

## Maths gaming Club

### Evaluation Results

Category	Avg(Min-Max)Count	Rating Scale	
<b>Event administration and facilities</b>		1	Bad
Overall satisfaction with event organization	6.1 (5,7)10	2	Well below average
Venture Center Lecture Theatre (Was it appropriate, clean &	6.6 (6,7)10	3	Below average
Refreshments (snacks and juices)	6.1 (4.5,7)10	4	Average
<b>Sessions</b>		5	Good
Two player games. (Ex) Tic Tac Toe and Graph Theory	6 (5,7)9	6	Very Good
Puzzles. (Ex) Chessboard/cards based. Dealing with invariance	6 (5,7)8	7	Excellent
Two player games. (Ex) Othello and Graph Theory	5.9 (5,7)10	<b>How did you come to know about this event?</b>	
Puzzles . (Ex) Nim. Probability. Game theory Tangram and	6.2 (4,7)10	Through newspaper	2
Two player games. (Ex) Battleship. Rules of elimination.	6.5 (5,7)10	Word of mouth	6
Puzzles. (Ex) Pigeon Hole Principle. Combinatorial methods	5.8 (5,7)10	No reply	2
Multi-player games. (Ex) Monopoly . Probability and	6.4 (5,7)10		
Multi-player games. (Ex) Risk. Graph theory and probability	6.5 (5,7)10		
Single player games. (Ex) Sudoku. Tree expansion	5.3 (5,6)6		
Single player games. (Ex) Rubik cubes. Topology	5.6 (4.5,7)6		

What did you enjoy most	Risk gaming and reasoning (5)	Any other suggestions or comments to help us improve future event?	Mastermind (game based on logical thinking)
	Monopoly		Algorithms
	Everything (2)		Fun with mathematics
	Battle ships		Workshop with age group 12-20
	Each class was value addition		Why passion is more important than salary for jobs
	The enthusiasm of faculty and the interaction with participants (2)		Advanced maths. Programming ( any language)
	Improved the confidence and also started thinking in mathematical terms while playing		
	game selection; examples while teaching		