Feedback Analysis 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
			Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	
Students	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
		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%	
Faculty	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 orientaed 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. Students are quite satisfied with the curriculum though suggested to include more technology and AI orientaed
		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
		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%	
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.
		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
		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
		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%	

Feedback Analysis Points
1 Proposed to Add New Technology oriented courses like VR Film Technology, Digital Set Creation, Camera Projection and Motion Capture
2 Suggestion for teaching Softwares Houdini, C4D and Blender
3 Include a course on building a portfolio.
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Signature		Signature	
Name		Name	
Dean		HoD	