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

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Stakehol ders	No of Responden ts	n Scale		Feedba	ck Questio	ns Respon	se (%)			Action Taken on Feedback
			Q1	Q2	Q3	Q4	Q.	Q6	Q7	Suggestions in Feedback taken up after DAC	Action Taken on Feeddock
Faculty	5	Excellent	33,33	41.67	58 33	41.67				BSG204 3D ASSETS JUPR) Need to filter the over flooded contents & maintain a balance learning intake. BSG102 VISUAL DESIGN(PR) 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.

5	Very Good	28	33.1	8.33	33,33	BSG104 PRE PRODUCTION (PR) They can saw more live project & technology support. BSG202 3D GAME DESIGN (PR) The course is good. But it requires few tweaks. More practical things related to game development can be added. Few elements which are already covered in the 3D Assets subject needs to be removed from this.	Pakage manager are introduced "" 5-Java Script has Removed from new syllabus. 6-Proposed as Practical subjects in New Syllabus. 7-Proposed as Practical subjects in New Syllabus. 8-The Subject is Upgraded to C++ as new
5	Good Satisfactory	33 33 8,33	16.6	25	8.33	BSG203 PROGRAMMING IN JAVA SCRIPT (PR) Javascript is not much in demand inside game development. It is more of a functional programming language. Which is of no use for the overall game development course. As we are covering Unity there we can create WebGI, build for browsers using Unity. It can be optional with	subject. 9-Adobe XD has added in Syllabus. 10-Less relevant in Game Development. 11-Less relevant in Game Development. 12-Both have Added in New syllabus

						three is inclusion. BSG301 Game Architecture (PP) we have to convert this subject to practical. The reason being is Game Architecture is more helpful for students. If it will be taught as a practical subject where students can come up with practical approaches to learn and understand the game.
s	Not Satisfactory	0	0	9	a	development process. BSG302 Game Publishing and Testing (PP) we have to convert this subject to practical. The reason being is Game Publishing and Testing is more helpful for students If it will be taught as a practical subject where students can come up with practical subject where students can come up with practical approaches to learn and understand the game publishing process. BSG103 PROGRAMMING IN C (PR)
						More practicals can be added for improving students logic building skills. BSG201 UX / ULDESIGN II (PR) This will be better if Specific software or tools like invision and adobe XD are mentioned in the course curriculum
						BSG304 Creative Computing (PR) Creative Computing has an ample chance of improvement. In every aspect for example to show chroma key setup if we demonstrate the green screen technique procacally in the lab it would be more exciting and easy to understand the technique which is mostly used in all leads of media center.

								The tunings of this course curriculum should be increased. Because video editing and VFX needs lot more time.	
								BSG363 Web And E-Business (PR) There are a lot of things to improve of this course curriculum. To give a complete overview we should include HTML, CSS, SASS, javascript, page layout design, conversion from PSD to HTMI	
****	8	Excellent							
				<u> </u>					
Student	8	Very Good	100	100	100			BSG203 PROGRAMMING IN JAVA SCRIPT (PR) No more in Practice in Industry.	3D CAME DESIGN BSG202 (PR) Added Cinemachine in Syllabus
	8	Good	With the second			*********			PROGRAMMING IN JAVA SCRIPT BSG203 (PR) Removed
	8	Satisfactory	The state of the state of				1 1	BSG301 Game Architecture (PP) Make it Practical Subject BSG302 Game Publishing and Testing (PP) Make it Practical Subject.	Game Architecture BSG301 (PP) Proposed as Practical Game Publishing and Testing BSG302 (PP)

							-	-		BSG103 PROGRAMMING IN C (PR) Advance the contents so that can be apply in other game engine.	PROGRAMMING IN C BSG103 (PR) Upgraded c++				
8	8	Not Satisfactory								BSG304 Creative Computing (PR) Not interested to Do	Creative Computing BSG304 (PR) Important for Game Promotion & market precense Proposed as Practical				
										BSG303 Web And E-Business (PR) Not interested to Do"	Web And E-Business BSG303 (PR) Imported for Market Reach.				
		1	NA	NA	NA	NA.	NA	N A	NA						
	NA.	Excellent					N	Ĥ.	NA		of the same of				
Alamni	NA	Very Good	NA.	NA	NA	NA	Dept. Strategy and the strategy	A		*No Batch had Pass out at the time of	*No Batch had Pass out at the time of				
	NA.	Good	NA	NA	NA	NA	N A	N	NA.	Feedback.	Feedback.				
	NA.	Satisfactory	NA NA	NA	NA	NA	N A	NA	NA						
	NA NA	Not Satisfactory	NA	NA	NA	NA.	N A	N A	NA						
		Excellent				pa. 61/200000 01/1000000000000000000000000000	1		1						
Employ ers		Very Good	Very Good	Very Good	Very Good	Very Good	160%	100		100%	0		10- 0%	- 1-Introduce Visual scripting.	1- Both have Added in New syllabus
		Good			100%			10 0 %		2-Teach Digital Sculpting.	1- Doll that Added				
Ind	usters	Satisfactory													
ma	7009	Not Satisfactory es on Curriculum								The second secon	and the second s				

Feedback Analysis Points: (Refer Feedback Analysis Report)	Feedback Action Taken: (Summarise as in points above)	Indicate whether incorporated in Curriculum/Course
L 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 different semester.	Incorporated

Signature

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