Course:	ENG20701001: 2192 ENG 2070 1 1001 LEC 11842 GC-ENG 2070 1001 11842
Instructor:	Renee Ann Drouin *
Response Rate:	19/21 (90.48 %)

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15 - Please comment on the strengths and weaknesses of the course.

Response Rate	13/21 (61.9%)

• The course was great overall; I can't think of a major weakness.

• Strengths: It wasnt overwhelming with the amount of work we did. Just the perfect amount to learn and take other classes at the same time. Weaknesses: we didn't have anything graded for a while how ever our professor gave us the chance to make revisions on paper so we didnt have to worry too much about this.

• I think this course did a great job of integrating a rather conventional English course on Rhetoric and Genre into something unique and interesting through the use of video games as a medium. I was a little apprehensive about this at the beginning, but I truly enjoyed this course and thought it was quite effective at teaching the material. My only weakness was that around the time of spring break, with the instructor being at a conference and adding additional online assignments to compensate, I felt like every other thing I did for a week straight was an English paper. Compared to the rest of the pacing throughout the semester which was well laid out and well spaced, this was quite a dense time for due dates as it seemed a journal, a major project, a reflection, and multiple discussions were all due within an incredibly short period of time. This is not a huge concern, but just something to think about for course planning next time around.

• Strengths - pace of the class was wonderful considering it was mainly based on projects. There was ample time in between projects and each project had more than enough time dedicated to it. The professor was very knowledgeable on the class material and was also very enthusiastic about teaching it. I wish more teachers taught their class with the same attitude as Professor Drouin. Her excitement always kept my attention, the class never felt longer than 20 minutes because it was interesting and over before you knew it, and I never wanted to miss class. Professor Drouin is also a great professor in the sense that she understands what it is like to be human and sometimes have to miss class. I think that her attendance policy is very fair and if you are someone who is constantly in class and participating, she is very understandable and flexible when it comes to excusing your absences. Weaknesses - there were only two times this semester where I felt that there could be slight improvements to this class. The first one is that not everyone's presentations were due at the same time on the same day. I think this provided and unfair advantage to those who presented on days other than the first because they had examples to go off of. My last suggestion would be to release grades at once and not gradually. If everyone is allowed to revise their project but have the same due date for that revision, I think it is only fair that everyone receives their grades at the same time so that no one has more time than someone else to do their revision.

• The course was really interactive and inclusive to all people.

• The strength of the course was that the instructor tried to make the class as entertaining as possible. While that is fine, there were a lot of readings assigned that were really redundant and didn't achieve much, plus all we did with them was do discussion boards so as to record attendance. I didn't learn much in this class, because truth be told, she didn't really explain anything properly and expected everyone to know what was going on. She would talk about an assignment for maybe 3 mins and then move on without any explanation about the details and the specifics. Feedback that she provided wasn't very helpful either because she would go back against her own words and it was very confusing.

• Strengths were that the class was always interesting. The content was enjoyable and no two classes were ever the exact same. She taught in a lot of different ways and all were effective. The only weakness would be the students who don't know much about video games feeling overwhelmed but she did a great job of making sure everyone in the class was on the same page and didn't grade based on previous knowledge of video games.

• The topics we discussed made me interested in English. This was easily my best English class I have ever taken. Not because it was easy but because it was kind of fun.

• Strengths of the course was that it was a very interesting class that managed to keep my attention at all times, which is not something that is very easy to do. The main weakness of the course would probably be the lack of in class mentioning of large assignments, or the lack of peer reviews for assignments. We got about three huge projects in total, plus journals, and were expected to do them entirely out of class. I have never had an English class that didn't do some type of review of the papers in class.

• The course is overall successful, but clearer expectations of big papers absolutely need to be given, because when the assignment sheet is two or three pages long more in a short essay style than goals and requirements bullets, too much ambiguity is made.

• Strengths: The instructor was relatable, and was easy to get along with. Great topic. As a person who enjoys video games, I enjoyed the focus that this class had. For the writing assignments, people had a choice of utilizing this focus on video games, or if they had no interest in them, they could write about more of the nuts and bolts of the paper with a critical analysis. Weakness: We fell off topic a lot, which kind of delayed the schedule. Often times lectures would be converted into work days.

• The strengths of the course are the ability to apply different literary skills to mediums and topics that are not widely discussed in English courses. By learning to apply the skills that I acquired to studying different genres displayed through the medium of video games, has allowed me to strengthen my understanding and ability to break down the genre and its medium. By having a smaller class, I feel that I am able to learn more and it allows the professor to give better feedback by being able to understand how the students write and think.

• Excellent concept for teaching about rhetoric and literary analysis. 10 out of 10, would ENG2070 again.

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16 - Please comment on the knowledge, insights, and/or abilities you have gained in this course.

Response Rate	11/21 (52.38%)

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• Its been good

• After taking this course I feel I have a new perspective on the idea of genre. Coming from an Architectural background where everything is classified down into genres and categories it was interesting to study the literary idea of genre, something that can truly be used as a basis for all other forms of genre study. I also thought it was of great value to look at the rhetoric situation, especially due to the negative connotations of this term in the political environment. There is truly much more to this idea than empty rhetoric.

• I think the biggest takeaway I have from this class is understanding and recognizing rhetoric. This is not the only thing I have learned in this class, but I think it is the one thing that will be most useful to my future career. My future career involves research and continuing education credits which may involve me reading current scholarly sources and other types of articles. It will be important for me to be able to detect, who is the speaker, what is their purpose, and who is the intended audience.

• I have learned more about genre and rhetorical criticism.

• Honestly, I haven't really learned anything.

• This class made me think outside the box and I gained a lot of insight on how to examine rhetoric in thing other than just books or articles.

• I learned a lot about how to lean my projects toward certain audiences.

• I established video games as an artifact that's worth critical analysis, and learned to analyze video games with a more critical eye.

• In this course I have learned the skills to understand, breakdown, and compare different genres and see how they can be similar to each other while staying two different genres. I have also learned and better refined my understanding of the "rhetorical situation" and how it can be applied to different styles of literature from writings created by people to the video games that were discussed during class. I have gained insight on how the layout, look, and writing of a manual can tell you about a video game from not even playing it, to what type of audience that game is geared for based on how the manual for the game is created. By comparing two different genres, I learned that even the most different of genres that are on the two opposite side of the spectrum, are similar to each other in many ways.

• I've developed a much broader understanding of how literary analysis is conducted and how rhetoric is defined in the academic community.

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17 - Do you have any other comments you wish to make?	
Response Rate	8/21 (38.1%)

- N/A

- I enjoyed our professor giving us feed back and allowing revisions, that helped a lot

- I really have no complaints about this class. It was fun and entertaining. I would definitely recommend this class to my peers.

- Very fun and enjoyable class.

- I didn't think I would like the course at first but it ended up being one of the best I have taken at BGSU and I don't think I'll forget it! Thank you for being a creative and fun teacher.

- These topics rocked.

- Very good instructor. I felt their passion within the subject, and the material was easily digestible. The structure of the course was relaxed, which meant often times tasks that were meant to get done by a certain times had to become a lot more fluid. I don't oppose due dates for papers being pushed back, but sacrificing a whole lecture day for it seemed unnecessary.

- I really enjoyed my time during this class because it allowed me to express myself by discussing a topic that I am very informed on, which is video games.

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18 - I felt prepared to utilize the technology required for the course.

Response Option	Weight	Frequency	Percent	Percent Responses	Means
Strongly Disagree	(1)	0	0.00%		
Disagree	(2)	0	0.00%		
Neither Agree Nor Disagree	(3)	0	0.00%		
Agree	(4)	1	25.00%		
Strongly Agree	(5)	1	25.00%		
Not Applicable	(0)	2	50.00%		

Means: Question 4.50, BGSU 4.46, College 4.46

Response Rate	Mean	STD	Median	BGSU	Mean	STD	Median	College	Mean	STD	Median
4/21 (19.05%)	4.50	0.71	4.50	382	4.46	0.88	5.00	382	4.46	0.88	5.00

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19 - Please comment on the effectiveness of the lectures in terms of delivering content and helping you understand the texts covered in class.	
Response Rate	1/21 (4.76%)

- Not Applicable

Mean of Means Calculations	Mean			
Common Question Mean	**4.36**			