PRESIDENCY UNIVERSITY

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

Private University Estd. in Karnataka State by Act No. 41 of 2013

PRESIDENCY GROUP
OVER
40
YEARS
OF ACADEMIC
WISDOM

SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-GG

Ref. No: PU/SOE-SOIS/BCA-GG/ATR/BOS-14/2021-22   **Date: 17-02-2022**

Action taken Report on Curriculum Feedback- 14th BOS

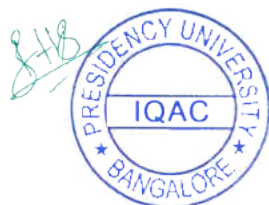### Feedback from Students and Action Taken Report

Sl. No.	Feedback	ActionTaken
1	Design the lab curriculum in such a way that the students can get more hands-on experience.	It is proposed to include industry relevant lab experiment to make the students industry ready for better placements
2	More value added courses may be conducted to improve the soft skills / technical skills.	9 Value added programs are scheduled for the AY 2021-22 even semester
3	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 Programme.

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-GG Program)
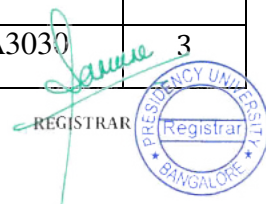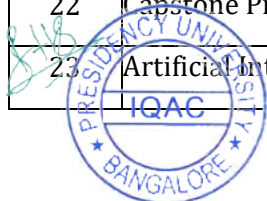
S. No.	COURSE	Course Code	Credits
1	*NIL*		
2			

Annexure – 2

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

S. No.	COURSE	Course Code	Credits
1	Introduction to 3D Animation	BCA219	3
2	Database Management Systems	BCA203	3
3	Operating System	BCA204	3
4	Introduction to Game Design	BCA264/ BCA1008	3
5	Database Management Systems Lab	BCA205	2
6	3D Modeling Lab	BCA256	2
7	Computer Graphics and Multimedia Lab	BCA257/ BCA2031	3
8	Social Immersion Course	SIC501	1
9	2D game design and development	BCA265/ CSA3018	4
10	Game Mechanics and dynamics	BCA266/ BCA2013	3
11	Image Processing	BCA313	3
12	Computer Networks	BCA208/ CSA2004	3
13	Artificial Intelligence for Gaming	BCA217	3
14	Video and Audio for Games	BCA259/ BCA2030	3
15	Programming using C# for Unity	BCA273	4
16	Relational Database Management Systems	CSA2003	4
17	Object Oriented Programming using Java	CSA1005	3
18	Operating Systems and Unix Programming	CSA1006	3
19	UI/UX Design	CSA3009	3
20	Fundamentals of Software Engineering	CSA2006	3
21	Problem Solving through Aptitude	PPS3001	1
22	Capstone Project	CSA3001	4
23	Artificial Intelligence for Game Development	CSA3030	3

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Action taken Report on Curriculum Feedback- 14th BOS

Feedback/suggestions from Faculty Members and action taken report

Sl. No.	Feedback	ActionTaken
1	It is suggested to implement the best practices of industry in our curriculum so that the students are employable.	BCA GG dept. has Experts from Industry in BoS committee, and we take suggestions and include their recommendations in our curriculum. Advisory committee is formulated to meet the above suggestions
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-GG Program)
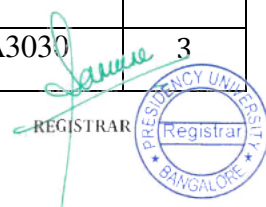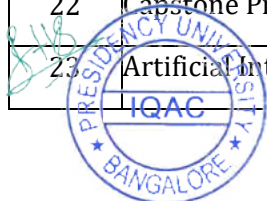
S. No.	COURSE	Course Code	Credits
1	NIL		
2			

Annexure – 2

List of New Courses included for the Academic Year 2021-22 (BCA, GG Program)

S. No.	COURSE	Course Code	Credits
1	Introduction to 3D Animation	BCA219	3
2	Database Management Systems	BCA203	3
3	Operating System	BCA204	3
4	Introduction to Game Design	BCA264/ BCA1008	3
5	Database Management Systems Lab	BCA205	2
6	3D Modeling Lab	BCA256	2
7	Computer Graphics and Multimedia Lab	BCA257/ BCA2031	3
8	Social Immersion Course	SIC501	1
9	2D game design and development	BCA265/ CSA3018	4
10	Game Mechanics and dynamics	BCA266/ BCA2013	3
11	Image Processing	BCA313	3
12	Computer Networks	BCA208/ CSA2004	3
13	Artificial Intelligence for Gaming	BCA217	3
14	Video and Audio for Games	BCA259/ BCA2030	3
15	Programming using C# for Unity	BCA273	4
16	Relational Database Management Systems	CSA2003	4
17	Object Oriented Programming using Java	CSA1005	3
18	Operating Systems and Unix Programming	CSA1006	3
19	UI/UX Design	CSA3009	3
20	Fundamentals of Software Engineering	CSA2006	3
21	Problem Solving through Aptitude	PPS3001	1
22	Capstone Project	CSA3001	4
23	Artificial Intelligence for Game Development	CSA3030	3

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Action taken Report on Curriculum Feedback- 11th BOS

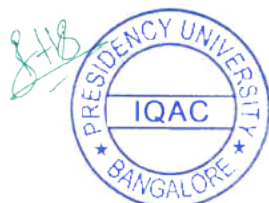### Feedback/suggestions from Employer and action taken report

Sl. No.	Feedback	ActionTaken
1	Multi-disciplinary courses need to be implemented	Students have the option of selecting discipline and open electives of their choice
2	Courses related to industrial needs to be added in the curriculum	The Department offers 3 courses in the suggested fields

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-GG Program)

S. No.	COURSE	Course Code	Credits
1	*NIL*		
2			

Annexure – 2

List of New Courses included for the Academic Year 2021-22 (BCA, GG Program)

S. No.	COURSE	Course Code	Credits
1	Introduction to 3D Animation	BCA219	3
2	Database Management Systems	BCA203	3
3	Operating System	BCA204	3
4	Introduction to Game Design	BCA264/ BCA1008	3
5	Database Management Systems Lab	BCA205	2
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7	Computer Graphics and Multimedia Lab	BCA257/ BCA2031	3
8	Social Immersion Course	SIC501	1
9	2D game design and development	BCA265/ CSA3018	4
10	Game Mechanics and dynamics	BCA266/ BCA2013	3
11	Image Processing	BCA313	3
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