

Feedback Action Taken Report

School: Sharda School of Media Film and Entertainment **Department:** Mass Communication

Programme Code: SMF0119 **Programme Name:** Bachelor of Animation, VFX and Gaming Design **Academic Year: 2022-23**

For Information only (Need to remove this row while documentation) - (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	Q8	Q9		
Faculty	10	Strongly Agree	70.00%	50.00%	40.00%	50.00%	50.00%	70.00%	50.00%	20.00%	60.00%	Emphasised on the Inter-university collaboration with different department to enhance the outcomes of the Programme. Also suggested that Skill based classes should be more practical in the curriculum	Suggested welcomed and courses on Virtual Production, Photogrammetry, Set Extension and Camera Projection were proposed to be added in the curriculum for the upcoming academic session
		Agree	30.00%	40.00%	40.00%	50.00%	30.00%	10.00%	40.00%	70.00%	20.00%		
		Neutral	0.00%	10.00%	20.00%	0.00%	20.00%	20.00%	10.00%	10.00%	20.00%		
		Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
		Strongly Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
Students	10	Strongly Agree	60.00%	60.00%	70.00%	60.00%	70.00%	70.00%	80.00%	20.00%	80.00%	Students are quite satisfied with the curriculum though suggested to include more technology and AI orientated courses, game testing and game engine, softwares like houdini C4D and Blender to be introduced to be in pace with the changing Industry requirements. Also suggested for organizing more industry visits and workshops	Suggestion accepted and incorporated with the proposed softwares are added under "Fluid Dynamics & Simulation"
		Agree	40.00%	40.00%	30.00%	10.00%	10.00%	10.00%	10.00%	80.00%	20.00%		
		Neutral	0.00%	0.00%	0.00%	10.00%	10.00%	0.00%	10.00%	0.00%	0.00%		
		Disagree	0.00%	0.00%	0.00%	20.00%	10.00%	20.00%	0.00%	0.00%	0.00%		
		Strongly Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
Alumni	5	Strongly Agree	20.00%	40.00%	40.00%	40.00%	40.00%	20.00%	20.00%	60.00%	40.00%	Much happy with present curriculum and not much suggestion to give	NA
		Agree	60.00%	60.00%	40.00%	40.00%	20.00%	20.00%	20.00%	40.00%	40.00%		
		Neutral	20.00%	0.00%	20.00%	0.00%	40.00%	60.00%	60.00%	0.00%	20.00%		
		Disagree	0.00%	0.00%	0.00%	20.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
		Strongly Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
Employers	5	Strongly Agree	60.00%	40.00%	80.00%	40.00%	40.00%	20.00%	60.00%	20.00%	40.00%	Suggested to Enhance overall skill Involvement of latest tools and techniques must for CG industry The curriculum should be updated with latest technology and industry relevant.	In-corporated in proposed syllabus for the next academic year
		Agree	40.00%	20.00%	0.00%	60.00%	40.00%	20.00%	40.00%	80.00%	20.00%		
		Neutral	0.00%	40.00%	20.00%	0.00%	20.00%	60.00%	0.00%	0.00%	40.00%		
		Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
		Strongly Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
Academic Peers	5	Strongly Agree	40.00%	60.00%	20.00%	20.00%	20.00%	60.00%	0.00%	0.00%	0.00%	Advised to Add New Technology based courses like VR Film Technology, Digital Set Creation, Camera Projection and Motion Capture	Suggested welcomed and courses on Virtual Production, Photogrammetry, Set Extension and Camera Projection were proposed to be added in the curriculum for the upcoming academic session
		Agree	40.00%	20.00%	60.00%	60.00%	60.00%	40.00%	0.00%	0.00%	0.00%		
		Neutral	20.00%	20.00%	20.00%	20.00%	20.00%	0.00%	0.00%	0.00%	0.00%		
		Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
		Strongly Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
Parents	5	Strongly Agree	60.00%	40.00%	40.00%	40.00%	40.00%	40.00%	40.00%	20.00%	40.00%	Overall much satisfied with the course curriculum hence suggested to appoint more skilled teaching faculty for teaching professional degree programmes	The appropriate suggestions of the students are incorporated/updated in the curriculum designed for the academic year 2023-26
		Agree	40.00%	40.00%	20.00%	40.00%	60.00%	40.00%	20.00%	40.00%	40.00%		
		Neutral	0.00%	20.00%	40.00%	0.00%	0.00%	20.00%	40.00%	40.00%	20.00%		
		Disagree	0.00%	0.00%	0.00%	20.00%	0.00%	0.00%	0.00%	0.00%	0.00%		
		Strongly Disagree	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%	0.00%		



Note: Questionnaires on Curriculum Feedback from Stakeholders is attached as Annexure I-A

Feedback Analysis Points	Feedback Action Taken: (Summarise as in points above)	Indicate whether incorporated in Curriculum/Course (Yes / No)
1 Proposed to Add New Technology oriented courses like VR Film Technology, Digital Set Creation, Camera Projection and Motion Capture	1. Virtual Production is proposed as New Subject	Incorporated in Curriculum/Course AVG333-Virtual Production AVG334-PhotogrammetryAVG335-Rotomation
2 Suggestion for teaching Softwares Houdini, C4D and Blender	2. Photogrammetry is proposed as new subject	Incorporated in Curriculum/Course AVG329-Fluid Dynamics & Plugins
3 Include a course on building a portfolio.	3. Rotomation is proposed as new subject	Incorporated in Curriculum/Course AVG33-Portfolio Design
	4. Fluid Dynamics & Plugins is proposed as New Subject	
	5. Portfolio Design is proposed as New Subject	

Signature		Signature	
Name		Name	
Dean		HoD	

