



**KARLSTAD
UNIVERSITY**

Final report

VT2026_MVG403_48853_Pedagogiska metoder för att undervisa om risk- och miljöfrågor

First time registered students: 8

Answer Count: 3

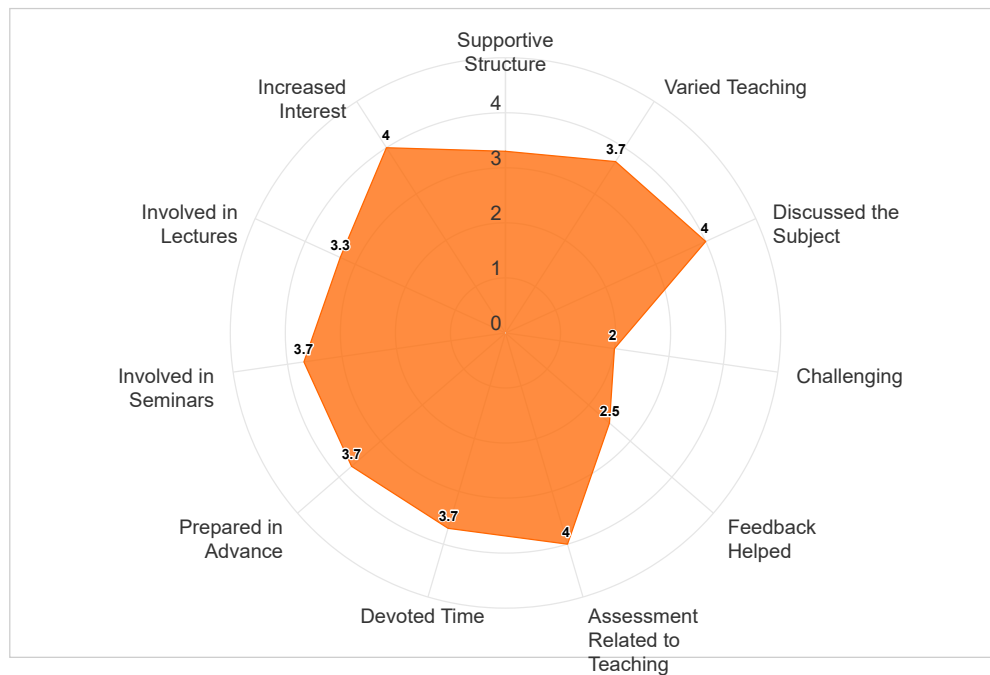
Answer Frequency: 37.50%

The course evaluation could be answered during the period:

02/05/2026 - 16/05/2026

When collaborative courses, several course codes are shown below:

**MVG403 Pedagogiska metoder för att undervisa om risk- och miljöfrågor, End date:
2026-05-03**





Mean value for each question. Highest value = 4.

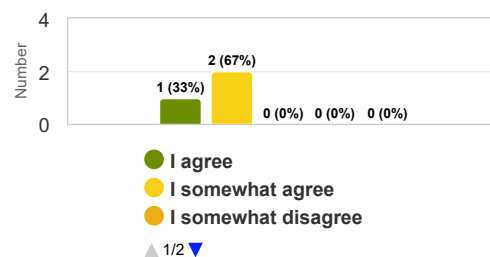
	Mean
Supportive Structure	3.3
Varied Teaching	3.7
Discussed the Subject	4.0
Challenging	2.0
Feedback Helped	2.5
Assessment Related to Teaching	4.0
Workload	1.3
Devoted Time	3.7
Prepared in Advance	3.7
Involved in Seminars	3.7
Involved in Lectures	3.3
Increased Interest	4.0

Results of learning

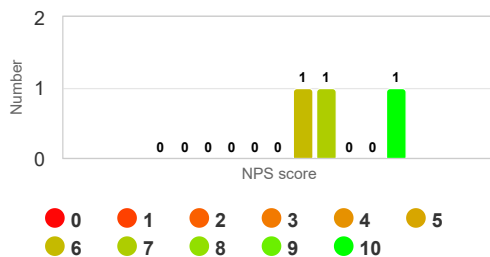
All in all, the course was valuable for me.

Courses that were considered valuable were related to personal development, acquisition of new knowledge and skills, understanding of something. Higher ratings can refer to students' perceived development (learned a lot, and it was useful). Lower ratings can refer to scanty development of knowledge and skills or not understanding certain themes or their parts, not understanding the necessity and significance of the course, problems in the learning environment.

	Mean
All in all, the course was valuable for me	3



How likely would you be to recommend this course to a friend or colleague?



Net Promoter Score (NPS) = 0

Promoters = 1 (33.3%)

Passives = 1 (33.3%)

Detractors = 1 (33.3%)

The Net Promoter Score (NPS) is a metric that measures student experience and predicts the effectiveness of a course. It calculates an NPS score based on a key question using a 0-10 scale, asking how likely students would recommend the course to others. Respondents are grouped into Promoters, Passives, or Detractors based on their score, and the NPS is calculated by subtracting the percentage of Detractors from the percentage of Promoters. The NPS is a core metric for course evaluation programs and is trusted by educational institutions to engage their students and improve their learning experience performance.

Comments

Course supervisor's comments

3/8 students answered the survey. In general they are happy with the course, but would like the course to be more challenging and to have more feedback during the course (and not just by the end of it). The student body is quite varied, so what is challenging to some is not very challenging to others - depending on previous experience. This will be taken into account when designing the main examination (game design process). More emphasis will be put into giving students feedback earlier in the course, as well as providing opportunity to get more feedback during the game design process. More emphasis will be put on the theoretical background at the start of the course.