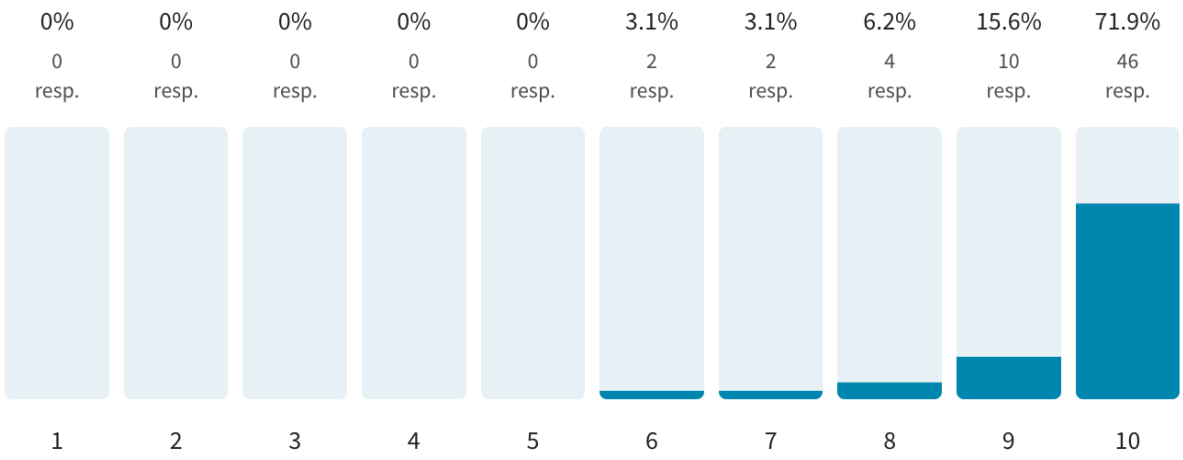
Adam Dolin's "Become a Game Writer" Course Feedback: Survey Scores & Insights

Please rate your **instructor's performance**

64 out of 64 answered

9.5 Average rating



> This class has been phenomenal. It has exceeded my expectations for the knowledge I gained. I feel well equiped to continue my journey forward with my writing and game development.
> I have never felt as satisified with a class as this.

> The table reads were very helpful! Adam talking about how to deal with feedback was very nice and made a lot of sense.

> I was not expecting to be challenged as much as I was, and I was even less expecting to really like it. This course has helped me work on finding my creative voice and producing work I can show! There aren't any words to express how this makes me feel. Thank you! Adam, Sabrina, Alex, Anthony, and my entire cohort!

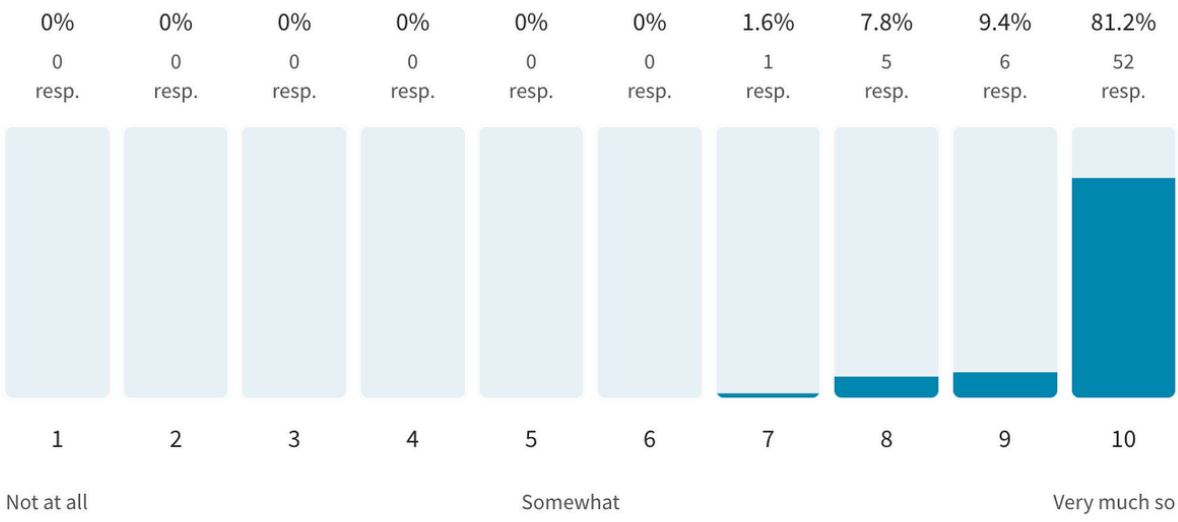
> Adam is an excellent communicator, able to speak to students at a variety of levels. He provided excellent examples and insight from his experiences in the industry.

"The **instructor was enthusiastic** and encouraging."

☝️ Do you agree?

64 out of 64 answered

9.7 Average rating



The **best thing** about the instructor was...

> Enthusiasm and openness! Learning was fun and the environment was welcoming. Making mistakes did not feel as daunting as they often do.

> Adam was honest and kind, speaking to the struggles and joys of this profession and opening a door for us that he wish was there for him.
> He clearly put his heart into this course.

> He was very inclusive and friendly. I appreciated his patience and willingness to dedicate time for student questions after class.

> I appreciated Adam's honesty. Taking this course, I had stepped away from my prior experience in journalism and wanted to do pursue what I loved, even as I saw it imploding around me. Adam's honesty about his situation, the fear he felt and the hope he saw in us and many others, was exactly the right amount of vulnerability. He made sure that we knew what we were getting into, that it would not be easy or fair, but he also assured us every time that if it felt right, game design was worth it, and that he saw a future for us all in it.

Contact me

Raw Survey Data