SHARDA UNIVERSITY

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 (Gaming)

NAAC Programme Code: SDM0210

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. • *Substance painter* • *Arnold Renderer* • *Z-Brush*	The valuable suggestions are welcomed and incorporated/updated in the curriculum designed for the Academic Year 2022-23 ***Texturing Painting*** *Software-Substance painter* ***Rendering & Lighting*** *Software-Arnold Renderer* ***Digital Sculpting*** *Software-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	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	23.33	–	–	–	–	–	Low-poly Modelling & Loop Animation • *MEL/Python* • *Low-poly Modelling* • *Loop Animation*	• *Programing & Scripting* • *Hard Surface Modelling* • *3D Game Design* • *3D Animation & Rigging*
		Satisfactory	16.67	26.67	–	–	–	–	–		
		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. • *MEL/Python* • *Low-poly Modelling* • *Loop Animation* • *Substance painter* • *Arnold Renderer* • *Z-Brush*	The appropriate suggestions and feedback of the current students are incorporated/updated in the curriculum designed for the Academic Year 2022-23 ***Texturing Painting*** *Substance painter* ***Rendering & Lighting*** *Arnold Renderer* ***Digital Sculpting*** *-Z-Brush*
		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	–	–		
		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.	The all suggestions are welcomed and incorporated in Curriculum 2022-23 • *Animation & VFX and Gaming Programmes has been Merged.* ***Common Contents:-***
		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	–	–	• Art & Design • 2D & 3D Animation • Modelling & Texturing • Lighting & Rendering • Dynamics & Simulation • Programming • UIUX	• History of AVGC • Foundation Art • Digital Art • UI & UX Design • 3D Foundation • Hard Surface Modeling • Storytelling • Cinematography • 3D Animation & Rigging • Editing & Compositing • Film Appreciation and Analysis • Motion Graphics • VFX Compositing • Match moving • Sound Design • Dynamics & Simulations • Game Publishing & Testing • Sound Design • Dynamics & Simulations • Game Publishing & Testing
		Not Satisfactory	5.55	11.11	5.56		11.11	–	–		

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**
Request of Adding New Softwares *Substance Painter* *Arnold Renderer* *Z-Brush*	**Action:-** ***Texturing Painting*** *Software-Substance painter* ***Rendering & Lighting*** *Software-Arnold Renderer* ***- Digital Sculpting*** *Software-Z-Brush*	**Courses Added** ***- Texturing Painting*** *Software-Substance painter* ***Rendering & Lighting*** *Software-Arnold Renderer* ***- Digital Sculpting*** *Software-Z-Brush*
2 Suggestion of adding programming in Animation & VFX *MEL/Python*	**Action:-** *Programing & Scripting*	**Courses Added** *-Programing & Scripting*
3 Common Contents of Animation, VFX & Gaming *History* *Traditional & Digital Art* *User Interface* *3D Fundamentals* *Props Modeling* *Story & Cinematic* *Sound*	**Action:-** 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*	**Courses Added** *History of AVGC* *Foundation Art* *Digital Art* *UI & UX Design* *3D Foundation* *Hard Surface Modeling* *Storytelling* *Cinematography* *3D Animation & Rigging* *Sound Design*
4 Clubbing Similar Subjects *Pre-Production-I* *Character Design Concepts* *Layout Design Concepts* *Level Design for Games*	**Action:-** Clubbed Layout Design & Level Design Concept Art & Character Design	**Courses Updated** Layout & Level Design Concept Art & Design
5		

Signature	
Name	Prof. Dr. Ritu S. Sood

Dean