Sharda University

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

Department: Mass communication (B.Sc. 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		Fee	dback Qı	uestions R	esponse	(%)		Suggestions in Feedback taken up after DAC Action T	Action Taken on Feedback
			Q1	Q2	Q3	Q4	Q5	Q6	Q7		ACTION TAKEN ON FEELDACK
Faculty	5	Excellent	33.33	41.67	58.33	41.67				BSG204 3D ASSETS I(PR)  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, 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 subject. 9-Adobe XD has added in Syllubus. 10-Less relevent in Game Development. 11-Less relevent in Game Development. 12-Both have Added in New syllabus
	5	Very Good	25	33.33	8.33	33.33				BSG104 PRE-PRODUCTION (FR)  They can saw more live project & technology support.	

5	Good	33.33	16.67	25	8.33	***	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.	
5	Satisfactory	8.33	8.33	8.33	16.67		BSG203 PROGRAMMING IN JAVA SCRIPT (PR)  Javascript is not much in demand inside game development. It is more of a functional programming language.  BSG301 Game Architecture (PP)  we have to convert this subject to practical.	
. 5	Not Satisfactory	0	0	0	0		BSG302 Game Publishing and Testing (PP)  we have to convert this subject to practical. BSG103 PROGRAMMING IN C (PR)  More practical can be added for improving students logic building skills.  BSG201 UX / UI DESIGN 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 practically in the lab it would be more exciting and easy to understand the technique which is mostly used in all kinds of media center. The timings of this course curriculum should be increased. Because video editing and VFX needs lot more time.  BSG303 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 HTML	3D GAME DESIGN BSG202 (PR)
	8	Excellent					"BSG202 3D GAME DESIGN (PR) Introduce Cinemachine  BSG203 PROGRAMMING IN JAVA SCRIPT (PR) No more in Practice in Industry.	Added Cinemachine in Syllabus  PROGRAMMING IN JAVA SCRIPT BSG203 (PR) Removed
G. A.d	8	Very Good	100	100	100		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) Proposed as Practical
Student	8	Good					BSG103 PROGRAMMING IN C (PR) Advance the contents so that can be apply in other game ergine.  BSG304 Creative Computing (PR)	PROGRAMMING IN C BSG103 (PR) Upgraded e+  Creative Computing BSG304 (PR)
	8	Satisfactory					Not interested to Do  BSG303 Web And E-Business (PR)  Not interested to Do"	Important for Game Promotion & market precense. Proposed as Practical  Web And F-Business BSG303 (PR)

		1 1	1	1							Imported for Market Reach.
	8	Not Satisfactory									
Alumni	. NA	Excellent	NA	NA	NA	NA	NA	ŅΑ	NA	*No Batch had Pass out at the time of Feedback.	
	N.A	Very Good	NA		*No Batch had Pass out at the time of Feedback						
	NA	Good	NA								
	NA	Satisfactory	NA								
	N.A	Not Satisfactory	NA	NA	NA	NA	. NA	NA	NA		
		Excellent									1- Both have Added in New syllabus
		Very Good	100%	100%		100%	100%		100%		
Employers	1	Good			100%			100%		1-Introduce Visual scripting. 2-Teach Digital Sculpting.	
		Satisfactory									
		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 Technology as per Industry Demand.	Decided to Induct/Upgrade Technologies provided understanding of 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 Game Design and Development.	Enhanced the Game Design and Development Contents by introducing during diferent semester.	Incorporated		

Signature
 Name:- Prof. Dr. Ritu S. Sood University
 Dean, SMFE, SU