

Sharda University

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

Department: Mass communication. (BSC 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,



									three.js inclusion.
									<u>BSG301 Game Architecture (PP)</u> 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 development process.
									<u>BSG302 Game Publishing and Testing (PP)</u> 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 approaches to learn and understand the game publishing process.
									<u>BSG103 PROGRAMMING IN C (PR)</u> More practicals can be added for improving students logic building skills.
									<u>BSG201 UX / UI DESIGN II (PR)</u> This will be better if Specific software or tools like invision and adobe XD are mentioned in the course curriculum
									<u>BSG304 Creative Computing (PR)</u> 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.
5	Not Satisfactory	0	0	0	0				

											<p>The timings of this course curriculum should be increased. Because video editing and VFX needs lot more time.</p> <p><u>BSG303 Web And E-Business (PR)</u></p> <p>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</p>	
Student	8	Excellent										
	8	Very Good	100	100	100						<p><u>"BSG202 3D GAME DESIGN (PR)</u> Introduce Cinemachine</p>	<p><u>3D GAME DESIGN BSG202 (PR)</u> Added Cinemachine in Syllabus</p>
	8	Good									<p><u>BSG203 PROGRAMMING IN JAVA SCRIPT (PR)</u> No more in Practice in Industry.</p>	<p><u>PROGRAMMING IN JAVA SCRIPT BSG203 (PR)</u> Removed</p>
	8	Satisfactory									<p><u>BSG301 Game Architecture (PP)</u> Make it Practical Subject.</p> <p><u>BSG302 Game Publishing and Testing (PP)</u> Make it Practical Subject.</p>	<p><u>Game Architecture BSG301 (PP)</u> Proposed as Practical</p> <p><u>Game Publishing and Testing BSG302 (PP)</u> Proposed as Practical</p>

	8	Not Satisfactory													<u>BSG103 PROGRAMMING IN C (PR)</u> Advance the contents so that can be apply in other game engine.  <u>BSG304 Creative Computing (PR)</u> Not interested to Do  <u>BSG303 Web And E-Business (PR)</u> Not interested to Do"	<u>PROGRAMMING IN C BSG103 (PR)</u> Upgraded c++  <u>Creative Computing BSG304 (PR)</u> Important for Game Promotion & market precense.Proposed as Practical  <u>Web And E-Business BSG303 (PR)</u> Imported for Market Reach.
Alumni	NA	Excellent	NA	NA	NA	NA	NA	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	NA	NA	NA	NA		
	NA	Good	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA		
	NA	Satisfactory	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA		
	NA	Not Satisfactory	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA		
Employers	1	Excellent													1-Introduce Visual scripting. 2-Teach Digital Sculping.	1- Both have Added in New syllabus
		Very Good	100%	100%			100%			100%						
		Good					100%									
		Satisfactory														
		Not Satisfactory														

NOTE: Questionnaires on Curriculum Feedback from stakeholders is attached as Annexure-A

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/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 diferent semester.	Incorporated

*[Handwritten Signature]*

Signature

Dean

School of Media, Film & Entertainment

