

Programme Code :- SDM 0210
Date :- 06/06/2021

Sharda University

School: School of Media, Film & Entertainment (SMFE)

Department: Mass communication. (BSC in Gaming)

Academic Year: 2020-2021

Curriculum Feedback Action Taken Report


(This format is placed before the Department (This format is placed before the Board of Studies & Action Taken incorporated in Curriculum & forwarded to the Academic Council for Approval) Academic Committee & the Board of Studies)

Stakeholders	No of Respondents	Scale	Feedback Questions Response (%)							Suggestions in Feedback taken up after DAC	Action Taken on Feedback
			Q1	Q2	Q3	Q4	Q5	Q6	Q7		
Faculty	5	Excellent	33.33	41.67	58.33	41.67				<u>BSG204 3D ASSETS (PR)</u> Need to filter the over flooded contents & maintain a balance learning intake. <u>BSG102 VISUAL DESIGN (PR)</u> Add in other semester also & add Design Thinking	1-The Contents are subdivided & introduce as few New subjects. 2-Added 2 gaming Project in New Syllabus. 3-Contents from 3D Assets are removed. Introduce as few other new subjects. 4-Practical Contents like Pro-Builder Uses,

	8	Not Satisfactory									<u>BSG103 PROGRAMMING IN C (PR)</u> Advance the contents so that can be apply in other game engine. <u>BSG304 Creative Computing (PR)</u> Not interested to Do <u>BSG303 Web And E-Business (PR)</u> Not interested to Do"	<u>PROGRAMMING IN C BSG103 (PR)</u> Upgraded c++ <u>Creative Computing BSG304 (PR)</u> Important for Game Promotion & market precense. Proposed as Practical <u>Web And E-Business BSG303 (PR)</u> Imported for Market Reach.
Alumni	NA	Excellent	NA	NA	NA	NA	N	N	NA	*No Batch had Pass out at the time of Feedback.	*No Batch had Pass out at the time of Feedback.	
	NA	Very Good	NA	NA	NA	NA	N	N	NA			
	NA	Good	NA	NA	NA	NA	N	N	NA			
	NA	Satisfactory	NA	NA	NA	NA	N	N	NA			
	NA	Not Satisfactory	NA	NA	NA	NA	N	N	NA			
Employers <i>Industry</i>		Excellent								1-Introduce Visual scripting. 2-Teach Digital Sculpting.	1- Both have Added in New syllabus	
		Very Good	100%	100%		100%	100%	100%	100%			
		Good			100%				100%			
		Satisfactory										
		Not Satisfactory										

NOTE: Questionnaires on Curriculum Feedback from stakeholders is attached as Annexure-A

Feedback Analysis Points: (Refer Feedback Analysis Report)	Feedback Action Taken: (Summarise as in points above)	Indicate whether incorporated in Curriculum/Course
1:- Induct/Upgrade to New Technology as per Industry Demand.	Decided to Induct/Upgrade Technologies provided understanding of Company Policy & Cost factors.	Incorporated
2:- Separate Time slots for Projects/Showreel Development.	Added As a new subject with dedicated time period.	Incorporated
3:- Parallel focus on Game Design and Development.	Enhanced the Game Design and Development Contents by introducing during diferent semester.	Incorporated


 Signature
 Dean, 26/6/21



School of Media, Film & Entertainment