

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

School: School of Media, Film and Entertainment

Department: Dept. of Mass Communication

Academic Year: 2021-22

Programme Name: Bachelor of Science (Gaming)

NAAC Programme Code: SDM0210

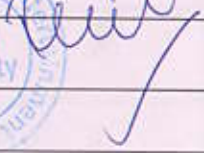
Stakeholders	No of Respondents	Scale	Feedback Questions Response (%)							Suggestions in Feedback taken up after DAC
			Q1	Q2	Q3	Q4	Q5	Q6	Q7	
Faculty	8	Excellent	-	-	-	-	-	-	-	Majority of faculty finds the curriculum appropriate but some of them suggested for Software Introduction. Also have Suggestion of Merging the B.Sc. Gaming Programme with B.Sc. Animation & VFX for widen the career scope. <ul style="list-style-type: none"> • Substance painter • Arnold Renderer • Z-Brush
		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 Low-poly Modelling & Loop Animation
		Very Good	40.00	33.33	-	-	-	-	-	
		Good	16.67	23.33	-	-	-	-	-	



		Satisfactory	16.67	26.67	-	-	-	-	-	<ul style="list-style-type: none"> MEL/Python Low-poly Modelling Loop Animation
		Not Satisfactory	-	-	-	-	-	-	-	
Alumni	5	Excellent	43.59	41.03	35.90	38.46	41.03	-	-	The Suggestion received about more specification in 3D Modelling like hard Surface Modelling, Low-poly Modelling, Texture painting and relevant latest Softwares.
		Very Good	25.64	23.08	23.08	12.82	20.51	-	-	
		Good	12.82	23.08	25.64	28.21	20.51	-	-	
		Satisfactory	17.95	12.82	15.38	2.56	5.13	-	-	<ul style="list-style-type: none"> MEL/Python Low-poly Modelling Loop Animation Substance painter Arnold Renderer Z-Brush
		Not Satisfactory	-	-	-	17.95	12.82	-	-	
Employers	18	Excellent	38.89	50	33.33	38.89	33.33	50	-	The core suggestion was of aligning Animation; VFX & Gaming common contents so all the students from each stream get benefited in Career Opportunity.
		Very Good	38.89	27.78	44.44	61.11	38.89	27.78	-	
		Good	16.67	11.11	16.67		27.78	-	-	
		Satisfactory	-	-	-	-	11.11	-	-	<ul style="list-style-type: none"> Art & Design 2D & 3D Animation Modelling & Texturing Lighting & Rendering Dynamics & Simulation Programming UIUX
		Not Satisfactory	5.55	11.11	5.56		11.11	-	-	



Feedback Analysis Points: (Refer Feedback Analysis Report)
<u>Request of Adding New Softwares</u> <i>Substance Painter</i> <i>Arnold Renderer</i> <i>Z-Brush</i>
<u>2 Suggestion of adding programming in Animation & VFX</u> <i>MEL/Python</i>
<u>3 Common Contents of Animation, VFX & Gaming</u> <i>History</i> <i>Traditional & Digital Art</i> <i>User Interface</i> <i>3D Fundamentals</i> <i>Props Modeling</i> <i>Story & Cinematic</i> <i>Sound</i>
<u>4 Clubbing Similar Subjects</u> <i>Pre-Production-I</i> <i>Character Design Concepts</i> <i>Layout Design Concepts</i> <i>Level Design for Games</i>

Signature	
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