![Presidency University Logo]

PRESIDENCY UNIVERSITY
GAIN MORE KNOWLEDGE REACH GREATER HEIGHTS
Private University Estd. in Karnataka State by Act No. 41 of 2013

OVER **40** YEARS OF ACADEMIC WISDOM

SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-AR/VR

Ref. No: PU/SOE-SOIS/BCA-AR-VR/ATR/BOS-01/2022-23   **Date: 25-07-2022**

Action taken Report on Curriculum Feedback- 01st BOS

Feedback from Students and action taken report

Sl. 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.	10 Value added programs are scheduled for the AY 2022-23 even semester
3	Instead of giving assignments in each subject, mini projects can be included in the continuous assessment evaluation	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 2022-23 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	NIL		
2			

Annexure – 2

List of New Courses included for the Academic Year 2022-23 (BCA AR/VR Program)

S. No.	COURSE	Course Code	Credits
1	3D Game Engine	BCA 260	3
2	User Experience Design	BCA 224	2
3	Virtual Reality development	BCA 261/ CSA2017	3
4	Internship	BCA302	2
5	Digital Compositing	BCA 262	4
6	Dissertation	BCA315	4
7	Human Computer Interaction for Game Development	CSA3010	3
8	Android Mobile Applications Development	CSA3003	3
9	Essentials of Cloud Computing	CSA2008	3
10	Internet of Things	CSA3005	3
11	Character Modeling and Rigging	CSA3012	3
12	Internship	CSA3008	8
13	Video streaming and AR technologies	CSA3013	3
15	XR Development	CSA3090	3
16	3D and VR Workflow and Theory(DE3)	CSA3053	3
17	Rendering Techniques(DE4)	CSA3069	3
18	OE I: Digital Marketing	MBA2019	3
19	OE II: Supply Chain Management	MEC2003	3

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Ref. No: PU/SOE-SOIS/BCA-AR-VR/ATR/BOS-01/2022-23   **Date: 25-07-2022**

Action taken Report on Curriculum Feedback- 01ST BOS

Feedback/suggestions from Faculty Members and action taken report

Sl. 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

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SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-AR/VR

Ref. No: PU/SOE-SOIS/BCA-AR-VR/ATR/BOS-1/2022-23   **Date: 25-07-2022**

Action taken Report on Curriculum Feedback- 1ST BOS

Feedback/suggestions from Employer and action taken report

Sl. 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	Recruiters suggested that the students are be strong in their aptitude skills, as it is the first level of the interview process.	Intensive training on aptitude training was 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

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