

CTY Lancaster, 2016, GAME INSTRUCTOR:
N = 16

Course Code	Instructor:	1. Instructor's knowledge of the subject	2. Instructor's organization	3. Instructor's ability to explain difficult concepts	4. Instructor's concern for my individual learning	5. Instructor's availability to help students	6. Instructor's constructive feedback on my work	7. Instructor's overall fairness to students	8. Instructor's openness to different opinions	9. Instructor kept class interesting	10. Instructor's overall effectiveness as a teacher
	KIM, BRIAN	5.00	4.75	4.56	4.44	4.69	4.69	4.56	4.63	4.75	4.75

CTY Lancaster, 2015, GAME INSTRUCTOR:
N = 31

Course Code	Instructor:	1. Instructor's knowledge of the subject	2. Instructor's organization	3. Instructor's ability to explain difficult concepts	4. Instructor's concern for my individual learning	5. Instructor's availability to help students	6. Instructor's constructive feedback on my work	7. Instructor's overall fairness to students	8. Instructor's openness to different opinions	9. Instructor kept class interesting	10. Instructor's overall effectiveness as a teacher
	KIM, BRIAN	4.81	4.77	4.71	4.74	4.71	4.58	4.97	4.90	4.74	4.87

CTY Carlisle, 2014, GAME TEACHING ASSISTANT:
Session 1 N = 15
Session 2 N = 12

Teaching Assistant	Class Section	1. TA's knowledge of the subject	2. TA's ability to explain difficult concepts	3. TA's concern for my individual learning	4. TA's availability to help students	5. TA's constructive feedback on my work	6. TA's overall fairness to students	7. TA's overall effectiveness
Kim, Brian	14S.GAME.CAR.1B	4.53	4.53	4.47	4.53	4.33	4.47	4.67
	14S.GAME.CAR.2B	4.92	4.75	4.75	4.83	4.58	4.67	4.92
	Total	4.70	4.63	4.59	4.67	4.44	4.56	4.78