

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

Department: Mass Communication (B.Sc. Animation & VFX)

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)

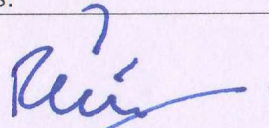
Stakeholders	No of Respondents	Scale	Feedback Questions Response (%)							Suggestions in Feedback taken up after DAC	Action Taken on Feedback	
			Q1	Q2	Q3	Q4	Q5	Q6	Q7			
Faculty	3	Excellent		11%		22%					1-Must Focus on "Rigging" contents to make students understand the use of Anatomy Study. 2-Must introduce Arnold Rendering & Substance Painter" 3- Fundamental of Drawing is Nowhere relevant with Animation Program. It is all about Architecture Drawing. 4- Teach Layout & Character Design rather than product." 5- Foundation Art Must be explore more. 6- We must upgrade the Software to Adcbe Animate. 7- Add Some modules for Gaming	1-Added & Proposed Maya Scripting Language for Better Rigging Output . 2-Already considered Arnold Renderer & Substance Painter as industry requirement & Introduced as New subjects. 3- Fundamenta of Drawing Dropped in New Syllabus. 4- Foundation Art Introduce in 2 part as new subjects. 5- Dropped Fundamental of Design & Character & Layout Design added as 2 new subjects. 6- Gaming Animation & Mo-Cap Animation are the part of Gaming
	3	Very Good	33%	11%	44%	11%						
	3	Good	33%	44%	22%	33%						

	3	Satisfactory	22%	22%	22%	22%				Animation & Mo-Cap Animation."	Programme
	3	Not Satisfactory	11%	11%	11%	11%					
Student	38	Excellent	75%	75%	75%					1- Inclusion of more software like Zbrush 2- Industry-leading software like the latest version of Adobe Animate. 3- Need more time for Portfolio Development. 4- Introduce Maya Dynamics as Individual Subject.	1- Added & proposed in New syllabus. 2- Added & Proposed with option to chose specialisation. 3- Already a part of Animation but not mentioned as Any Separate Subject.
	38	Very Good									
	38	Good	25%	10%	20%						
	38	Satisfactory		15%	5%						
	38	Not Satisfactory									
Alumni	10	Excellent		10%		10%	10%			1- There should be more practical classes to understand things clearly. 2- The outdate softwares that are out of the in the industry in the end of the graduation. 3- Introducing software used by industry currently. 4- Install a bigger project for god sake .-	1- 4 Projects are added & proposed in Syllabus. 2- Already opted few but need to check the Software Policy & Costing in coming days.
	10	Very Good	60%	30%	20%	50%	60%				
	10	Good	30%	30%	40%	30%	20%				
	10	Satisfactory		20%			10%				
	10	Not Satisfactory	10%	10%	40%	10%					

Employers	2	Excellent	50%	50%	50%	50%	50%	100%	50%	1-Encourage Pre-Production Design . 2-Give Enough Time for Developing Show Reel. 3-A Small portion of Acting should be Their in Animation.	1-Added & proposed in New syllabus. 2-Added & Proposed with option to chose specialisation. 3-Already a part of Animation but not mentioned as Any Separte Subject
	2	Very Good		50%			50%				
	2	Good	50%		50%	50%			50%		
	2	Satisfactory									
	2	Not Satisfactory									

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 Softwares as per Industry Demand.	Decided to Induct/Upgrade Softwares provided understanding of Software Company Policy & Cost factors.	Incorporated
2:- Separate Time slots for Projects/Show reel Development.	Added As a new subject with dedicated time period.	Incorporated
3:- Parallel focus on Core Art & Design Contents.	Enhanced the Art & Design Contents by introducing during different semester.	Incorporated

Signature



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