Sharda University

School: School of Media, Film & Entertainment

Department Mas 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	Add Design Thinking More live project. 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. Game Architecture is more helpful for students If it will be taught as a practical subject practicals can be added for improving students logic building skills. This will be better if Specific software or tools like invision and adobe XD are mentioned in the course curriculum
Students	100%	100%	100%	N/A	N/A	N/A	N/A	BSG202 3D GAME DESIGN (PR) Introduce Cinemachine BSG203 PROGRAMMING IN JAVA SCRIPT (PR) No more in Practice in Industry. BSG301 Game Architecture (PP) Make it Practical Subject. BSG302 Game Publishing and Testing (PP) Make it Practical Subject. BSG103 PROGRAMMING IN C (PR) Advance the contents so that can be apply in other game engine.

Alumni	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%	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

Name:-Prof. Dr. Ritu S. Sood

Dean, SMFE, SU

01/06/2021