

**Annexure I: Feedback Format of Stakeholders for Curriculum Review-Programme wise**

(Based on survey through template A of Feedback policy)

School: School of Media, Film and Entertainment

Department: Dept. of Mass Communication

Academic Year: 2021-22

Programme Name: Bachelor of Science (Animation and VFX)

NAAC Programme Code: SDM0202

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	8	Excellent	-	-	-	-	-	-	-	Majority of faculty finds the curriculum appropriate but some of them suggested for Software Introduction.  Also have Suggestion of Merging the B.Sc. Gaming Programme with B.Sc. Animation & VFX for widen the career scope. <ul style="list-style-type: none"> <li>• Substance painter</li> <li>• Arnold Renderer</li> <li>• Z-Brush</li> </ul>	The valuable suggestions are welcomed and incorporated/updated in the curriculum designed for the Academic Year 2022-23  <i>Texturing Painting</i> <i>Software-Substance painter</i> <i>Rendering &amp; Lighting</i> <i>Software-Arnold Renderer</i> <i>Digital Sculpting</i> <i>Software-Z-Brush</i>
		Very Good	37.5	50		25	50	-	-		
		Good	62.5	50	100	75	50	-	-		
		Satisfactory	-	-	-	-	-	-	-		
		Not Satisfactory	-	-	-	-	-	-	-		
Student	30	Excellent	26.67	13.33	-	-	-	-	Majority of students are happy with the curriculum. A few are suggesting that the syllabus also must have programming for Maya as it is present requirement for VFX Artist.  Also made a request of subjects from Gaming like	The appropriate suggestions and feedback of the current students are incorporated/updated in the curriculum designed for the Academic Year 2022-23	
		Very Good	40.00	33.33	-	-	-	-			

		Good	16.67	23.3 3	-	-	-	-	-	<b>Low-poly Modelling &amp; Loop Animation</b> <ul style="list-style-type: none"> <li>• MEL/Python</li> <li>• Low-poly Modelling</li> <li>• Loop Animation</li> </ul>	<ul style="list-style-type: none"> <li>• Programing &amp; Scripting</li> <li>• Hard Surface Modelling</li> <li>• 3D Game Design</li> <li>• 3D Animation &amp; Rigging</li> </ul>
		Satisfactory	16.67	26.6 7	-	-	-	-	-		
		Not Satisfactory	-	-	-	-	-	-	-		
Alumni	5	Excellent	43.59	41.0 3	35.9 0	38.4 6	41.0 3	-	-	<b>The Suggestion received about more specification in 3D Modelling like hard Surface Modelling, Low-poly Modelling, Texture painting and relevant latest Softwares.</b> <ul style="list-style-type: none"> <li>• MEL/Python</li> <li>• Low-poly Modelling</li> <li>• Loop Animation</li> <li>• Substance painter</li> <li>• Arnold Renderer</li> <li>• Z-Brush</li> </ul>	<b>The appropriate suggestions and feedback of the current students are incorporated/updated in the curriculum designed for the Academic Year 2022-23</b> <p>Texturing Painting Substance painter Rendering &amp; Lighting Arnold Renderer Digital Sculpting -Z-Brush</p>
		Very Good	25.64	23.0 8	23.0 8	12.8 2	20.5 1	-	-		
		Good	12.82	23.0 8	25.6 4	28.2 1	20.5 1	-	-		
		Satisfactory	17.95	12.8 2	15.3 8	2.56	5.13	-	-		
		Not Satisfactory	-	-	-	17.9 5	12.8 2	-	-		
Employers	18	Excellent	38.89	50	33.3 3	38.8 9	33.3 3	50	-	<b>The core suggestion was of aligning Animation; VFX &amp; Gaming common contents so all the students from each stream get benefited in Career Opportunity.</b>	<b>The all suggestions are welcomed and incorporated in Curriculum 2022-23</b> <ul style="list-style-type: none"> <li>• Animation &amp; VFX and Gaming Programmes has been Merged.</li> </ul> <b>Common Contents:-</b>
		Very Good	38.89	27.7 8	44.4 4	61.1 1	38.8 9	27.7 8	-		
		Good	16.67	11.1 1	16.6 7		27.7 8	-	-		

		<b>Satisfactory</b>	-	-	-	-	11.1 1	-	-	<ul style="list-style-type: none"> <li>• Art &amp; Design</li> <li>• 2D &amp; 3D Animation</li> <li>• Modelling &amp; Texturing</li> <li>• Lighting &amp; Rendering</li> <li>• Dynamics &amp; Simulation</li> <li>• Programming</li> <li>• UI/UX</li> </ul>	<ul style="list-style-type: none"> <li>• History of AVGC</li> <li>• Foundation Art</li> <li>• Digital Art</li> <li>• UI &amp; UX Design</li> <li>• 3D Foundation</li> <li>• Hard Surface Modeling</li> <li>• Storytelling</li> <li>• Cinematography</li> <li>• 3D Animation &amp; Rigging</li> <li>• Editing &amp; Compositing</li> <li>• Film Appreciation and Analysis</li> <li>• Motion Graphics</li> <li>• VFX Compositing</li> <li>• Match moving</li> <li>• Sound Design</li> <li>• Dynamics &amp; Simulations</li> <li>• Game Publishing &amp; Testing</li> <li>• Sound Design</li> <li>• Dynamics &amp; Simulations</li> <li>• Game Publishing &amp; Testing</li> </ul>
		<b>Not Satisfactory</b>	5.55	11.1 1	5.56		11.1 1	-	-		

Signature of Dean

DAC Reference No SMFE/DAC/2022-23/002

Date: 1/7/2022

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

Feedback Analysis Points: (Refer Feedback Analysis Report)	Feedback Action Taken: (Summarise as in points above)	Indicate whether incorporated in Curriculum/Course
<u>Request of Adding New Softwares</u> Substance Painter Arnold Renderer Z-Brush	<u>Action:-</u> <b>Texturing Painting</b> Software-Substance painter <b>Rendering &amp; Lighting</b> Software-Arnold Renderer <b>- Digital Sculpting</b> Software-Z-Brush	<u>Courses Added</u> <b>- Texturing Painting</b> Software-Substance painter <b>Rendering &amp; Lighting</b> Software-Arnold Renderer <b>- Digital Sculpting</b> Software-Z-Brush
<u>2 Suggestion of adding programming in Animation &amp; VFX</u> MEL/Python	<u>Action:-</u> Programing & Scripting	<u>Courses Added</u> <b>-Programing &amp; Scripting</b>
<u>3 Common Contents of Animation, VFX &amp; Gaming</u> History Traditional & Digital Art User Interface 3D Fundamentals Props Modeling Story & Cinematic Sound	<u>Action:-</u> Added Various Courses History of AVGC Foundation Art Digital Art UI & UX Design 3D Foundation Hard Surface Modeling Storytelling Cinematography 3D Animation & Rigging Sound Design	<u>Courses Added</u> History of AVGC Foundation Art Digital Art UI & UX Design 3D Foundation Hard Surface Modeling Storytelling Cinematography 3D Animation & Rigging Sound Design
<u>4 Clubbing Similar Subjects</u> Pre-Production-I Character Design Concepts Layout Design Concepts Level Design for Games	<u>Action:-</u> Clubbed  Layout Design & Level Design Concept Art & Character Design	<u>Courses Updated</u>  Layout & Level Design Concept Art & Design
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Signature	
Name	Prof. Dr. Ritu S. Sood

Dean	
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Sharda University  
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