

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	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 I(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, Package 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 Syllabus. 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				<u>BSG104 PRE-PRODUCTION (PR)</u> They can saw more live project & technology support.	

5	Good	33.33	16.67	25	8.33				<u>BSG202 3D GAME DESIGN (PR)</u> <p>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.</p>
	Satisfactory	8.33	8.33	8.33	16.67				<u>BSG203 PROGRAMMING IN JAVA SCRIPT (PR)</u> <p>Javascript is not much in demand inside game development. It is more of a functional programming language.</p>
	Not Satisfactory	0	0	0	0				<u>BSG301 Game Architecture (PP)</u> <p>we have to convert this subject to practical.</p> <p><u>BSG302 Game Publishing and Testing (PP)</u> <p>we have to convert this subject to practical.</p> <p><u>BSG103 PROGRAMMING IN C (PR)</u> <p>More practical can be added for improving students logic building skills.</p> <p><u>BSG201 UX / UI DESIGN II (PR)</u> <p>This will be better if Specific software or tools like invision and adobe XD are mentioned in the course curriculum</p> <p><u>BSG304 Creative Computing (PR)</u></p> </p></p></p>

	8	Not Satisfactory									Imported for Market Reach.
Alumni	NA	Excellent	NA	NA	NA	NA	NA	NA	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	NA	NA	NA		
	NA	Good	NA	NA	NA	NA	NA	NA	NA		
	NA	Satisfactory	NA	NA	NA	NA	NA	NA	NA		
	NA	Not Satisfactory	NA	NA	NA	NA	NA	NA	NA		
Employers	1	Excellent								1-Introduce Visual scripting. 2-Teach Digital Sculpting.	1- Both have Added in New syllabus
		Very Good	100%	100%		100%	100%		100%		
		Good			100%			100%			
		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
- Dean, SMFE, SU

