SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-GG

Ref.No:PU/SOE-SOIS/BCA-GG/ATR/BOS-11/2021-22   **Date: 24-08-2020**

Action taken Report on Curriculum Feedback- 11thBOS

Action taken Report on Curriculum Feedback- 11th BOS

Feedback from Students and action taken report

Sl. No.	Feedback	ActionTaken
1	Skill development and job oriented courses were requested	A collaboration was done with Coursera wherein courses of prominent universities were offered to students to compensate the absence of internship based knowledge, impart new genre of industry specific skills and enable productive utilization of time
2	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
3	Certification training programs from the industry is to be conducted	Few students are undertaking certification training program from PRDC and students are encouraged to participate more training programs.
4	Special technical & aptitude training classes are required which are specific to the placement companies.	The Presidency University L&D team is giving the required training Program.

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 2020-21 (BCA-GG Program)

S. No.	COURSE	Course Code	Credits
1	NIL		
2			

List of New Courses included for the Academic Year 2020-21 (BCA-GG Program)

Sl. No.	COURSE	Course Code	Credits
1	Problem Solving Using C	BCA101/ BCA2001/ CSA1001	4
2	Digital Electronics	BCA102	3
3	Digital Electronics Lab	BCA251	1
4	Applied Mathematics	MAT110/ MAT2007	4
5	Data Structures	BCA105	3
6	Computer Organization	BCA106/ CSA1002	3
7	Programming in Python	BCA107/ BCA1005/ CSA1004	3
8	Data Structures Lab	BCA252	2
9	Preproduction Techniques for Games	BCA255	2
10	Technical Written Communication	ENG207/ ENG1005	2
11	Digital Integrated Circuits	BCA2005	3
12	Sketching and Painting	DES1001	1
13	Preproduction Techniques	BCA1009/ CSA1009	2
14	Stop motion Animation	BCA2056/ CSA2011	1
15	Data structures and Algorithms	BCA2002/ CSA2001	4
16	2D Animation	BCA2026/ CSA2012	3

SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-GG

Ref.No:PU/SOE-SOIS/BCA GG/ATR/BOS-11/2020-21   **Date: 24-08-2020**

ActiontakenReportonCurriculum Feedback- 11th BOS

Feedback/suggestions from Faculty Members and action taken report

Sl. No.	Feedback	ActionTaken
1	Awareness about latest developments among teachers was suggested	Administrative support was provided to teachers for pursuing online faculty development programs/short term courses. Number of teachers attended courses on MOOC and used their learning for effective teaching.
2	Research quality may be enhanced by collaborative research with other institutions in india and abroad.	MOUs/Agreements were signed with Universities and reputed institutions to enrich research experience and facilitatestaff and student exchange program.

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 2020-21 (BCA GG Program)

S. No.	COURSE	Course Code	Credits
1	NIL		
2			

List of New Courses included for the Academic Year 2020-21 (BCA GG Program)

Sl. No.	*COURSE*	*Course Code*	*Credits*
1	Problem Solving Using C	BCA101/ BCA2001/ CSA1001	4
2	Digital Electronics	BCA102	3
3	Digital Electronics Lab	BCA251	1
4	Applied Mathematics	MAT110/ MAT2007	4
5	Data Structures	BCA105	3
6	Computer Organization	BCA106/ CSA1002	3
7	Programming in Python	BCA107/ BCA1005/ CSA1004	3
8	Data Structures Lab	BCA252	2
9	Preproduction Techniques for Games	BCA255	2
10	Technical Written Communication	ENG207/ ENG1005	2
11	Digital Integrated Circuits	BCA2005	3
12	Sketching and Painting	DES1001	1
13	Preproduction Techniques	BCA1009/ CSA1009	2
14	Stop motion Animation	BCA2056/ CSA2011	1
15	Data structures and Algorithms	BCA2002/ CSA2001	4
16	2D Animation	BCA2026/ CSA2012	3

SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-GG

Ref. No: PU/SOE-SOIS/BCA-GG/ATR/BOS-11/2020-21   **Date: 15th Sep 2020**

Action taken Report on Curriculum Feedback- 11th Bos

Feedback/suggestions from Employer and action taken report

Sl. No.	Feedback	Action Taken
1	The companies suggested the students to go through the Job Description and Research more about the role.	The Placement Officer along with other TICs held Sessions for the third-year students' sitting for placements to help them prepare for the process and make them understand the job profile better.
2	Multiple internships done by students were highly appreciated	The coordinator will continue to put efforts to secure more internships offers and live projects for students

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 2020-21 (BCA GG Program)

S. No.	COURSE	Course Code	Credits
1	NIL		

Annexure – 2

List of New Courses included for the Academic Year 2020-21 (BCA GG Program)

Sl. No.	COURSE	Course Code	Credits
1	Problem Solving Using C	BCA101/ BCA2001/ CSA1001	4
2	Digital Electronics	BCA102	3
3	Digital Electronics Lab	BCA251	1
4	Applied Mathematics	MAT110/ MAT2007	4
5	Data Structures	BCA105	3
6	Computer Organization	BCA106/ CSA1002	3
7	Programming in Python	BCA107/ BCA1005/ CSA1004	3
8	Data Structures Lab	BCA252	2
9	Preproduction Techniques for Games	BCA255	2
10	Technical Written Communication	ENG207/ ENG1005	2
11	Digital Integrated Circuits	BCA2005	3
12	Sketching and Painting	DES1001	1
13	Preproduction Techniques	BCA1009/ CSA1009	2
14	Stop motion Animation	BCA2056/ CSA2011	1
15	Data structures and Algorithms	BCA2002/ CSA2001	4
16	2D Animation	BCA2026/ CSA2012	3