

reflection(s)

After returning from my sabbatical, I was confronted with a class of more than 80 students for *multimedia authoring*, with a group of LI students who had no experience in programming at all. I took this as a challenge, to learn them the joy of development, using the phrase: *program or be programmed!*

Similarly, for *serious gaming* there were more than 70 students, and despite the fact that the formal evaluations were bad, very bad indeed, most students passed the course, and their informal evaluations indicated that they were strongly affected by the course, and my teaching. So, there is hope for the future!

For these and similar evaluations, see: eval.aliens.net