goals.
12	Professor Oh was very helpful and made the class about as enjoyable as possible.
13	Participation part which uses the zoom and play the game against each other.
14	Oh really tries his best to make students engaged with the materials with real life examples and moblab tournaments
15	Mr. Oh is the most understanding teacher I have ever had; it was truly appreciated! He always provided thorough explanations and provided tons of opportunities for points.
16	Moblab games
17	Moblab games and tournament
18	It has a lot of math and deduction
19	In depth videos, great explanations, fair homework and exams.
20	I think it was very well taught and the lectures were very helpful
21	I really liked Town Oh's active teaching method. His engagement with students through activities and correspondences really made a difference in my perspective of this class.
22	I really enjoyed the moblab tournament we had. I also liked how the course was not a significant load.
23	I liked the Moblab experiments
24	I liked the setup of the homework and the corresponding videos and how the entire course wasn't at a do it at your own pace style.
25	I liked pace of the course and fun examples during lecture
26	I liked how it was taught.
27	I like the modlab stuff the most, particularly the in zoom tournament.
28	I like the behavioral economics section and the repeated games sections of the course.
29	I like how to play games to practice our understanding on the theories
30	I enjoyed the MOBLAB tournament where we had an opportunity to experience different games with real live people. I also really appreciated that the videos were broken down into manageable amounts of time.
31	Helps decision making skills, explains some neat things. The tournament was nice, but the games were a bit too biased

Q11 - What parts of the course did you like least?	
Response Rate:	65.85% (27 of 41)
1	well, probably the part that we can only play the game with computer
2	n/a
3	There were a couple things on test that were annoying as we had never seen a scenario like that before, particularly the last part of question 1 on the midterm.
4	There are too less content. I want to know more.
5	The pace of the class was a little fast
6	The grading structure doesn't provide very many bonus opportunities
7	The PPT could be more detailed.
8	Some of the homeworks were a bit dense

9	Some of the lectures were real long
10	Questions on homework and exam can be phrased in confusing way. I feel like brightspace is not as good as piazza for discussion platform
11	Playing with bots on mob lab
12	Nothing
13	Nothing really. Solid course
14	None really
15	N/A
16	N/A
17	Most of the examples he used in Chapter 7 slides were from the book. I would have preferred he came up with several original examples so we have more examples to reference overall.
18	Moblab playing against bots without knowing their strategy.
19	Its so short. How was this only 9 lessons long
20	I'm pretty sure that some of the material of this course was cut for COVID/Maymester reasons. I was really hoping to get more out of the course, and I am kind of disappointed that we did not go more in depth.
21	I have no complaints for this course.
22	I disliked the moblab section of the course. Particularly I didn't like paying extra when I feel like it did not add much to the course
23	I didn't think the lecture videos mimicked an actual lecture as well as I would have liked.
24	I didn't enjoy Moblab when it was played against bots, but the instructor switched to a tournament style against classmates which was very fun!
25	I did not like how little material this class covered compared to a normal-length course in game theory. A few topics that are found on the syllabus of a normal semester when this class is offered were not even discussed. I feel that this was a very expensive class given the amount I learned.
26	Generally, I think that the course was not as rigorous as I would have liked it to have been. Delving further into each of the topics would have made the class more fulfilling and useful I think.
27	Although the midterm evaluates the students understating, I think it was hard and some questions tested concepts we did not focus on in the lecture.

Q12 - What changes would you like to see made in future sessions of this course?

Response Rate: 58.54% (24 of 41)

1	n/a
2	Weekly online mob lab games, instead of one tournament.
3	The inclusion of midterm practice problems
4	Remove moblab and replace with a different participation activity
5	Quicker lectures
6	Probably it would be better to provide examples with more common backgrounds. Some people don't watch Marvel movies (like me), but inserting a clip is definitely a good idea!
7	Nothing. It was great!
8	None
9	N/A
10	More time should be spent in chapter 7. Specifically how to determine strategy sets for more game tree types and more examples on how to find the SPE. I'd also suggest at least briefly mentioning a Best Response problem for merging companies (Question 1 on exam).
11	Make the games between players more fair
12	Just to go more in depth in future sessions of the class. Even at the expense of doing more work, I feel this class would greatly benefit from a more rigorous format.
13	In-person competition
14	In future Maymesters, I think that it would be very feasible to cover more content. I understand that with COVID, there was an extra element of uncertainty this year, but nevertheless, I see the potential for a more intense course.
15	I wish it was in person, but I know we are doing the best we can with the situation we have been given.
16	I felt that the first exam diverged from my expectations in a few parts in the open response, but that is the only thing I can think of.
17	I feel like the amount of homework does not match the amount we learnt in the lecture. The amount of homework is kinda heavy.
18	I do not know if this class is suitable for the maymester length. There are other topics that I was hoping to learn but did not. I do not think that this is the fault of the instructor but I do think that the brevity of the term makes it difficult to fully cover enough material.
19	Go more in depth into the different types of games or theory
20	Course should be stretched out and be made a bit more longer. Material too condensed.
21	Better documented exams and homeworks
22	Add some study questions may help.
23	Add more topics.
24	Add more bonus opportunities

MGMT standard questions about course		ECON45100 - 002								
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Q13	Throughout the course, forums were available for you to have your questions addressed - through online instructor availability, teaching assistant availability or discussion groups with other students?	27	13	1	0	0	41	4.7	5	.53

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19	Great class, videos were great. Shame you couldn't teach the class in person.
20	Enjoyable lecture videos, never boring.

Q18 - Make a suggestion(s) for improving the course (a criticism alone is not helpful; tell your instructor how you would fix any problem).

Faculty:	Town Oh
Response Rate:	36.59% (15 of 41)
1	The moblab sessions are much more fun in the tournament style that we switched to than against bots.

2	NA
3	N/A
4	More homework probably would have been better as weird as that sounds. You should definitely add in more problems somehow so we can look at them to study for exams.
5	More complicated examples to prepare us for the complicated homework and exam problems.
6	Maybe prepare things further in advance, but hard to do in a Maymester course
7	Maybe a bit more details on how the online midterm would work
8	It would be great that lecture videos can be delivered 1 week earlier than course schedule
9	In online format at least, more examples would be great
10	I think we learned that moblab works differently from in-person games. The tournament was a great idea in theory but I think the results would be vastly different if students communicated face-to-face.
11	I think more games simultaneously would have benefit the course, but I fully understand why that was not necessarily possible in this online course.
12	I think having multiple choice questions without having students explain for the answers is not the best to see if they are understanding the material on homeworks
13	I mentioned in a previous question to spend more time on chapter 7, especially on how to identify strategies for more than just the book examples and more SPE examples.
14	I believe that it would have been very feasible to have more in-person/live MOBLAB activities, which could have been more instructional than bots. I have other classes this summer that are requiring in-person Zoom attendance.
15	Can be more prepared for the Moblab games (mic issues, game organization, etc.) In lectures, can avoid repeating and perhaps fit more material into the lectures.

Q19 - Given the unexpected change to remote instruction necessitated by the pandemic, what guidance can you offer to your instructor about the manner in which they delivered the rest of the course? Which aspects of remote instruction worked well, and which cou

Faculty:	Town Oh
Response Rate:	39.02% (16 of 41)
1	View earlier comment- the course was set up great.
2	This transferred very well online. I disliked the scheduled moblab tournament
3	Problem: Timely releasing of materials. Solution: Release the next week's materials as soon as the due date for the previous week's materials is up. For example, after 12 am Saturday morning, automatically release the following week's materials. Rationale: Some students like me have to work during the week, so having access to materials on the weekend would have made the workload less burdensome during the week.
4	Office hours earlier than 11pm. I was asleep every time.
5	Keep up the great work!
6	It was fine. Moblab with bots is actually so bad though, glad we moved away from that
7	I thought it was good. I liked how the actual class could be done at any time, rather than having lecture at a specific time and requiring students to tune in.
8	I think you handled having the 2 different times for zoom hours really well. Probably need to figure out what that fan issue is from your laptop, you only had it in the modlab tournament, not in office hours. It caused your mic to effectively mute on occasion. I think your lectures were good online and you handled the switch very well overall.
9	I think this class was remarkably smooth even despite the transition to online learning. I did not really notice any inefficiencies that may have happened as a result of the transition.
10	I think the remote aspects of the classes worked out well
11	I liked that you sent out class emails frequently and kept us in the loop on upcoming due dates.
12	Honestly, remote instruction was handled well. I believe a way to encourage class participation is to hold live lectures on zoom or WebEx rather than have pre recorded ones.
13	Great transition to online. Thank you for your efforts and guidance during this course.
14	Everything was great!!
15	As I mentioned, more face to face Zoom contact and more content in general would be ways to improve remote learning in the future.
16	All aspects worked fluently