Quantitative Results

SC2a

Summer21 | Alden Porter

75% | Response Rate

Quantitative

Seminar Evaluation	1 - Poor	2	3	4	5 - Superior	N	DNA	SD	M
The extent to which I found the seminar intellectually challenging	0% (0)	0% (0)	40% (6)	20% (3)	40% (6)	15	0	0.89	4
The extent that assignments furthered my understanding	0% (0)	6.67% (1)	13.33% (2)	53.33% (8)	26.67% (4)	15	0	0.82	4
I found the textbook/cases/seminar materials	0% (0)	0% (0)	13.33% (2)	53.33% (8)	33.33% (5)	15	0	0.65	4.2
The extent to which I would recommend the seminar to others	0% (0)	0% (0)	26.67% (4)	46.67% (7)	26.67% (4)	15	0	0.73	4
I would rate the seminar overall as	0% (0)	0% (0)	20% (3)	40% (6)	40% (6)	15	0	0.75	4.2

Instructor evaluation	1 - Poor	2	3	4	5 - Superior	N	DNA	SD	M
The instructor's ability to present material is	0% (0)	0% (0)	13.33% (2)	26.67% (4)	60% (9)	15	0	0.72	4.47
I would rate the instructor's enthusiasm as	0% (0)	6.67% (1)	0% (0)	20% (3)	73.33% (11)	15	0	0.8	4.6
The instructors's ability to encourage questions/discussions is	0% (0)	6.67% (1)	6.67% (1)	13.33% (2)	73.33% (11)	15	0	0.88	4.53
The instructor's mastery of the seminar materials is	0% (0)	0% (0)	20% (3)	13.33% (2)	66.67% (10)	15	0	0.81	4.47
The instructor's overall rating is	0% (0)	0% (0)	13.33% (2)	26.67% (4)	60% (9)	15	0	0.72	4.47

SC3

Summer 2021 | Alden Porter

87.5% | Response Rate

Quantitative

Seminar Evaluation	1 - Poor	2	3	4	5 - Superior	N	DNA	SD	M
The extent to which I found the seminar intellectually challenging	0% (0)	9.52% (2)	19.05% (4)	42.86% (9)	28.57% (6)	21	0	0.92	3.9
The extent that assignments furthered my understanding	4.76% (1)	14.29% (3)	19.05% (4)	42.86% (9)	19.05% (4)	21	0	1.09	3.57
I found the textbook/cases/seminar materials	4.76% (1)	9.52% (2)	23.81% (5)	33.33% (7)	28.57% (6)	21	0	1.12	3.71
The extent to which I would recommend the seminar to others	9.52% (2)	14.29% (3)	33.33% (7)	19.05% (4)	23.81% (5)	21	0	1.25	3.33
I would rate the seminar overall as	4.76% (1)	14.29% (3)	28.57% (6)	33.33% (7)	19.05% (4)	21	0	1.1	3.48

Instructor evaluation	1 - Poor	2	3	4	5 - Superior	N	DNA	SD	M
The instructor's ability to present material is	0% (0)	23.81% (5)	23.81% (5)	23.81% (5)	28.57% (6)	21	0	1.14	3.57
I would rate the instructor's enthusiasm as	0% (0)	19.05% (4)	14.29% (3)	28.57% (6)	38.1% (8)	21	0	1.12	3.86
The instructors's ability to encourage questions/discussions is	0% (0)	9.52% (2)	23.81% (5)	28.57% (6)	38.1% (8)	21	0	1	3.95
The instructor's mastery of the seminar materials is	0% (0)	0% (0)	9.52% (2)	38.1% (8)	52.38% (11)	21	0	0.66	4.43
The instructor's overall rating is	0% (0)	9.52% (2)	42.86% (9)	14.29% (3)	33.33% (7)	21	0	1.03	3.71

Please comment on the strong points of this instructor's teaching and presentation

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- Nice games explaination(economics games).
- The professor is very good at encouraging discussions and he is good at solving concerns and doubts.
- He was clearly very knowledgable on the subject and had good presenations.

- Engaging games and great teaching
- Great presentations, but slides were a bit dull
- Teaching and presentation was amazing and very engaging
- enthusiastic, detailed, entertaining, interactive
- Frequently asking questions to the class.
- - good understanding and thorough content and application activities
- Strong uses of cases and games to promote our understandings in game theory and nash equilibrium.
- The strongest points were the Mr. Porter would always make sure we were always included in the lecture as he would constantly ask us questions that would many times help further understanding.
- A lot of the games he showed us where fun and interesting to solve. He also made sure that we understood the material before he moved on.
- The teaching and presentation are nearly perfect.

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- He knows his subject, and he can present is
- I was abble to understand the content presented.
- Very good, the teacher's teaching is very interesting
- Instructor was very educated and seemed to know a lot about the topic that he was talking about.
- really clear and interesting
- Interactive games
- Although it was clear that the professor was very knowledgeable about his subject matter, I believe it came off to others, or at least to me, as a bit confusing.
- While I understand that economics is certainly a hard course to understand, I feel that having spent more time on each topic would have been helpful.
- The instructor knew the material very well and was able to back it up with games and activities to help further the understanding of it.
- I learnt a lot from his class. He presented lots of example and materials for us during the class.
- I liked how we did a lot of interactive activities and play some of the games for ourselves.
- Had good examples
- it is apparent that he understands the material very well, and I really liked the breakout room activities
- Has slides that accompany lectures well, and clearly has a very good understanding of the material taught in class. He also thinks of fun games for us to play to practice applying the info taught.
- I enjoyed the group activities that kept the class entertaining and helped me solidify concepts we learned. I liked that every day I learned something new from the presentation, but I was also able to solidify my understanding of the previous day's topic.
- Our teacher was very enthusiastic about the subject matter he was teaching and found creative ways to slightly change each scenario we would be analyzing.

- he can illustrate every knowledge points very clearly and when I meet some difficulties， he always help me to solve the problem patiently
- the class activities kept me engaged
- He had us play these games in breakoutrooms to help us understand game theory and I belive this helped a lot.
- he knows the topic well
- He is very patient and love to answer questions

Please comment on aspects of this instructor's teaching and presentation that might be improved.

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- There isn't much to be improved, I think the entire presentation was pretty perfect.
- More interesting presentation of the content? not only the games and the tables, but maybe provide background information or get introduction through other stuff that is attractive. (maybe work for other students, for me, I like these fields and content and games an stuff, so I don't see much problems since I am already interested.
- - not very interactive - students not enthusiastic
- I think that something that could've made the class more engaging was including more team activities.
- no suggestions
- other than the slides being more interactive, there is no area in which he needs to improve
- maybe play more games so we understand more about the materials
- no
- If possible, it would be great if he could encourage participation rather than cold calling. Especially since most of the class had cameras off, those that did have them on got called on way more even when we didn't volunteer.
- None.

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- He could be clearer about the things he is trying to teach and incorporate more activities.
- he is very quiet
- I think more visulas could help.
- maybe the speed could be picked up a little bit
- the instructor is very helpful abd can present every knowledge clearly. There aren't anything I think can be improved.
- The lecturing style went too slow and would last for way too long on the same topic. He would ask questions to the class that were either too obvious or super high level.
- Sometimes it got a bit boring, so I would have liked a few more group discussions and activities.
- Maybe "dumb things down" a tiny bit, the nature of the lectures and the language used seemed to go over peoples heads at times, but he was always open to questions and it wasn't too hard to self-teach after class so not a big deal
- some parts could be clarified more

- More time to work on the presentation.
- Sometimes can get a little bit boring if we are just talking about one game for a very long amount of time.
- It will be better if he can explain things more clearly or logicly.
- The instructor moved very slowly, focusing on a single students multiple questions for almost every class.
- As mentioned above, I believe that explaining the content a bit slower and going over it more would have been helpful.
- more introduction about the concept
- Instructor sometimes moved slow through the presentation and could have gotten through a more content. Also the activities that we did were not always well explained and left me confused.
- The presentations were a bit boring and sometimes confusing due to the overload of information

What classroom activities were the most/least effective

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- None.
- Most effective : discussion about a practical Game theory question
- The games were most effective, but I think the least effective activities were when the whole class was a lecture.
- effective: explain theory through games
- asking questions
- most effective: simulating games (real-life scenarios) least effective: break out rooms
- The econ games were the most effective for understanding theory
- I really enjoyed the lemon and peaches activity
- - applciational breakout room activities - exemplar games
- Different games for us to understand and practice in different situations.
- The classroom activities that were most effective were the games we would play as a class that would help us understand the topics.
- I think that the prisoners dilemma was very effective. I think that is was also very effective to give us lots of games to solve.
- breakout rooms activities are very fun and effective, people get to know each other's thoughts and learn more about what the course is teaching us

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- The interactive parts were the most effective.
- Proffesor was very effective at presenting the different games we played but sometimes explained the answers to the games very in depth, making the course at times confusing.
- the case study is really helpful
- I think all of the activities we did were very beneficial to help with understanding, so I would recommend doing them in future summer challenge years.

- Breakout rooms were ineffective if the students were left in for too long.
- group discussion
- My favorite activity was the prisoners' dilemma game. The least effective was the buying and selling lemons and peaches because it wasn't explained well enough.
- Learning nash equilibrium with prisoner's dilemma.
- Most effective breakout room games, least effective cold calling/ opening up the floor to answers
- I enjoyed the breakout room discussions, the surveys, and I loved the lemons and peaches buying and selling game. The only ineffective aspect of these activities was that we were sometimes given too much time in the breakout rooms especially when we only had a couple of calculations to do.
- The classroom activity that was most effective was when we related the games to the real world. It was least effective when we continued to play the prisoners dilemma game for a week or more. It got quite boring to do the same thing over and over again.
- the part of group discussion
- the class activities were effective
- The prisoners delema activity was very helpful.
- when we worked together
- Most: the presentations Least: one on one activities

What were the strong points of the seminar?

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- clear concepts
- Clear instructions and frequent discussions
- A lot of material was covered and I have a better understanding of game theory.
- improves learning about nash equilibrium
- engaging and interesting
- For me I found gamet6heory to be very interesting. and The strong points for the teacher were their ability to keep everyone engaged in the conversation and keep it fun
- Educational, diverse environment
- The games
- - applicational descriptions of concepts
- strategies in varies games in different situation, and see famous dilemma and can practice real games with friends.
- The strongest points of the seminar were the lectures as they were able to successfully interest interesting and hard topics.
- The strong points of this seminar is you get a good understanding of game theory.

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- I think game theory is interesting.
- Get to know more people and enhance your ability to cooperate
- Seminar was very interesting and had games that seemed very simple but were not.

- the most benefit for the player (nash equilibria)
- I enjoyed learning about the prisoners dilemma and getting to do some practice with that idea in partners, and I found it really interesting.
- The strong points of the seminar were the advanced topics of nash equilibrium that we almost immediately started with.
- The game theory was well explained.
- The interactive activities were fun and helpful.
- How he explained nash
- group collaboration
- I liked learning about Nash equilibrium, and lemons
- I liked that it focused mainly on Nash Equilibrium and that every day built off of the previous day until we started to talk about potential applications of game theory.
- It gave a real deep dive into game theory and nash equilibrium.
- Thus seminar can let me learn some advanced knowledge that I may learn in my future and help me get a good prepare foe my future study.
- explaining the game theory like theory bits
- the games that were played to help us grasp game theory.
- being able to work with others with common intrests
- It focuses on a very select few topics which is better for such a short program

Please comment on aspects of this seminar that might be improved

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- Maybe adding a little more about economics that is not game theory.
- One thing that could be improved is for us to talk about another topic other than game theory and Nash equilibrium.
- No big problems, maybe do a project that can related to the game theory studied in the class by implementing in the real life. Homework for additional stuff.
- - i was expecting less game theory and more general economics - we did game theory the entire seminar, and i hoped for more
- more games so students get involved
- it is good!
- There were times when it was difficult to stay engaged.
- could be more fun but still pretty fun

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- More activities that requires the students to take part in rather than non stop lectures
- I think more instruction for the project could be helpful.
- could be faster pace
- There aren't any I think can improve.
- The seminar would be improved if the curriculum was changed. Game theory is a topic that should only be covered for a week at max, not the entire course. It was hard to see how any of

these topics could be used within the real world. I also felt like we should have gotten more instruction on basic economic terminology and concepts. It also could have been improved by adding more interactions with the students.

- I would have liked more interactive group activities because they were really fun and enhanced my experience.
- Maybe more activities so there is less straight lecturing
- Shorter lectures.
- I think it would be better if it was less of a lecture but I'm not sure if that would be possible for this kind of class.
- Since i've never taken econ before, more basic knowledge would be nice, rather than the nash equilibrium and such.
- As mentioned a few times in other responses, taking more time to break down the content would have been more beneficial, but overall I enjoyed many aspects of this course.
- more case study
- Seminar seemed disorganized and the order of content seemed unnatural
- nothing