

Greg Bayles

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Proactive leader in serious and alternative game development and engaged global scholar with 12+ years in inclusive design and video game production. Solo developer of over fifteen community-oriented indie and activist games and interactives. Founder of Indie Mountain West and co-organizer of numerous digital and in-person festivals and community events. Personally led the design and development of over forty five medical and educational games, and managed strategic partnerships responsible for bringing in millions in research funding.

EDUCATION

Masters of Entertainment Arts Engineering University of Utah, Salt Lake City, UT	2016
Bachelor of Arts in English Literature, <i>magna cum laude</i> Brigham Young University, Provo, UT	2014

PROFESSIONAL EXPERIENCE

Assistant Professor (Lecturer) , Division of Games, University of Utah	2023-present
• Instructed ~300 graduate and undergraduate students per semester in creating video games for serious and entertainment purposes. • Developed a new graduate game design track for the Master of Entertainment Arts and Engineering program and co-authored relevant core and elective courses • Developed elective courses in Serious Games, Queer Games, Retro and Arcade Games, Combat Design. • Founded Indie Mountain West, an indie games fest celebrating new voices in the Mountain West region. • Led faculty initiatives around use of AI in the games classroom and skill-share among games faculty. • Pioneered Utah Games presence and numerous courses at the Utah Asia Campus in Incheon, South Korea and chaired three games faculty searches leading to successful hires at the Utah Asia Campus.	
Associate Director , Therapeutic Games and Apps Lab, University of Utah	2019-2023
• Spearheaded grants and partnerships that collectively brought in over \$22M in research funding. • Interfaced with researchers, hospital administrators, community partners and other key stakeholders to foster new research initiatives and develop and deploy 45+ medical apps, games, and med sims. • Managed all aspects of staff management, including hiring, performance evaluations, and training.	
Adjunct Assistant Professor , Utah Asia Campus, Incheon, South Korea	2022-2026
• Taught courses in digital content creation, the history of games, and game design and development. • Managed strategic partnerships with academic, industry, and community groups to promote games education and create student internship opportunities. • Helped create a physical game development lab on campus	
Associate Instructor , Entertainment Arts and Engineering, University of Utah	2018-2023
• Taught courses in alternative/serious game design and development • Mentored students in developing individual and team game projects for publication. • Developed curricula for Alternative Game Development course.	
Project Facilitator , Therapeutic Games and Apps Lab, University of Utah	2016- 2018
• Managed the development/deployment of sixteen medical games, VR solutions, and mobile apps.	

- Oversaw all aspects of staff management, including hiring, performance evaluations, and training.
- Assisted in writing grants and carrying out usability and feasibility trials of software interventions.

Founder, CEO, Starbox Games, Salt Lake City, UT 2017-present

- Designed, executed, and published fifteen independent games.
- Interfaced with community partners to organize multiple game development events.

Associate Game Designer, Innovatics (Allegis Law), Cedar Hills, UT 2015

- Designed overall game mechanics and visual assets for a business innovation board game.

Associate Games Researcher, Center for Discovery and Innovation, University of Utah 2015

- Researched and compiled a database of games focusing on positive psychology.

TEACHING

GAMES 4900 - Serious Games, University of Utah	Fall 2026
GAMES 1050 - Digital Content Creation, University of Utah	Fall 2026
GAMES 4500 - Capstone II, University of Utah	Fall 2026
GAMES 4500 - Survey of Games, University of Utah (2 sections)	Fall 2026
GAMES 4998 - Games Honors Thesis	Spring 2026
CS 4998 - Honors Thesis	Spring 2026
GAMES 3720 - Alternative Game Development, University of Utah	Spring 2026
GAMES 1050 - Digital Content Creation, University of Utah	Spring 2026
GAMES 4500 - Capstone II, University of Utah	Spring 2026
GAMES 3720 - Alternative Game Development, University of Utah	Fall 2025
GAMES 4900 - Serious Games, University of Utah	Fall 2025
GAMES 4500 - Capstone I, University of Utah	Fall 2025
CS 4998 - Honors Thesis	Spring 2025
GAMES 3720 - Alternative Game Development, University of Utah	Spring 2025
GAMES 6130 - Advanced Games Studio II, University of Utah	Spring 2025
GAMES 4510 - Capstone II, University of Utah	Spring 2025
GAMES 4950 - Independent Study: Research Methodologies, University of Utah	Spring 2025
GAMES 3720 - Alternative Game Development, University of Utah	Fall 2024
GAMES 6120 - Advanced Games Studio, University of Utah	Fall 2024
GAMES 4500 - Capstone I, University of Utah	Fall 2024
CS 4998 - Honors Thesis	Spring 2024
EAE 4950 - Independent Study, Games and Research Methods	Spring 2024
EAE 4950 - Independent Study: Research Methodologies, University of Utah	Spring 2024
EAE 3720 - Alternative Game Development, University of Utah	Spring 2024
EAE 6130 - Advanced Games Studio II, University of Utah	Spring 2024
EAE 4510 - Capstone II, University of Utah	Spring 2024
EAE 3720 - Alternative Game Development, University of Utah	Fall 2023
EAE 6120 - Advanced Games Studio I, University of Utah	Fall 2023
EAE 4500 - Capstone I, University of Utah	Fall 2023
EAE 2100 - Intro to Game Design, University of Utah	Spring 2023
EAE 3720 - Alternative Game Development, University of Utah	Spring 2023
EAE 3720 - Alternative Game Development, University of Utah	Fall 2022
EAE 1050 - Digital Content Creation (two sections), Utah Asia Campus	Fall 2022
EAE 1050 - Digital Content Creation, Utah Asia Campus	Spring 2022
EAE 1010 - Survey of Games, Utah Asia Campus	Spring 2022
EAE 3720 - Alternative Game Development, University of Utah	Fall 2021
EAE 3720 - Alternative Game Development, University of Utah	Fall 2020
EAE 3720 - Alternative Game Development, University of Utah	Spring 2020
EAE 3720 - Alternative Game Development, University of Utah	Fall 2019
EAE 3720 - Alternative Game Development, University of Utah	Spring 2019
EAE 3720 - Alternative Game Development, University of Utah	Fall 2018

CURRICULAR DEVELOPMENT AND COURSE CREATION

GAMES 4900 – Serious Games (Created), Author	2026
GAMES 1050 – Digital Content Creation (Revised), Author	2026
GAMES 4500 – Capstone (Revised), Co-Author	2026
GAMES 4900 – Arcade and Retro Games (Created), Author	2025
GAMES 6900 – Comba Design, (Created), Co-Author	2025
GAMES 4950 – Game Jam Seminar, Utah Asia Campus (Created), Author	2024
GAMES 6520 – Game Design Practicum (Created), Co-Author	2024
GAMES 6520 – Game Design Communication (Created), Co-Author	2024
GAMES 6510 – Technical Game Design (Created), Co-Author	2024
GAMES 6500 – Foundations of Game Design (Created), Co-Author	2024
GAMES 6000 – Theories of Games and Play (Revised), Co-Author	2024
EAE 4950 – Queer Games (Created), Author	2023
EAE 3720 – Alternative Game Development (Revised), Author	2018

STUDENT MENTORSHIP

Kris Bielefeld, “Playing Toward a Strategy for Task Granularization in Game Design,” Honors Thesis	2026
Travis Hobbs, Exploring the Effectiveness of Horror Game Mechanics Across Industry and Capstone,” Honors Thesis	2026
Christian Anderson, “Generative Artificial Intelligence in Student Video Game Development,” Honors Thesis	2026
Rachel Clark, “Attentive Design,” University Teaching Assistantship Application	2026
Noah Porter, “Exploring the Evolution of Sexuality Through Interactive Game Design,” Undergraduate Research Opportunity Award	2024
Morgan Yu, “Playing Nice: Charting the Effects of Oxytocin on Prosocial Behavior in Online Play,” Independent Study	2023
Andrew Huang, “Lessons Learned From Creating and Implementing Music for <i>Trash Pandamonium</i> ,” Honors Thesis	2022
William Freeman, “Contextualizing Video Game Accessibility: Financial Incentives and Strategies for Integration,” Honors Thesis	2019
Alexander Whitty, “Native American Platformer: Discovering a Vanishing Culture through Game Creation,” Undergraduate Research Opportunity Award	2018

INVITED LECTURES

COMM 1500 - Media and Society, University of Utah	2026
COMM 1500 - Media and Society, University of Utah	2025
COMM 1500 - Media and Society, University of Utah	2024
Experience UAC Day, Utah Asia Campus, Incheon, South Korea	2023
MDCRC 6190 - Clinic Problem Solving, University of Utah	2022
BME 6802 - BioInnovate II, University of Utah	2022
BME 3801 - Biodesign I, University of Utah	2022
BME 6802 - BioInnovate II, University of Utah	2021
BME 3801 - Biodesign I, University of Utah	2021
BME 3801 - Biodesign I, University of Utah	2020
BME 3801 - Biodesign I, University of Utah	2019
BME 3801 - Biodesign I, University of Utah	2018
EAE 4510 - Senior Capstone Game Development, University of Utah	2018

GRANTS AND PUBLICATIONS

Triase VL, Fritz JM, Ferraro J, Bayles G , et al (2025). Advancing digital access to physical therapy via virtual and extended reality technology: prototype development and usability evaluation. <i>Journal of Communication Disorders and Assistive Technology</i> 6:1-11 17. Nov 2025.
Johnston, S., Jameson, J.M., Coletta, B.A., Bayles, G. , Burdiss, L. (2024). Evaluation of a prototype application for supporting visual-graphic symbol acquisition in preschool aged children with complex communication needs. <i>Journal of Communication Disorders and Assistive Technology</i> .

[Accessed 4 May 2024].

- Johnston, S., Jameson, J.M., **Bayles, G.** (2024). AAC Quest: advancing augmentative and alternative communication through engaging games. Leading Educational Advances in Research and New Technologies (LEARNT). Funded May 2024.
- Towsley GL, Terrill AL, **Bayles G.** (2023). A multi-method co-design approach to develop CONTACT: A communication coaching tool for caregivers. *Gerontechnology* 22(1):1-7 17. Mar 2023.
- Wulfman, L., Noorlander, M., McDaniel, K., and **Bayles, G.** (2023). Gayming architectures: mixed reality objects and spaces of play. College of Architecture + Planning Research Incentive Seed Grant Program.
- Towsley, G., Altizer, R., **Bayles, G.**, & Terrill, A. (2022). Enhancing staff communication skills to lead and bridge the palliative care gap in nursing homes. Family Caregiving Collaborative. Funded May 2022.
- Borbolla, D., Eilbeck, K., Altizer, R., **Bayles, G.**, et al. (January 2022). Less broccoli, more games: driving health system science learning through gamification. AMA Health Systems Science Impact Challenge (P. 67). American Medical Association. [Accessed 14 February 2022].
- Gibson, B., Godin, S., Sundaresh, V., Schaeffer, J., **Bayles, G.**, & Altizer, R. (2020, May). Virtual reality to change risk perceptions and promote enrollment in the diabetes prevention program amongst high risk adults. In *Annals Of Behavioral Medicine* (Vol. 54, Pp. S565-s565). Journals Dept, 2001 Evans Rd, Cary, Nc 27513 Usa: Oxford Univ Press Inc.
- Handman, E., Altizer, R., Wright, C. and **Bayles, G.** (November 2020). Choreografish: an arts-based, virtual reality, anxiety intervention for autism. [online] Groundworks. Available at: <<https://groundworks.io/projects/44>> [Accessed 12 February 2021].
- Altizer, R., Handman, E., **Bayles, G.**, & Wright, C. (2019, June). Choreografish: a virtual reality game developed with young adults with autism. Proceedings of the International Society for Autism Research Conference, Montreal, Canada.
- Altizer, R., Handman, E., Marklund, B. B., **Bayles, G.**, & Wright, C. (2018, October). Choreografish: co-designing a choreography-based therapeutic virtual reality system with youth who have autism spectrum advantages. Proceedings of the Association for Computing Machinery's conference for Computer-Human Interactions and Play, Melbourne, Australia.
- Bayles, G.** (2014, April). Awe evolving: transforming notions of awe in the digital age. *Digital America*, 1(3), 1-6.
- Bayles, G.** (2014, April). Civilization in the digital age: virtual spaces and hybrid reality. *Aperture* 1(1), 1-8.

CONFERENCE PRESENTATIONS

- Yu, M., **Bayles, G.** (2024). Playing nice: charting the effects of oxytocin on prosocial behavior in online play. Digital Games Research Association Conference 2025. Msida, Malta.
- Towsley, GL, Terrill AL, **Bayles G.** CONTACT: Tool to empower Care partners to facilitate conversations in nursing homes. Gerontological Society of America Annual Meeting, Tampa, FL. 08 Nov 2023
- Brown, A., **Bayles, G.**, Kapral, A. (2021, August). Supporting LGBTQ events online. Panel presented at Foundation of Digital Games Conference.
- Stefanucci, J., et al. (2020, March). Libraries as partners in VR exposure and development. Panel presented at IEEE Virtual Reality Conference, Atlanta, Georgia.
- Bayles, G.**, Handman, E., & Wright, C. (2019, May). Choreografish: a virtual reality game developed with young adults with autism. Poster and software demo presented at the International Society for Autism Research Conference, Montreal, Canada.
- Olson, G., & **Bayles G.** (2019, February). Games for health and rehabilitation: three ideas to advance healthcare innovation. Lecture presented at the American Psychological Association's Rehab Psychology Conference, Orlando, FL.
- Bayles, G.**, Olson, G., Morimoto, S. S., Terrill, A., & Trapp, S. (2019, February). Design box workshop: facilitating interdisciplinary collaboration and participatory design in rehabilitation game development. Workshop presented at the American Psychological Association's Rehab Psychology Conference, Orlando, FL.
- Bayles, G.** (2017, October). Bridging the gap: design considerations and workflows for interoperable mobile health solutions in university health systems. Lecture presented at Center for Clinical and Translational Science Western Consortium Meeting, Lexington, KY.

Bayles, G. (2015, February). Gathering our story: a hermeneutics for emergent video game narratives. Lecture presented at Brigham Young University's inaugural Video Games Symposium, Provo, UT.
 Altizer, R., **Bayles, G.**, & Ferraro, J. (2015, January). Design box workshop: facilitating interdisciplinary collaboration and participatory design. Workshop, U Health Sciences Retreat, Park City, UT.

CREATIVE SCHOLARSHIP AND INDEPENDENT DEVELOPMENT

<i>Woodland Portal</i> (interactive proj. on 4-way stretch fabric), Element 11 (Utah)	2026
<i>Cute Patoots</i> (PC, under development), Technical Designer	2026
<i>S4bl3</i> (PC), Sole Developer (PC, under development), Sole Developer	2026
<i>Make A Game Toolkit</i> (analog), Utah Museum of Fine Art	2025
<i>Portal to Tomorrow</i> (interactive proj. on 4-way stretch fabric), Element 11 (Utah)	2024
<i>Teaching a Stone to Talk</i> (PC/HTML5), Sole Developer	2024
<i>Stolen Glances</i> (PC/HTML5), Sole Developer	2023
<i>Get in, Losers!</i> (PC/HTML5), Sole Developer	2023
<i>Starmount</i> (PC), Sole Developer	2022
<i>Super Bearded Dragons</i> (PC, Early Access), Sole Developer (Smithsonian)	2022
<i>Darker Days</i> (PC), Sole Developer	2022
<i>Beyond the Trees</i> (PC, incomplete), Sole Developer	2019
<i>Seize the Means of Production</i> (Android/MakeyMakey), Sole Developer	2019
<i>Wandering Soul</i> (PC/Physical Arcade Cabinet), Sole Engineer	2018
<i>Adrift</i> (PC/Physical Arcade Cabinet), Sole Engineer	2018
<i>Faith Invaders</i> (HTML5/Web), Sole Developer	2018
<i>Emma</i> (PC), Sole Engineer	2017
<i>Get Prepped!</i> (PC/MakeyMakey), Sole Developer	2017
<i>Reload 360</i> (Steam), Producer, Designer	2016
<i>Sea of Dreams</i> (PC/Android, itch.io), Sole Developer	2016
<i>Love Me</i> (Android, itch.io), Sole Developer	2016
<i>Boozy Bridesmaids</i> (Android, unpublished), Sole Developer	2016
<i>Harbinger</i> (PC), Sole Developer	2016
<i>Simulacrum</i> (PC), Sole Developer	2015

CLINICAL GAMES AND APPS

<i>AAC + Me</i> (iOS, Unity), Designer, Project Manager	2024
<i>Utah Games Presents</i> (Switch, Unreal), Executive Producer, Designer	2024
<i>CONTACT</i> (Redcap), Sole Developer	2023
<i>Trails Plus</i> (HTML5, itch.io), Sole Developer	2022
<i>Health2Go</i> (iOS/Android), Project Manager	2022
<i>Me and My Wishes</i> (Redcap), Sole Developer	2022
<i>Neurogrow Control Condition</i> (Redcap), Project Manager, Sole Engineer	2021
<i>All of Us - Research Landscape</i> (Android), Project Manager	2021
<i>All of Us - Biosample Journey</i> (Oculus Quest VR, Unity), Project Manager	2021
<i>Support Groove</i> (Android), Project Manager	2021
<i>HSS Ed Modules: Pathways to Care</i> (HTML5/Web), Sole Developer	2020
<i>HSS Ed Modules: HSS Trivia Party</i> (PC), Project Manager, Ed Content Developer	2020
<i>HSS Ed Modules: Teamwork Tactics</i> (HTML5/Web), Sole Developer	2020
<i>HSS Ed Modules: Wicked Problems Bracket</i> (Live RPG), Designer, Project Manager	2020
<i>UBaby Fit Diabetes</i> (Android, Unity), Project Manager	2020
<i>AAC Symbols</i> (iOS, Unity), Project Manager, Artist, Designer	2020
<i>Postural Leaning</i> (HTC Vive VR, Unity), Project Manager	2020
<i>Trauma XR</i> (Coalescence VR System, Unity), Project Manager	2019
<i>CT Scanner</i> (Oculus Rift VR, Unity), Project Manager, Designer	2019
<i>Ultimate Word Master</i> (Android, Unity), Project Manager	2019
<i>Taper Toolkit</i> (Android, Unity), Project Manager	2019
<i>Life Quilt</i> (PC, HTML5, itch.io, Gamemaker Studio), Sole Engineer, Project Manager	2018
<i>Neurotracker</i> (PC, Unity), Project Manager	2018

<i>Sixth Sensing</i> (Android, Unity), Project Manager	2018
<i>Apathy Challenge</i> (Android, Unity), Designer, Project Manager	2018
<i>NeuroGrow</i> (PC/Android, Unity), Designer, Project Manager, Engineer	2018
<i>Neural Health Network</i> (Android, Unity), Project Manager	2018
<i>Diabetic Dental Story</i> (Oculus Rift, Unity), Project Manager	2018
<i>ArmCraft</i> (HTC Vive, Unity), Project Manager	2017
<i>VirtuaLimb</i> (HTC Vive, Unity), Project Manager	2017
<i>Augmented Reality Body Image</i> (Microsoft Hololens), Project Manager	2017
<i>Play WalMart</i> (Android Mixed Reality, Unity), Project Manager	2017
<i>Choreografish</i> (HTC Vive, Unity), Project Manager	2016
<i>Meaning of Screening</i> (PC, Unity), Project Manager, Artist	2016
<i>Embr Virtual Records</i> (Android/iOS, Unity), Project Manager	2016
<i>Embr Medigarden</i> (Android/iOS, Unity), Designer, Engineer, Producer, Project Manager	2015
<i>Embr Ubaby Fit</i> (Android/iOS, Unity), Designer, Engineer, Producer, Project Manager	2015

SERVICE

Indie Mountain West, Founder and Jurying Committee	2026-present
EngageCSEdu Reviewer	2026
Utah Division of Games Adjunct Reappointment Manager	2026-present
Utah Division of Games Graduate Admissions: Design Track	2026-present
Indie Mountain West Festival Organizer	2026-present
Craft Lake City Holiday Market Indie Organizer	2025-present
Volun queer Volunteer Organizer	2025-present
DiGRA Play and Players Reviewer	2024-present
University of Utah Pride Committee	2024
Utah Global Recruiting Event Speaker	2024
Engineering Day Capstone Presenter	2024
Engineering Scholars Mentor (3 mentees)	2024
College of Engineering Honors Mentor (2 mentees)	2024
Utah Games Design Track Co-Author	2024
Nintendo Developer Relations for UU Advanced Games Studio	2023- 2025
Utah Games Show Your Work Sessions Organizer, University of Utah	2023-present
Utah Asia Campus Korea Liaison, University of Utah	2023-present
Utah Asia Campus Search Committee Chair, University of Utah	2023-2025
Utah Games Graduate Admissions Committee: Production Track, University of Utah	2023- 2025
Bench2Beside Awards Committee	2022
Bench2Beside Entrepreneurship Competition Mentor and Judge	2022-present
UHealth VR Steering Committee	2021-2022
Digital Event Organizer, Damn These Heels Queer Film Festival	2021-2022
CLC Holiday Market Virtual Conference Architect, Craft Lake City	2021
DIY Fest Virtual Conference Architect, Craft Lake City	2020
Utah Gaymer Pride Virtual Pride Parade Co-Organizer, University of Utah	2020
IAPPS Steering Committee	2018-2022
Development Director, Saltworks Games Collective, Salt Lake City, UT	2017-2018

HONORS AND AWARDS

Craft Lake City DIY Arcade Official Selection (juried)	2025
Reboot Develop Blue 2025 Arcade (juried)	2025
Duo Exhibition: <i>Make A Game Toolkit</i> (analog), Utah Museum of Fine Art	2025
Division of Games Teaching Fellowship	2024
University of Utah College of Computing Excellence in Teaching	2023
University of Utah College of Computing Excellence in Teaching	2022
Gayming Mag Indie Arcade Official Selection (juried)	2022
University of Utah College of Computing Excellence in Teaching	2021
Queerness and Games Arcade Official Selection (juried)	2019

Bench2Bedside Global Health Innovation Award (juried)	2019
Smithsonian American Art Museum Arcade Official Selection (juried)	2018
Utah Indie Game Jam 2018 - Best Narrative Award	2018
Utah Indie Game Jam 2018 - Best Visual Art	2018
IGDA Utah Interactive Jam 2018 - Best in Show	2018
Sundance Film Festival, New Frontiers Featured Presentation	2017
Games4Health Innovation Challenge Grand Prize, SLC, UT	2015
Games4Health Innovation Challenge Grand Prize, Audience Award, Marketing Prize	2014

SUMMARY OF TEACHING EVALUATIONS

Pre-2020 Format*

Semester	Course	Name	Sec	Bayles Overall Instructor Effective	EAE Instructor Effective (Sem)	Div Instructor Effective (Sem)	School Instructor Effective (Sem)
Fall 2018	EAE 3720	Alternative Game Dev	001	5.4*	5.3	5.17	5.26
Spring 2019	EAE 3720	Alternative Game Dev	002	5.89	5.3	5.17	5.26
Fall 2019	EAE 3720	Alternative Game Dev	001	5.71	5.3	5.17	5.26
Spring 2020	EAE 3720	Alternative Game Dev	002	5.53	5.3	5.17	5.26
Fall 2020	EAE 3720	Alternative Game Dev	001	5.93	5.3	5.17	5.26

Semester	Course	Name	Sec	Bayles Overall Course Effective	EAE Course Effective (Sem)	Div Course Effective (Sem)	School Course Effective (Sem)
Fall 2018	EAE 3720	Alt Dev	001	5.2	5.17	5.06	5.12
Spring 2019	EAE 3720	Alt Dev	002	5.44	5.17	5.06	5.12
Fall 2019	EAE 3720	Alt Dev	001	5.14	5.17	5.06	5.12
Spring 2020	EAE 3720	Alt Dev	002	5.25	5.17	5.06	5.12
Fall 2020	EAE 3720	Alt Dev	001	5.87	5.17	5.06	5.12

*Italics indicate a score above the EAE average; bold indicates a score above the school average

2020-2023 Format

"I would recommend this class" for all courses with a response rate of >5%								
Semester	Course	Name	Sec	Course Enrollment	Responses	Yes	Neutral	No
Spring 2021	EAE 3720	Alternative Game Dev	002	40	12	83.30%	16.70%	0.00%
Fall 2021	EAE 3720	Alternative Game Dev	001	39	18	77.80%	22.20%	0.00%
Spring 2022	EAE 1050	Digital Content Creation	301	24	2	100.00%	0.00%	0.00%
Fall 2022	EAE 3720	Alternative Game Dev	001	38	12	83.30%	16.70%	0.00%
Fall 2022	EAE 1050	Digital Content Creation	301	14	4	100.00%	0.00%	0.00%
Fall 2022	EAE 1050	Digital Content Creation	305	11	3	100.00%	0.00%	0.00%
Spring 2023	EAE 3720	Alternative Game Dev	002	36	5	100.00%	0.00%	0.00%
Spring 2023	EAE 2100	Intro to Game Design	001	101	44	90.70%	9.30%	0.00%
Fall 2023	EAE 3720	Alternative Game Dev	001	38	15	86.70%	13.30%	0.00%
Fall 2023	EAE 4500	Capstone I	001	212	101	78.60%	17.30%	4.10%
Fall 2023	EAE 6120	Advanced Games Studio	001	14	62	78.60%	14.30%	7.30%

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"I would recommend this instructor" for all courses with a response rate of >5%

Semester	Course	Name		Course Enrollment	Responses	Yes	Neutral	No
Spring 2021	EAE 3720	Alternative Game Dev	002	40	12	100.00%	0.00%	0.00%
Fall 2021	EAE 3720	Alternative Game Dev	001	39	18	94.40%	5.60%	0.00%
Spring 2022	EAE 1050	Digital Content Creation	301	24	2	100.00%	0.00%	0.00%
Fall 2022	EAE 3720	Alternative Game Dev	001	38	12	91.71%	8.30%	0.00%
Fall 2022	EAE 1050	Digital Content Creation	301	14	4	100.00%	0.00%	0.00%
Fall 2022	EAE 1050	Digital Content Creation	305	11	3	100.00%	0.00%	0.00%
Spring 2023	EAE 3720	Alternative Game Dev	002	36	5	100.00%	0.00%	0.00%
Spring 2023	EAE 2100	Intro to Game Design	001	101	44	94.70%	5.30%	0.00%
Fall 2023	EAE 3720	Alternative Game Dev	001	38	15	100.00%	0.00%	0.00%
Fall 2023	EAE 4500	Capstone I	001	101	212	82.60%	12.90%	4.30%
Fall 2023	EAE 6120	Advanced Games Studio	001	62	14	76.90%	15.40%	7.70%

Post-2023 Format

"I would recommend this class" for all courses with a response rate of > 5%

Semester	Course	Name		Enrollment	Responses	Strong Agree	Mild Agree	Neutral	Mild Disagree	Strong Disagree
Spring 2024	EAE 3720	Alternative Game Dev	002	38	9	100.00%	11.10%	0.00%	0.00%	0.00%
Spring 2024	EAE 4510	Capstone II	001	209	69	80.30%	9.10%	4.50%	5.00%	1.50%
Spring 2024	EAE 6130	Advanced Games Studio II (co-teach)	001	60	12	91.70%	8.30%	0.00%	0.00%	0.00%
Fall 2024	GAMES 3720	Alternative Game Dev	003	34	6	100.00%	0.00%	0.00%	0.00%	0.00%
Fall 2024	GAMES 4500	Capstone I (co-teach)	001	247	47	59.57%	21.28%	6.38%	6.38%	4.26%
Fall 2024	GAMES 6120	Advanced Games Studio I (co-teach)	001	50	12	58.33%	0.00%	25.00%	8.33%	8.33%
Spring 2025	GAMES 3720	Alternative Game Dev	003	36	4	50.00%	50.00%	0.00%	0.00%	0.00%
Spring 2025	GAMES 4500	Capstone II (co-teach)	001	247	45	53.33%	17.78%	6.67%	8.89%	11.11%
Spring 2025	GAMES 6120	Advanced Games Studio II (co-teach)	001	51	5	60.00%	20.00%	20.00%	0.00%	0.00%
Fall 2025	GAMES 3720	Alternative Game Dev	003	37	4	25.00%	50.00%	25.00%	0.00%	0.00%
Fall 2025	GAMES 4510	Capstone I (co-teach)	001	121	18	83.33%	5.56%	11.11%	0.00%	0.00%
Fall 2025	GAMES 4900	Serious Games	007	23	4	75.00%	25.00%	0.00%	0.00%	0.00%
Spring 2025	GAMES 3720	Alternative Game Dev	003	39	22	86.36%	9.09%	4.55%	0.00%	0.00%
Spring 2025	GAMES 4510	Capstone II (co-teach)	001	121	36	63.89%	30.56%	5.56%	0.00%	0.00%
Spring 2025	GAMES 1050	Digital Content Creation	001	68	30	73.33%	20.00%	6.67%	0.00%	0.00%

"I would recommend this instructor" for all courses with a response rate of > 5%

Semester	Course	Name		Enrollment	Responses	Strong Agree	Mild Agree	Neutral	Mild Disagree	Strong Disagree
Spring 2024	EAE 3720	Alternative Game Dev	002	38	9	100.00%	11.10%	0.00%	0.00%	0.00%
Spring 2024	EAE 4510	Capstone II	001	209	69	80.30%	9.10%	4.50%	5.00%	1.50%
Spring 2024	EAE 6130	Advanced Games Studio II (co-teach)	001	60	12	91.70%	8.30%	0.00%	0.00%	0.00%
Fall 2024	GAMES 3720	Alternative Game Dev	003	34	6	100.00%	0.00%	0.00%	0.00%	0.00%
Fall 2024	GAMES 4500	Capstone I (co-teach)	001	247	47	57.45%	21.28%	10.64%	0.00%	2.13%
Fall 2024	GAMES 6120	Advanced Games Studio I (co-teach)	001	50	12	66.67%	8.33%	8.33%	0.00%	8.33%
Spring 2025	GAMES 3720	Alternative Game Dev	003	36	4	75.00%	25.00%	0.00%	0.00%	0.00%
Spring 2025	GAMES 4500	Capstone II (co-teach)	001	247	45	55.56%	20.00%	15.56%	2.22%	0.00%
Spring 2025	GAMES 6120	Advanced Games Studio II (co-teach)	001	51	5	60.00%	0.00%	40.00%	0.00%	0.00%
Fall 2025	GAMES 3720	Alternative Game Dev	003	37	4	50.00%	50.00%	0.00%	0.00%	0.00%
Fall 2025	GAMES 4510	Capstone I (co-teach)	001	121	18	72.22%	5.56%	11.11%	5.56%	5.56%
Fall 2025	GAMES 4900	Serious Games	007	23	4	75.00%	25.00%	0.00%	0.00%	0.00%
Spring 2025	GAMES 3720	Alternative Game Dev	003	39	22	90.91%	4.55%	4.55%	0.00%	0.00%
Spring 2025	GAMES 4510	Capstone II (co-teach)	001	121	36	72.22%	11.11%	5.56%	0.00%	2.78%
Spring 2025	GAMES 1050	Digital Content Creation	001	68	31	74.19%	19.35%	3.23%	3.23%	0.00%