SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-GG

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

Action taken Report on Curriculum Feedback- 1ST 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.	12 Value added programs are scheduled for the AY 2022-23 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 2022-23 (BCA GG Program)

S. No.	COURSE	Course Code	Credits
1			
2			

Annexure – 2

List of New Courses included for the Academic Year 2022-23 (BCA, GG Program)

S. No.	COURSE	Course Code	Credits
1	Animation and Shaders	BCA221	3
2	Character Modeling and Rigging	BCA222	2
3	3D Game Engine	BCA260	3
4	Internship	BCA320	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	3D Game Design and Development	CSA2015	3
10	Essentials of Cloud Computing	CSA2008	3
11	Internet of Things	CSA3005	3
12	Character Modeling and Rigging	CSA3012	3
13	Internship	CSA3008	8
15	Game Architecture	CSA3037	3
16	Rendering Techniques	CSA3069	3
17	XR Development	CSA3090	3
18	OE I: Digital Marketing	MBA2019	3
19	OE II: Supply Chain Management	MEC2003	3

SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-GG

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

Action taken Report on Curriculum Feedback- 1st 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 2022-23 (BCA GG Program)

S. No.	COURSE	Course Code	Credits
1	NIL		
2			

Annexure – 2

List of New Courses included for the Academic Year 2022-23 (BCA, GG Program)

S. No.	COURSE	Course Code	Credits
1	Animation and Shaders	BCA221	3
2	Character Modeling and Rigging	BCA222	2
3	3D Game Engine	BCA260	3
4	Internship	BCA320	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	3D Game Design and Development	CSA2015	3
10	Essentials of Cloud Computing	CSA2008	3
11	Internet of Things	CSA3005	3
12	Character Modeling and Rigging	CSA3012	3
13	Internship	CSA3008	8
15	Game Architecture	CSA3037	3
16	Rendering Techniques	CSA3069	3
17	XR Development	CSA3090	3
18	OE I: Digital Marketing	MBA2019	3
19	OE II: Supply Chain Management	MEC2003	3

SCHOOL OF INFORMATION SCIENCE
DEPARTMENT OF BCA-GG

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

Action taken Report on Curriculum Feedback- 1ST BOS

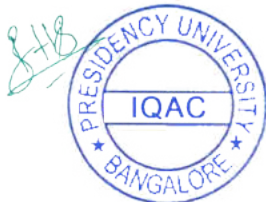### Feedback/suggestions from Employer and action taken report

Sl. No.	Feedback	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 2022-23 (BCA GG Program)

S. No.	COURSE	Course Code	Credits
1			
2			

List of New Courses included for the Academic Year 2022-23 (BCA, GG Program)

S. No.	COURSE	Course Code	Credits
1	Animation and Shaders	BCA221	3
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