

STUDENT EXIT INTERVIEW FORM

STUDENT PLACEMENT PROGRAMME

Name:	Click or tap here to enter text.
Company:	Click or tap here to enter text.
Workplace Mentor:	Click or tap here to enter text.
Date:	Click or tap to enter a date.

The following questions aim to gather students' feedback following participation in the Gaming Malta Student Placement Programme.

Such feedback will enable Gaming Malta to further improve the programme.

1. Were you placed in an area of your interest?	<input type="checkbox"/> Yes <input type="checkbox"/> No
2. Following this placement are you still interested in a career in this industry?	<input type="checkbox"/> Yes <input type="checkbox"/> No
3. Would you recommend this experience to other students?	<input type="checkbox"/> Yes <input type="checkbox"/> No
Kindly provide additional comments on your experience.	
Click or tap here to enter text.	
4. Were you assigned a specific role during your placement? What tasks did you perform?	
Click or tap here to enter text.	
5. Do you feel that your input added positive value to the workplace? How?	

Click or tap here to enter text.

6. Explain whether this experience has helped you progress in your technical knowledge and soft skills as per your Performance Evaluation and Development Form.

Click or tap here to enter text.

7. Did you get enough guidance and support from your workplace mentor during the programme? Kindly provide more details.

Click or tap here to enter text.

8. What did you like most about your placement?

Click or tap here to enter text.

9. What did you like least about your placement?

Click or tap here to enter text.

10. Did you ever participate in a similar programme in previous years? If so, has your experience been different? Please explain.

Click or tap here to enter text.

11. If Gaming Malta was to run another Student Placement Programme, would you like to participate again? Why?

Click or tap here to enter text.

12. What are your future intentions with respect to your education and career?

Click or tap here to enter text.

Thank you for participating in this programme!

