

Sharda University

School: School of Media, Film & Entertainment

Department: Mass Communication (Gaming)

Academic Year: 2020-21

Feedback Analysis

(This format is placed before the Departmental Academic Committee & the Board of Studies)

Stakeholders	Feedback Questions Average							Suggestions by Stakeholders in Feedback
	Q1	Q2	Q3	Q4	Q5	Q6	Q7	
Faculty	23%	27%	25%	25%	N/A	N/A	N/A	<p>Add Design Thinking</p> <p>More live project.</p> <p>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.</p> <p>Game Architecture is more helpful for students if it will be taught as a practical subject</p> <p>practicals can be added for improving students logic building skills.</p> <p>This will be better if specific software or tools like invision and adobe XD are mentioned in the course curriculum</p>
Students	100%	100%	100%	N/A	N/A	N/A	N/A	<p><b>BSG202 3D GAME DESIGN (PR)</b> Introduce Cinemachine</p> <p><b>BSG203 PROGRAMMING IN JAVA SCRIPT (PR)</b> No more in Practice in Industry.</p> <p><b>BSG301 Game Architecture (PP)</b> Make it Practical Subject.</p> <p><b>BSG302 Game Publishing and Testing (PP)</b> Make it Practical Subject.</p> <p><b>BSG103 PROGRAMMING IN C (PR)</b> Advance the contents so that can be apply in other game engine.</p>



Alumni	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	No Batch has passed out till now.
Employers	100%	100%	100%	100%	100%	100%	100%	N/A	Introduce Visual scripting. Teach Digital Sculpting.

**Feedback Analysis:** (Few lines)

- 1: All Stakeholders have recommended for Introduction of Visual Scripting & Dropping of Java script.
- 2:-Practical adds on in theoretical subjects.





Signature

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Dean, SMFE, SU