

Department of Computer Science

**Curriculum Feedback Analysis and Action Taken Report
AY 2024-25**

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At the end of every academic year, feedback will be taken from all stakeholders to enhance the quality of education with an effective curriculum structure to cater to the needs of all stakeholders. The stakeholders were requested to submit their feedback based on the criteria as mentioned below, with a satisfactory rating scale of

1. Surely No 2. No 3. May Be 4. Yes 5. Definitely Yes

In addition, the suggestions for the curriculum enrichment were also collected.

Student Feedback

SNO	CRITERION
Q1	Content is relevant for the BCA program
Q2	Content covers advanced topics
Q3	Content increases the learner's Knowledge/Skill
Q4	Content is up-to-date, meeting Industry requirements
Q5	Content is well covered by the textbook and the reference book given in the syllabus
Suggestions	A few prompts: Topics / Units that should be explored in greater depth Topics / Units that should be minimized or excluded

Faculty Feedback

SNO	CRITERION
Q1	Does the curriculum satisfy the stated objectives and learning outcomes?
Q2	Do you have continuous processes to propose, modify, suggest and incorporate new topics in the curriculum?
Q3	Is the curriculum effective in developing independent thinking?
Q4	Does the departmental-level expert committee meet to review the curriculum?
Q5	Does the curriculum enhance your knowledge in the subject area?
Q6	Does the curriculum enable the students to apply their knowledge in real life?
Q7	Does the curriculum demand the teachers for research inclusive teaching?

Alumni Feedback

SNO	CRITERION
Q1	The curriculum was well-structured and organized and content was up-to-date with current trends and technologies.
Q2	The curriculum enhanced my technical, analytical, and problem-solving skills.
Q3	The curriculum provided sufficient practical learning opportunities and was helpful in preparing me for real-world challenges.
Q4	The curriculum was relevant to the industry or academic needs.

Q5	I am satisfied with the overall quality of the curriculum
Q6	What aspects of the curriculum were most beneficial?
Q7	What areas of the curriculum could be improved?
Q8	General Comments and Suggestions:

Industry Feedback

SNO	CRITERION
Q1	Is the curriculum aligned with the objectives of the programme?
Q2	Does the curriculum cover advanced topics and current trends?
Q3	How would you rate the relevance of the electives offered in the curriculum?
Q4	Is employability given weightage in the design and development of curriculum?
Q5	Does the curriculum meet the expectations of the industry?
Q6	Does the curriculum cater to the enhancement of skills of the students with respect to the industry needs?

Parents' Feedback

SNO	CRITERION
Q1	Does the curriculum orient the students towards higher education?
Q2	Is employability given weightage in the design and development of the curriculum?

Q3	Is the curriculum designed to have a component on value based education?
Q4	Does the curriculum have components to serve the needs of the society?
Q5	Does the curriculum promote self-study and attitude of research?
Q6	Does the curriculum help the students to enhance their personality?

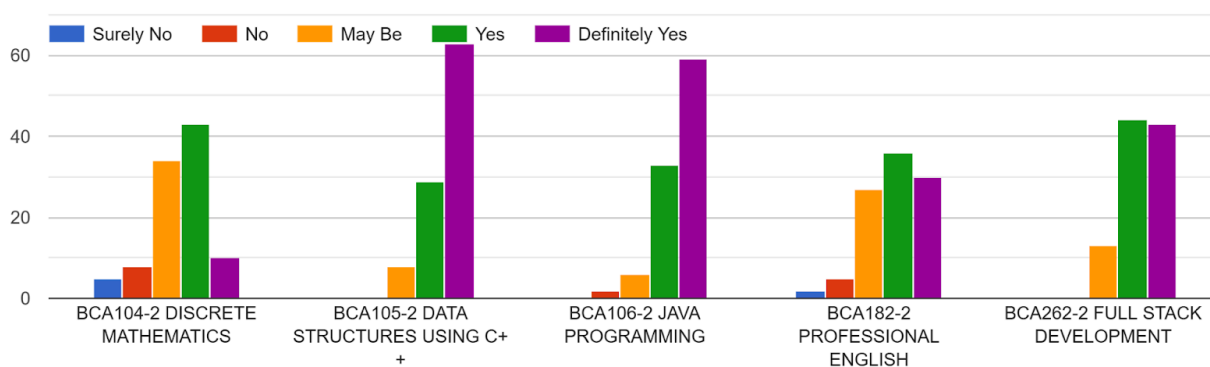
Analysis Report (AY 2024-25)

To facilitate the feedback process, the above questions were included in a Google form and sent to the stakeholders to submit their responses with suggestions.

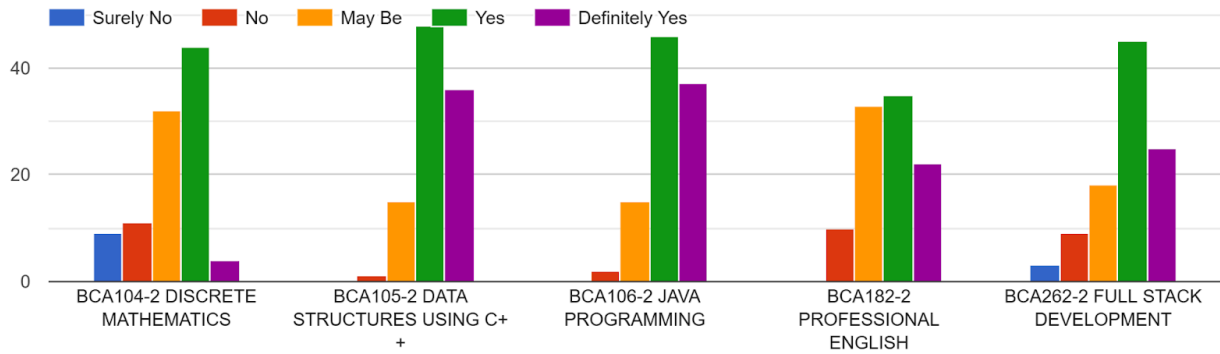
Students' Feedback:

The following graph shows the responses received from the 178 students in the BCA programme, and similar feedback is collected from all the UG and PG programmes of the department.

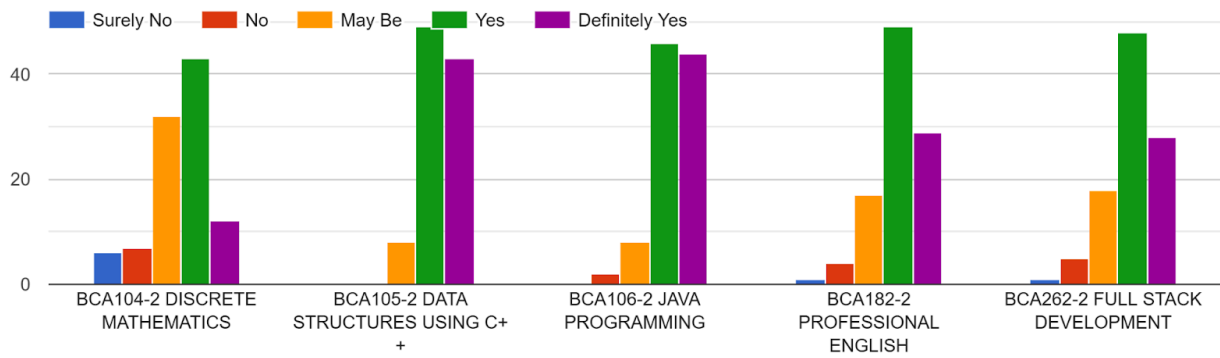
Q1. Content is relevant for the BCA program



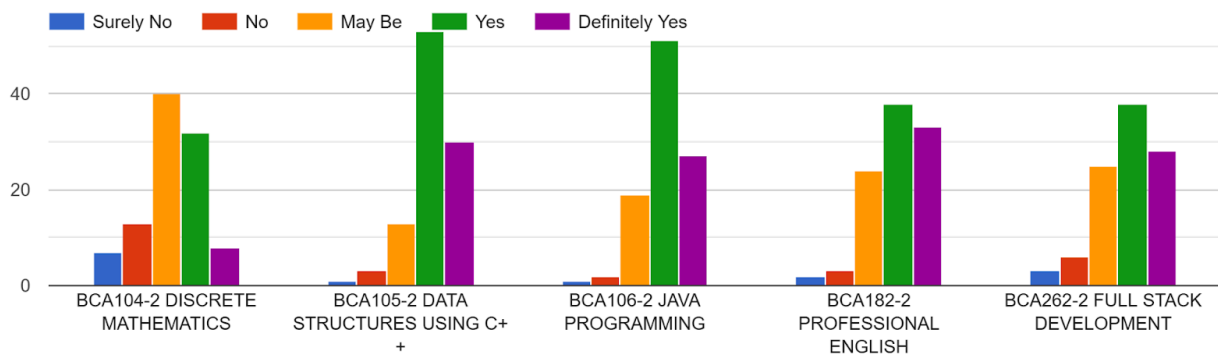
Q2. Content covers advanced topics



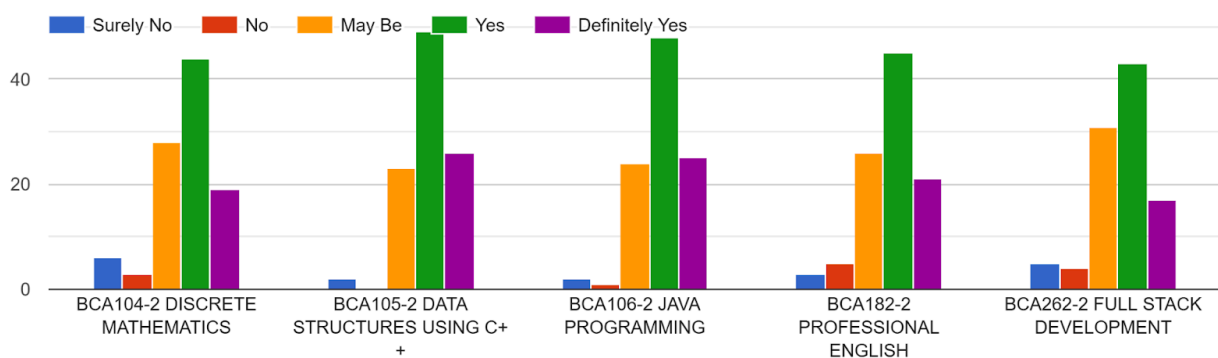
Q3. Content increases the learners Knowledge/Skill



Q4. Content is upto date meeting Industry requirements

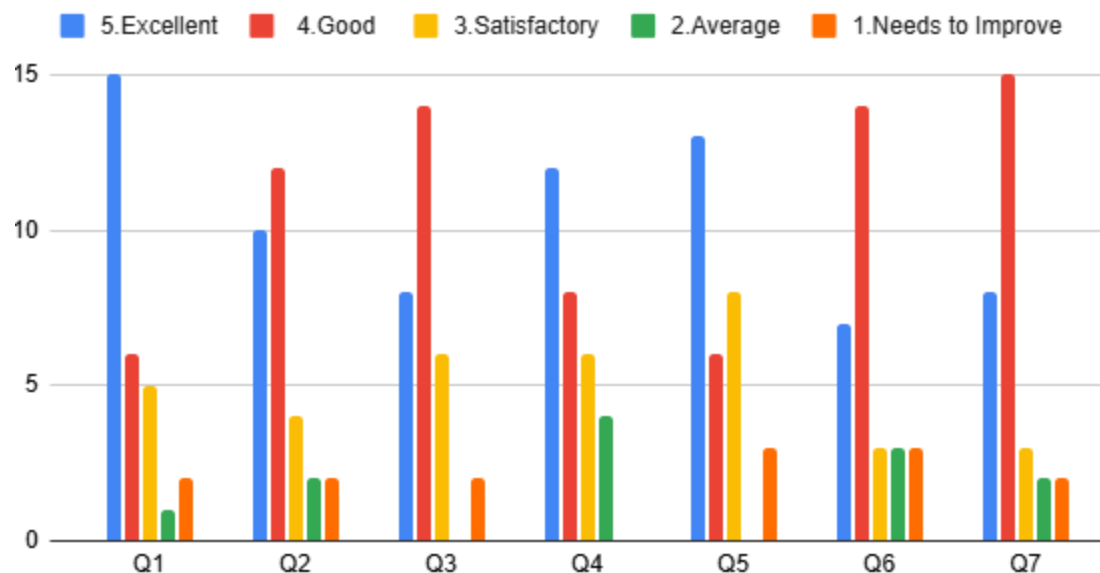


Q5. Content is well covered by the textbook and reference book given in the syllabus



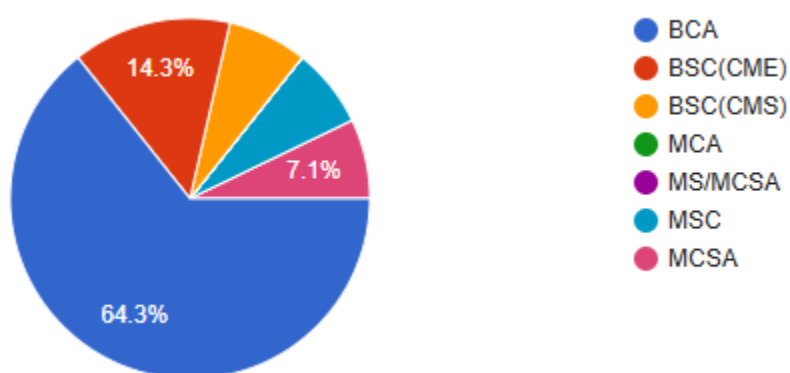
Teacher Feedback:

The following graph shows the responses received from the 30 faculty of the department.

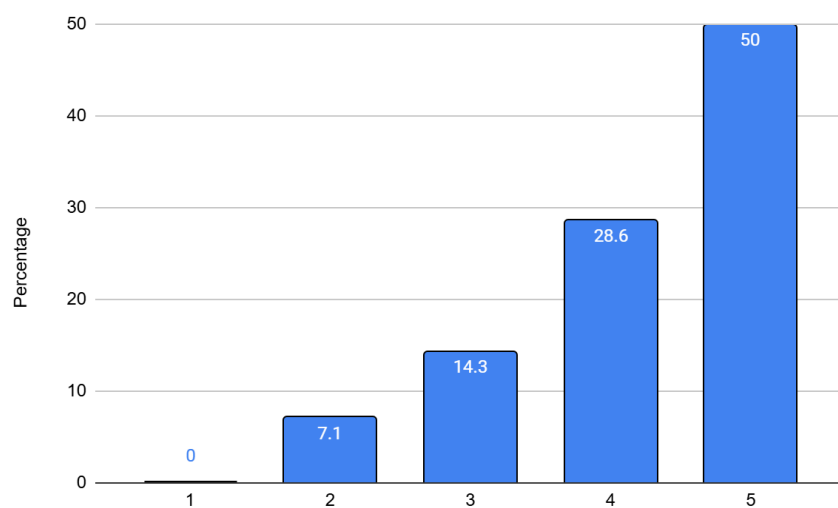


Alumni Feedback:

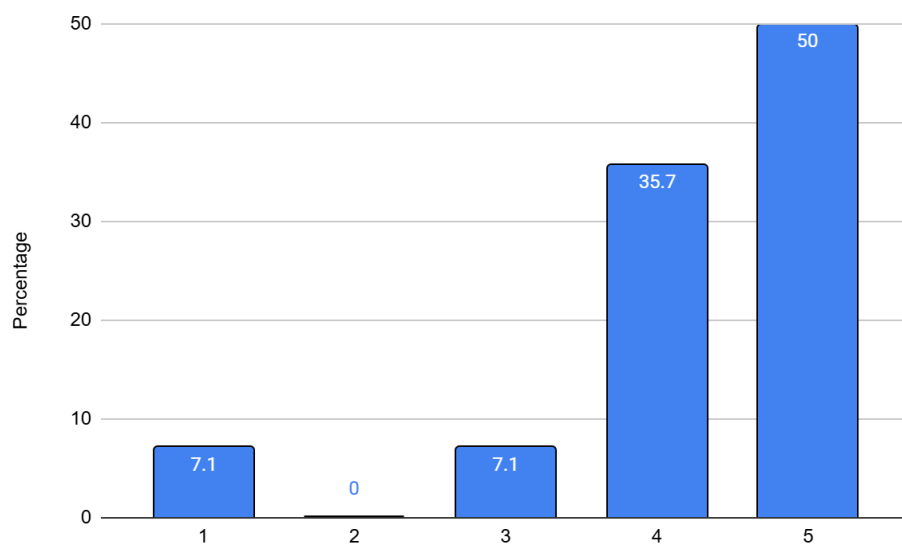
Alumni feedback and suggestions play a vital role in curriculum development, as they help in identifying opportunities for introducing new courses in emerging and contemporary areas. The following graph illustrates the alumni's perspectives on our curriculum. Their responses indicate that the existing curriculum structure is satisfactory and effective. At the same time, they have recommended the inclusion of more software development tools that are currently in high demand in the industry.



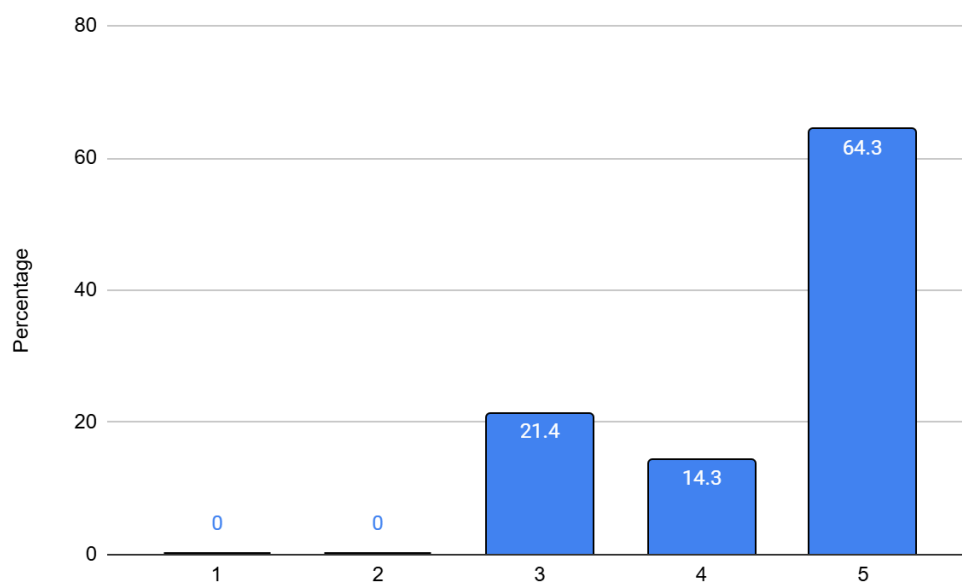
The curriculum was well-structured and organised, and the content was up-to-date with current trends and technologies.



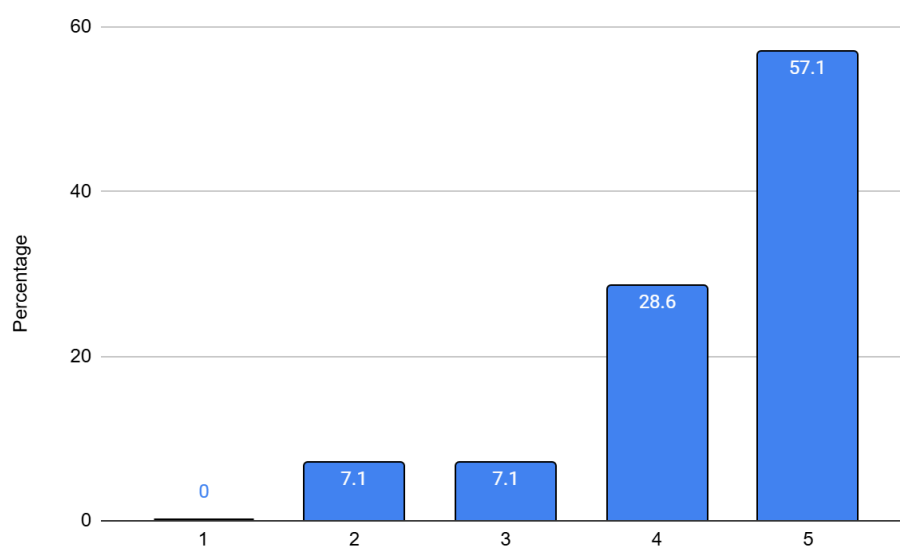
The curriculum has a scope of enhancing students' technical, analytical, and problem-solving skills.



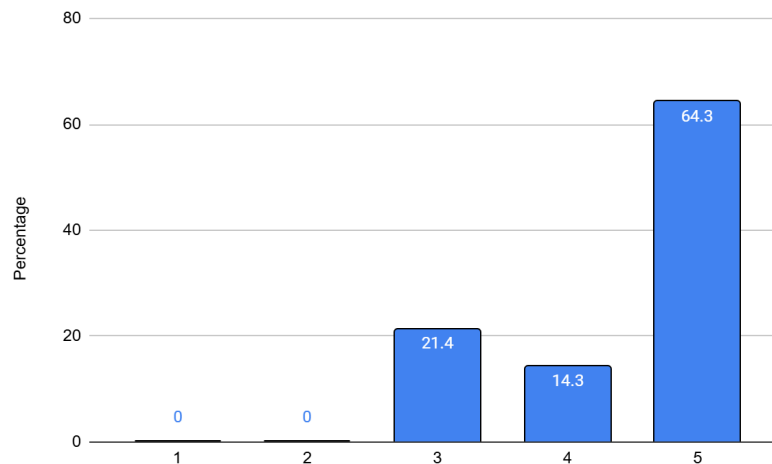
The curriculum provide sufficient practical learning opportunities and helpful in preparing student for real-world challenge



Over all quality of Curriculum



The Curriculum is relevant to the industry and academic need.



Action Taken:

The feedback and suggestions received from stakeholders indicate that the existing curriculum meets the expectations of students in terms of employability and skill enhancement in emerging technologies. With the consistent efforts of the faculty, the syllabus and practical components are revised annually to incorporate new applications and align with the latest industry trends through collaborative initiatives.

Based on the inputs from Students, Faculty, Alumni, and Industry experts, the following actions were proposed and discussed in the Board of Studies meeting:

- Introduction of Industry Integrated course in the BCA Programme.
- Addition of new elective courses such as AI for Healthcare, AI for Cyber Security, AI for Cognitive Science, and AI in Robotics as a foundation elective for MSC-AIML.
- Revision of the UI/UX course for BCA with advanced design tools.
- Enhancement of evaluation components to support students' expectations.
- Introduction of Computer Graphics as a core course for the BSc Programme to enable students to work on projects.
- Strengthening departmental research activities to facilitate the integration of new technologies into the curriculum.
- Exploring opportunities to include industry-offered elective courses.