

GEO-SD309 (2025 Autumn) Course Evaluation Response

DEPARTMENT: System Dynamics Group, Department of Geography, UiB

COURSE TITLE: Model Based Interactive Learning Environment (2025 Autumn)

COURSE INSTRUCTOR: Willam A. Schoenberg

TEACHING ASSISTANT: N/A

TOTAL NO. OF RESPONSES: 3

2: Statistics

Signed up for exam: 11

Absence: 0

Grade distribution:

A: 7

B: 3

C: 1

3: Self-evaluation

Assessment of the teaching program in relation to the objectives and results

- A. *What did you focus on in the teaching plan? Give a short description of the teaching plan in the course, with emphasis on what was new this time.*

The course is designed to teach students how to create Interactive Learning Environments (ILEs) with a focus on developing their ability to communicate and explain complex model behaviors and structures to an audience. It emphasizes the importance of ILEs, as well as the principles of building, designing, and evaluating them. This year the in class time was

reduced, and the focus was placed more on single player ILEs over multi player. Likewise, there was less class time overall for practicing of techniques

- B. *What is your opinion of how well the teaching plan worked? Give a brief description of any evaluations that have been made and give an assessment of the experiences with this year's teaching plan.*

The teaching plan worked well as it has in years past. The students this year were highly motivated, and it showed in the course outcomes. The seminars this year were very well attended, and the students demand for feedback and advice was high. The work output overall was the best yet. For the first time ever there were no complaints about too much class time. This I believe is the right intensity for the first two weeks of teaching.

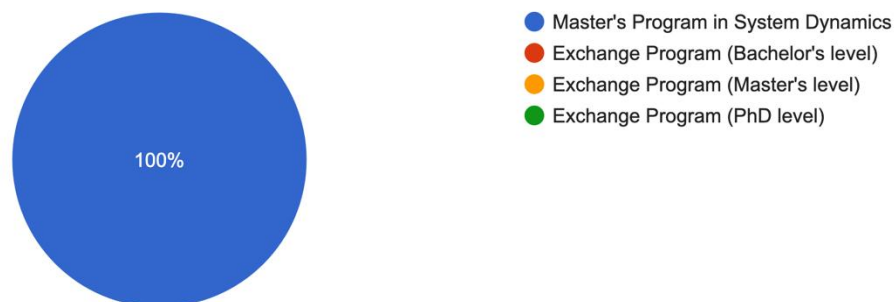
- C. *What adjustments will you recommend for the next time the course is offered? Give a brief assessment of which parts of the teaching plan should be continued and what, if any, should be changed.*

The syllabus should remain the same. The scope and depth of content works well. The only change should be the creation of a rubric for grading of the final assignment. If possible I may try to add in some time spent dissecting how a previous student built their ILE and why.

4.Results

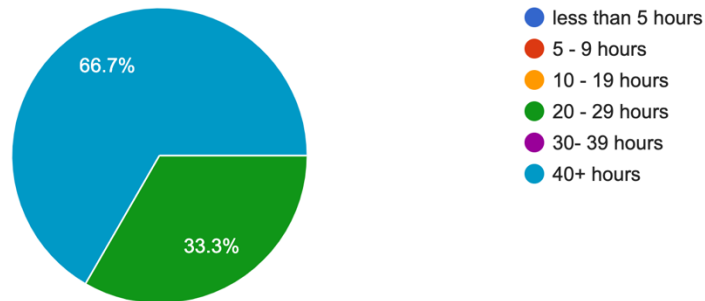
I took this course as part of:

3 responses



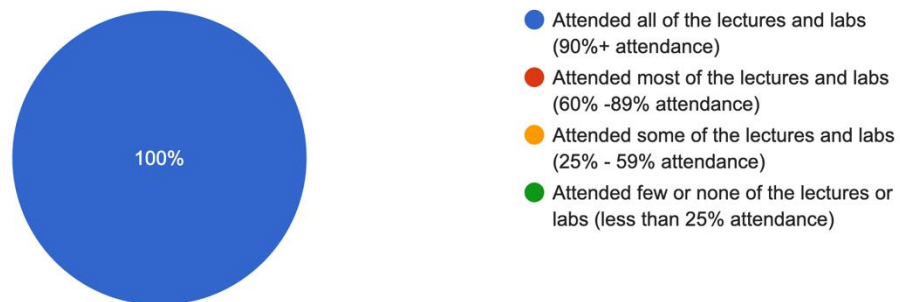
How many hours per week on average did you spend on this course? (include all time spent studying, doing homework, attending lectures and labs, etc.)

3 responses



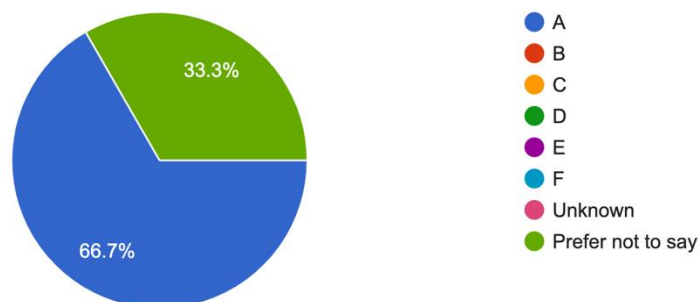
To what extent did you participate in the lectures/labs?

3 responses

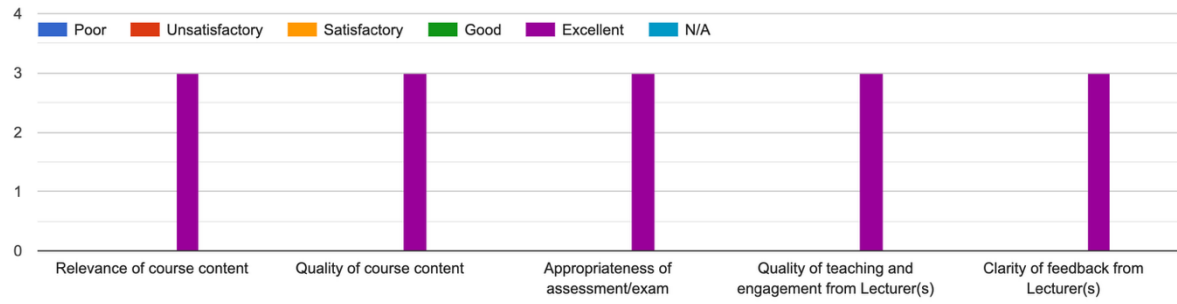


What grade do you expect to get in this course?

3 responses



How do you assess the course content and the lecturer(s)?



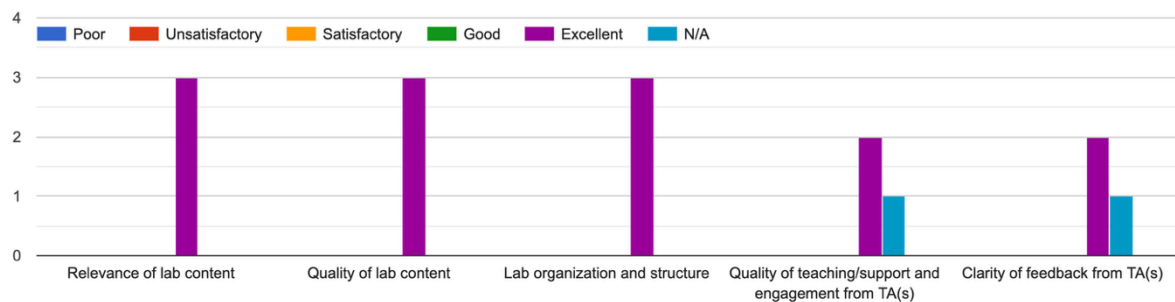
What did you like about the main lectures and overall course content?

1. The lectures and course content are well explained by the lecturer.
2. The quality of lecture was very very good, including explaining models, ILE techniques, and troubleshooting with individual assignment. I like in particular that explanation of the model was given before we working on ILEs, this helped improve my understanding of unfamiliar topics and cultivated my confidence in creating my own ILE.
3. It provides me with practical skills to implement the knowledge I gained from the program.

What improvements would you like to suggest to the Lecturer(s)?

1. None
2. I think the procedure in class when focusing on translating a model to ILEs, it was good, but I was also expecting other ways of introducing ILE techniques, e.g. after showing a good ILE example, let's see how to "recreate" this storytelling, what techniques the alumni used (we only briefed verbally but didn't manage to show many techniques, i understand it was the time constraint). Often in class, I feel that the "stories" behind how to create ILE from a blank page was in Billy's heart, and as students, we follow steps after steps showing up on a new page and sometimes I miss the "main purpose/objective" of why we choose this technique, for example in the Nintedo class, I was looking for "because...(the reason) we need to show users financial information, and for (a reason)...we choose to make a "financial sheet" for the end users, instead of..." - like a mind map of how we came up with the ideas of doing so. Overall, it was difficult to "be creative" with ILEs at the beginning and I want to learn more about how an expert "thinks" and why they decide so.
3. More in-class exercise with technical tips & trick.

How do you assess the labs and the Teaching Assistant(s)?



What did you like about the labs or other interactions with the TA(s)?

1. N/A
2. I like the way the labs are being conducted. The TA in person of the lecture is 100% attentive.

What improvements would you suggest to the TA(s)?

1. N/A
2. None

What is your overall opinion of this course?



What do you feel you have learned by the end of this course?

1. I was able to build my own interactive learning environment (simulation)
2. How to use the Stella ILE function including its many built-in devices. How to brief and debrief model to non-modellers.
3. Technical knowledge to make an engaging ILE.

What do you wish you could have learned more about in this course?

1. None.
2. Largely due to time constraint I couldn't try multi-player ILEs by myself. I believe it will be interesting to know about how people incorporate ILEs with their thesis, and how "testing with people" give feedback to the project and lead to improvements.
3. More practical skills

Do you have any additional comments? If so, please discuss here:

1. None.
2. Billy is a GREAT lecturer and human being. I enjoyed 309 and every lecture we had.

5. Follow up

Comments on previous evaluations (if any)

How do plan to follow-up based on the course report

I do not plan to change much. The course is working well. My only change will be to create a rubric for grading to make it more clear for the students where their efforts should be spent. If I can, I will try to dissect an example student ILE for the class so they can see how it was built.