



"CDICAE - Collaboration to Design an Innovative Curriculum for Animation Education - 2017-1-TR01-KA203-046117 " project carried out by Republic of Turkey Ministry of EU Affairs, Education and Youth Programs Center Presidency and Erciyes University Faculty of Fine Arts, Visual Communication Design Department within the scope of the Collaboration for Innovation and Exchange of Good Practices within the framework of Strategic Partnerships for ERASMUS+ Program KA2 Higher Education Programs.



Animating in Virtual Reality Course Student Satisfaction Assessment

(03. Student Opinion and Awareness Survey)

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"Erasmus+ Programı kapsamında Avrupa Komisyonu tarafından desteklenmektedir. Ancak burada yer alan görüşlerden Avrupa Komisyonu ve Türkiye Ulusal Ajansı sorumlu tutulamaz."

1. What is the previous level of experience and knowledge with 3D animation software on "traditional platforms" (PC-Tablet-Paper) outside the students "VR" environment?

■ Kesinlikle Katılmıyorum
 ■ Katılmıyorum
 ■ Kararsızım
 ■ Katılıyorum
 ■ Kesinlikle Katılıyorum

I've used 3d Animation software for entertainment before.

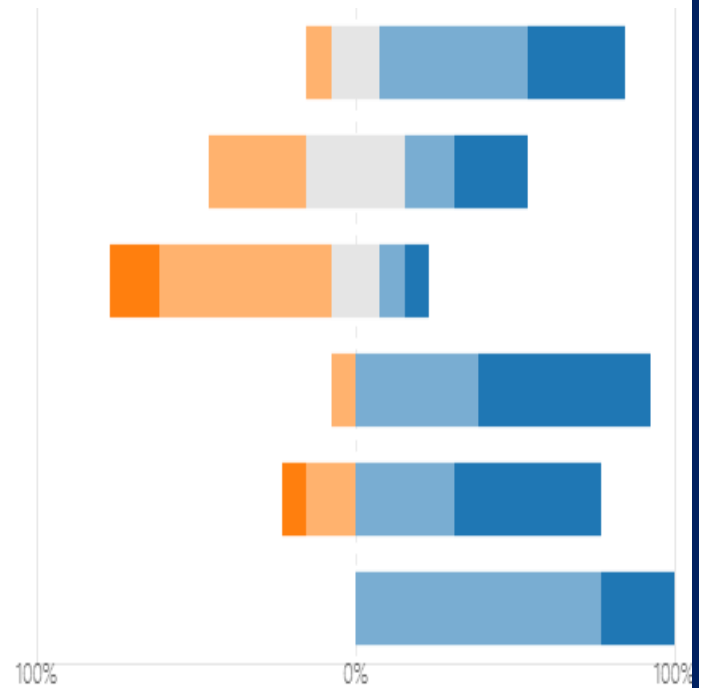
I had information about "DIFFERENT" software used for 3D Animation.

I've been on a course for 3d Animation before.

I watched educational videos prepared for 3d Animation.

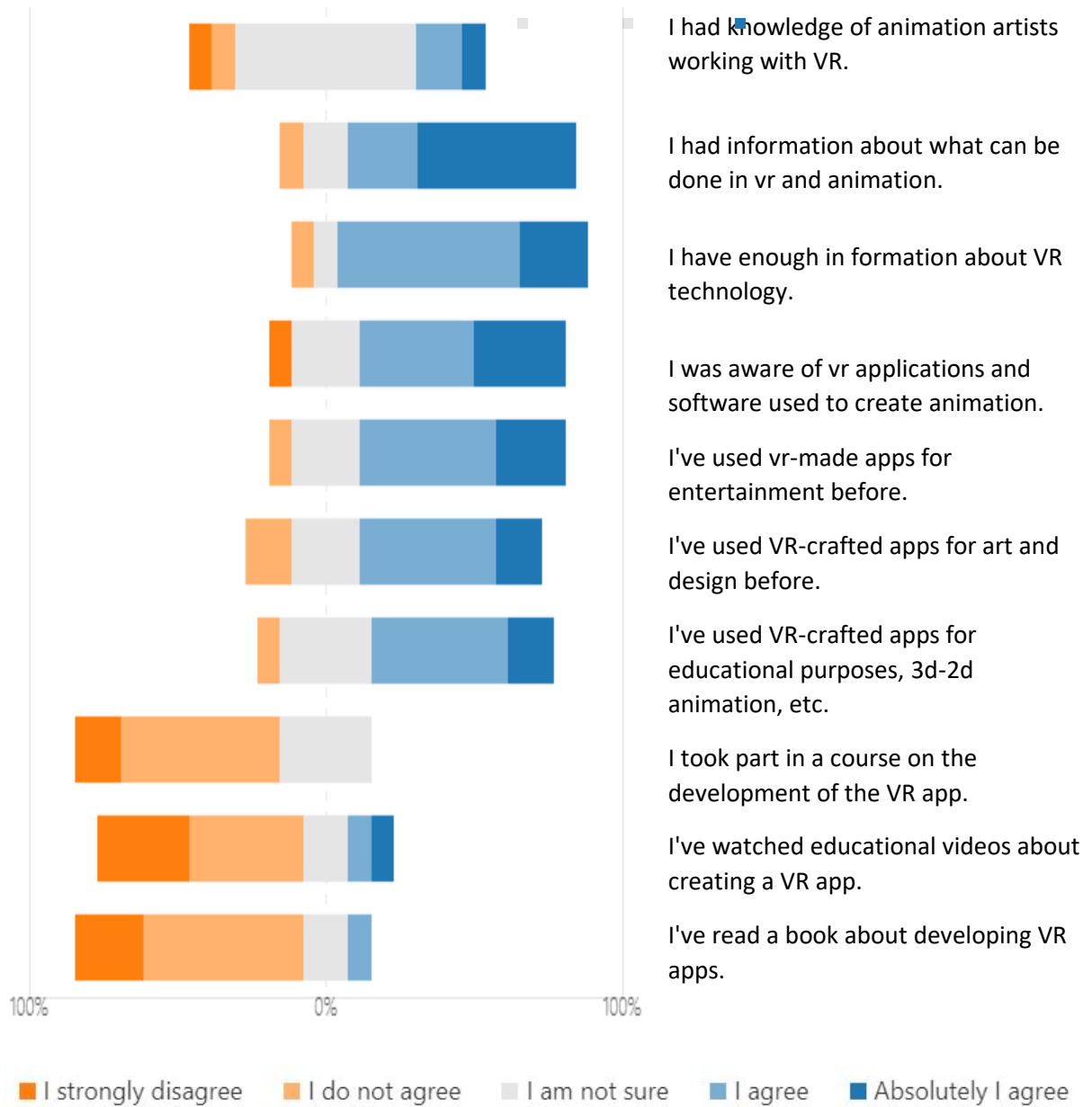
I've learned academic courses for 3d Animation before.

Having experience in any Animation software on traditional platforms in advance, vr...



■ I strongly disagree
 ■ I do not agree
 ■ I am not sure
 ■ I agree
 ■ Absolutely I agree

2. What is the previous level of experience and knowledge (readiness) with Animation in the VR environment?



3. What are the students' opinions on the information they get as a result of the course they receive?

I have previous experience in any Animation software on traditional platforms with VR...

I've been informed about VR artists and Animation works around the world.

I've been informed about the Animation software used with VR and what they do.

I've been able to use at least one Animation software that works with VR.

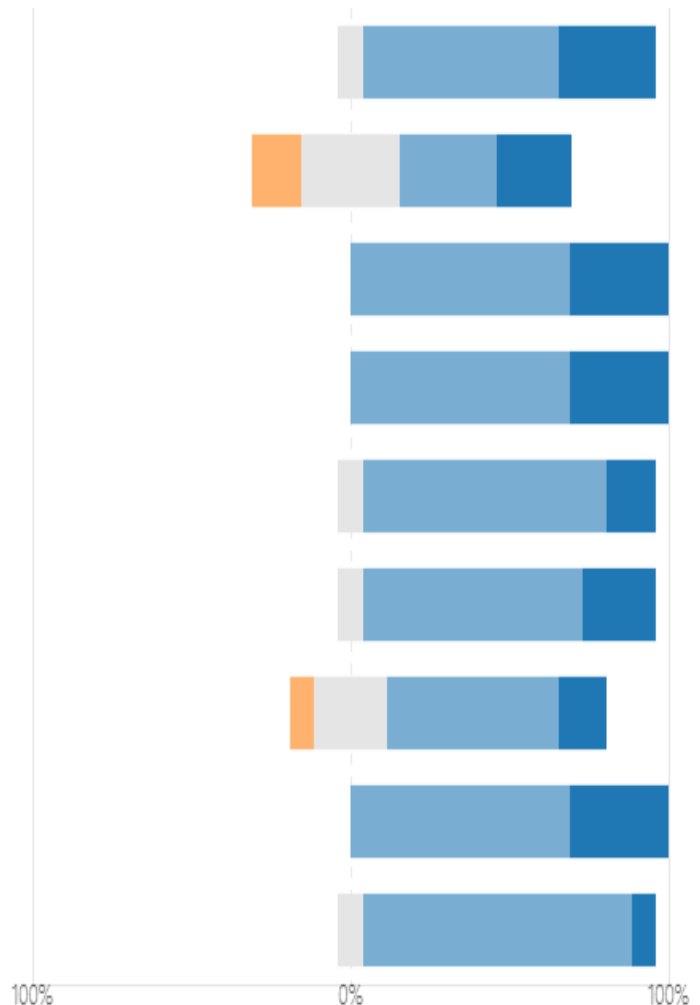
I've increased awareness of the use of VR in the 3D Animation field.

I've come up with an idea of what space i've learned can fill the industry.

Through what I learned in the lesson, a 3D cartoon character can be animated in a VR environment...

I've been informed about the 3D animation production with VR.

I learned alternative methods to traditional animation production methods with the course.



■ I strongly disagree
 ■ I do not agree
 ■ I am not sure
 ■ I agree
 ■ Absolutely I agree

4. What are the attitudes of students about what they learn in lessons and lessons?

I find this lesson useful.

I think I can use what I've learned in class in business.

I think it's worth the time I spent on this class.

I'd like to attend the next level of this course.

My works produced by VR are more successful than the same kind of works I produce in the traditional way...

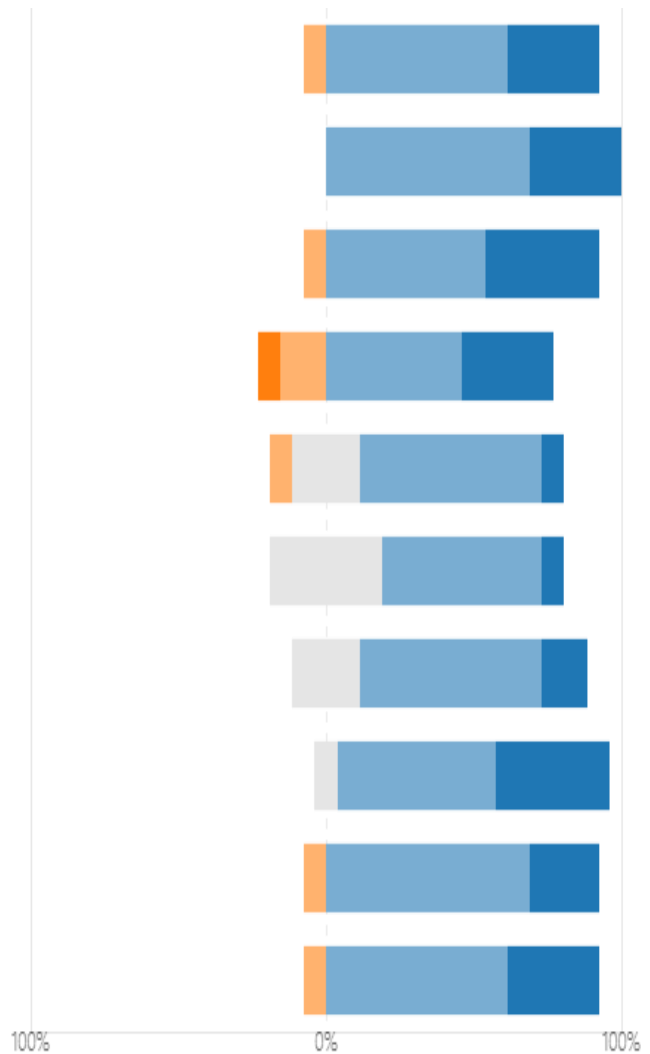
I think working with VR is more practical than traditional methods.

I think production with VR is faster than the traditional method.

Animation tools, knowledge and approaches that I learned in this course are in front of my competitors in business life...

I think what I've learned is usable information.

I think such technologies increase my motivation for the course.



■ I strongly disagree
 ■ I do not agree
 ■ I am not sure
 ■ I agree
 ■ Absolutely I agree

5. What are students' views on VR's Physiological Limitations, Ease of Use and Hygiene?

