

SCHOOL OF INFORMATION SCIENCE DEPARTMENT OF BCA-AR/VR

Ref. No: PU/SOE-SOIS/BCA-AR-VR/ATR/BOS-14/2021-22 Date: 17-2-2022

Action taken Report on Curriculum Feedback- 14th BOS

Feedback from Students and action taken report

SI. No.	Feedback	Action Taken	
1	More alumni and corporate interaction was requested	An array of webinars on startup ecosystem, risk management, venture capital, AI and machine learning, quantitative finance, networking in global world etc. were held.	
2	More value added courses may be conducted to improve the soft skills / technical skills.	8 Value added programs are scheduled for the AY 2021-22 even semester	
3	Instead of giving assignments in each subject, mini projects can be included in the continuous assessment evaluation	ct, It is already in practice and it is decided to include for all core engineering subjects	

Based on the feedback received from stakeholders, related courses (Annexure 1) were revised. Few new courses (Annexure 2) were also included based on the feedback received from stake holders.

Annexure – 1 List of Courses in which Content Revision is undertaken for the Academic Year 2021-22 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	NIL		
2			





Annexure – 2

List of New Courses included for the Academic Year 2021-22 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	Introduction to 3D Animation	BCA219/ CSA1011	3
2	Database Management Systems	BCA203	3
3	Operating System	BCA204	3
4	Database Management Systems Lab	BCA205	2
5	3D Modeling Lab	BCA256	2
6	Computer Graphics and Multimedia Lab	BCA257	3
7	Augmented Reality Development	BCA258/ CSA2016	3
8	Human Computer Interation	BCA280	3
9	Character and Environment design in Game Engine	BCA279	3
10	Image Processing	BCA313	3
11	Computer Networks	BCA208/ CSA2004	3
12	Programming using C# for Unity	BCA273/ CSA2014	4
13	Video and Audio for Games	BCA259	3
14	Relational Database Management Systems	CSA2003	4
15	Object Oriented Programming using Java	CSA1005	3
16	Operating Systems and Unix Programming	CSA1006	3
17	UI/UX Design	CSA3009	3
18	Reasoning and Employment Skills	PPS2001	1
19	Fundamentals of Software Engineering	CSA2006	3
20	Problem Solving through Aptitude	PPS3001	1
21	Capstone Project	CSA3001	4
22	DEL Intelligent Signal Processing	CSA3056	3

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Action taken Report on Curriculum Feedback- 14th BOS

Feedback/suggestions from Faculty Members and action taken report

SI. No.	Feedback	Action Taken
1	Technical skills exclusive to the industrial requirements need to be incorporated.	The department is planned to give training from Core engineering industries.
2	More focus on interdisciplinary research.	The students and faculty members are involved in interdisciplinary research. The students are encouraged to interdisciplinary projects and Innovative projects.

Based on the feedback received from stakeholders, related courses (Annexure 1) were revised. Few new courses (Annexure 2) were also included based on the feedback received from stake holders

Annexure – 1
List of Courses in which Content Revision is undertaken for the Academic Year 2021-22 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	NIL		
2			





Date: 17-02-2022

Annexure – 2

List of New Courses included for the Academic Year 2021-22 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	Introduction to 3D Animation	BCA219/ CSA1011	3
2	Database Management Systems	BCA203	3
3	Operating System	BCA204	3
4	Database Management Systems Lab	BCA205	2
5	3D Modeling Lab	BCA256	2
6	Computer Graphics and Multimedia Lab	BCA257	3
7	Augmented Reality Development	BCA258/ CSA2016	3
8	Human Computer Interaction	BCA280	3
9	Character and Environment design in Game Engine	BCA279	3
10	Image Processing	BCA313	3
11	Computer Networks	BCA208/ CSA2004	3
12	Programming using C# for Unity	BCA273/ CSA2014	4
13	Video and Audio for Games	BCA259	3
14	Relational Database Management Systems	CSA2003	4
15	Object Oriented Programming using Java	CSA1005	3
16	Operating Systems and Unix Programming	CSA1006	3
17	UI/UX Design	CSA3009	3
18	Reasoning and Employment Skills	PPS2001	1
19	Fundamentals of Software Engineering	CSA2006	3
20	Problem Solving through Aptitude	PPS3001	1
21	Capstone Project	CSA3001	4
7/202	DE1. Intelligent Signal Processing	CSA3056	30

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Ref. No: PU/SOE-SOIS/BCA-AR-VR/ATR/BOS-14/2021-22

Action taken Report on Curriculum Feedback- 11th BOS

Feedback/suggestions from Employer and action taken report

SI. No.	Feedback	Action Taken	
1	The recruiters from IT companies and other industries suggested that the students need to be more participative and work with teams more effectively.	The soft skill training focused more on participative games and team building.	
2	l Racrilltare eligracted that the etildante are	Intensive training on aptitude training war planned for the next academic year.	

Based on the feedback received from stakeholders, related courses (Annexure 1) were revised. Few new courses (Annexure 2) were also included based on the feedback received from stake holders

Annexure – 1 List of Courses in which Content Revision is undertaken for the Academic Year 2021-22 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	NIL		
2			





Date: 17-02-2022

Annexure – 2

List of New Courses included for the Academic Year 2021-22 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	Introduction to 3D Animation	BCA219/ CSA1011	3
2	Database Management Systems	BCA203	3
3	Operating System	BCA204	3
4	Database Management Systems Lab	BCA205	2
5	3D Modeling Lab	BCA256	2
6	Computer Graphics and Multimedia Lab	BCA257	3
7	Augmented Reality Development	BCA258/ CSA2016	3
8	Human Computer Interation	BCA280	3
9	Character and Environment design in Game Engine	BCA279	3
10	Image Processing	BCA313	3
11	Computer Networks	BCA208/ CSA2004	3
12	Programming using C# for Unity	BCA273/ CSA2014	4
13	Video and Audio for Games	BCA259	3
14	Relational Database Management Systems	CSA2003	4
15	Object Oriented Programming using Java	CSA1005	3
16	Operating Systems and Unix Programming	CSA1006	3
17	UI/UX Design	CSA3009	3
18	Reasoning and Employment Skills	PPS2001	1
19	Fundamentals of Software Engineering	CSA2006	3
20	Problem Solving through Aptitude	PPS3001	1
21	Capstone Project	CSA3001	4
	DE1: Intelligent Signal Processing	CSA3056	amile suc

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