

**MIT Art, Design & Technology
University, Pune, India
MIT Institute of Design, Pune**

IQAC

**Report on Stakeholder's Feedback
on Curriculum**

2020-21


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Declaration

This is to state that all the Feedback Forms collected from all the stakeholders (a) Students, (b) Teachers, (c) Employers and (d) Alumni, for the 'Academic Year' 2020-21, are preserved in the school for record purpose and will be made available to IQAC at any time.

The report is prepared based on the Feedback Forms collected from the stakeholders.


Dr. Sandip S. Deore


IQAC Co-ordinator at School Level
MIT Institute of Design
Prof. Dr. Sandip Deore
Assistant professor

Stakeholder's feedback will help MIT Institute of Design, MIT ADT University to revise and update the curriculum of various programs as per the international standards. For this purpose, feedback system has been developed at Institute level to create, collect and analyse the feedback forms for different stakeholders like a) Students, b) Faculty, c) Employer, d) Alumni. And take required action in order to incorporate stakeholders' creative suggestions on programs, courses, curriculum and instruction of the courses. The practice would also help to keep the programs, courses, and curriculum to the mark.

1. Filled –in feedback Forms on Curriculum from different stakeholders:

(a) Students, (b) Faculty, (c) Employers, (d) Alumni

(a) Filled-in Feedback form on Curriculum from one Student as a sample

**MIT INSTITUTE
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Feedback from Stakeholder - Student

Feedback from Student
We seek your feedback which will help MIT ADT University to update the various programs as per the International standards.

1. Student full Name (First & last name)

SAHAJ AJMERA

2. Programme *

☐ B.Des

☒ M.Des

3. Discipline *

- ☐ Product Design
- ☒ Transportation Design
- ☐ Animation Design
- ☐ Film and Video Design
- ☐ Graphic Design
- ☐ Retail Design
- ☐ User Experience Design
- ☐ Interior Space and Furniture Design
- ☐ Fashion Communication
- ☐ Fashion Design
- ☐ Fashion Management & Marketing
- ☐ Design Management
- ☐ Immersive Media Design

4. Year

*

- ☐ 1st Year
- ☐ 2nd Year
- ☒ 3rd Year
- ☐ 4th Year

5. E-mail ID *

Ajmera.sahaj@gmail.com

6. Contact no

9518750027

7. Is the curriculum well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)? *

- ☐ 4 - Strongly agree
- ☒ 3 - Agree
- ☐ 2 - Neutral
- ☐ 1 - Disagree
- ☐ 0 - Strongly Disagree

8. Are you satisfied with the duration given for skill-based courses and projects? *

- ☐ 4 - Strongly satisfied
- ☒ 3 - Satisfied
- ☐ 2 - Neutral
- ☐ 1 - Dissatisfied
- ☐ 0 - Strongly Dissatisfied

9. Is the syllabus enhancing constructive learning and develops problem solving skills? *

- ☒ 4 - To a great extent
- ☐ 3 - Moderately
- ☐ 2 - Some what
- ☐ 1 - Very little
- ☐ 0 - Not at all

10. Are sufficient reference books, based on the syllabus, available in the library? *

- ☐ 4 - Regularly
- ☐ 3 - Often
- ☒ 2 - Sometimes
- ☐ 1 - Rarely
- ☐ 0 - Never

11. Does the curriculam include 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship? *

- ☐ 4 - To a great extent
- ☐ 3 - Moderate
- ☒ 2 - Somewhat
- ☐ 1 - Very little
- ☐ 0 - Not at all

12. How do you find the curriculum from the employability, and entrepreneurship point of view? *

- ☐ 4 - Excellent
- ☒ 3 - Very Good
- ☐ 2 - Good
- ☐ 1 - Oridnary
- ☐ 0 - Poor

13. What improvement do you suggest for teaching quality and teaching methods? *

More practical in online mode

14. Are you satisfied with the way examinations/Juries were conducted? *

- ☐ 4 - Strongly satisfied
- ☒ 3 - Satisfied
- ☐ 2 - Neutral
- ☐ 1 - Dissatisfied
- ☐ 0 - Strongly Dissatisfied

15. Were you satisfied with the 'students involvement' in the 'academic bodies' of the University? *

- ☐ 4 - Strongly satisfied
- ☒ 3 - Satisfied
- ☐ 2 - Neutral
- ☐ 1 - Dissatisfied
- ☐ 0 - Strongly Dissatisfied

16. Based on standard and quality please rate the following facility *

	Excellent	Very Good	Good	Ordinary	Poor
Classroom	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Library	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Workshop	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canteen	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hostel	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

17. What is the standard of the 'training', 'internship', 'projects', 'mock-interviews' conducted by the department? *

- ☐ 4-Excellent
- ☒ 3-Very Good
- ☐ 2-Good
- ☐ 1-Ordinary
- ☐ 0-Poor

18. Are you satisfied with the training and placement for your Programme? *

- ☐ 4 - Strongly Satisfied
- ☒ 3 - Satisfied
- ☐ 2 - Neutral
- ☐ 1 - Dissatisfied
- ☐ 0 - Strongly Dissatisfied

19. What changes are required in T & P to improve the placement *

Na

20. Are you satisfied with the adequacy of the infrastructure and the safety on the campus? *

- ☐ 4 - to a great extent
- ☒ 3 - Moderate
- ☐ 2 - Some what
- ☐ 1 - Very little
- ☐ 0 - Not at all

21. Would you like to give any other suggestions? *

Na

(b) Filled-in Feedback form on Curriculum from one Faculty as a sample

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Feedback from Stakeholders - Faculties

Feedback from Faculties
We seek your feedback which will help MIT ADT University to update various programs as per the International standards.

1. Faculty Full Name *

Amit S. Deshmukh

2. Designation *

Associate Professor - HOD, Interior Space & Furniture Design

3. E-Mail ID *

amitdeshmukh@mitid.edu.in

4. Contact No

9422504971

5. Discipline *

- ☐ Product Design
- ☐ Transportation Design
- ☒ Interior Space & Furniture Design
- ☐ Film & Video Design
- ☐ Graphic Design
- ☐ Animation Design
- ☐ Retail & Exhibition Design
- ☐ User Experience Design
- ☐ Immersive Media Design
- ☐ Design Management
- ☐ Fashion Management & Marketing
- ☐ Fashion Design
- ☐ Fashion Communication
- ☐ Foundation/Pre -Design

6. Is the curriculum well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)? *

- ☒ 4 - Strongly agree
- ☐ 3 - Agree
- ☐ 2 - Neutral
- ☐ 1 - Disagree
- ☐ 0 - Strongly Disagree

7. Are you satisfied with the duration given for skill-based courses and projects?

- ☒ 4- Strongly satisfied
- ☐ 3 - Satisfied
- ☐ 2 - Neutral
- ☐ 1 - Dissatisfied
- ☐ 0 - Strongly Dissatisfied

8. Is the syllabus enhancing constructive learning and develops problem solving skills?

- ☒ 4 - To a great extent
- ☐ 3 - Moderate
- ☐ 2 - Some what
- ☐ 1 - Very Little
- ☐ 0 - Not at all

9. Does the curriculum reflect Programme outcomes (POs), Programme Specific Outcomes (PSOs) and Course Outcomes (COs) of the Programme and courses offered by the University and are they mapped?

- ☒ 4 - Strongly Agree
- ☐ 3 - Agree
- ☐ 2 - Neutral
- ☐ 1 - Disagree
- ☐ 0 - Strongly Disagree

10. Are sufficient reference books, based on the syllabus, available in the library?

- ☐ 4 - Everytime
- ☐ 3 - Usually
- ☒ 2 - Occasionally/ Sometimes
- ☐ 1 - Rarely
- ☐ 0 - Never

11. Are books suggested by you, purchased for library ?

- ☐ 4 - Regularly
- ☐ 3- Often
- ☒ 2 - Sometimes
- ☐ 1- Rarely
- ☐ 0 -Never

12. Does the curriculum include 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship?

- ☐ 4 - To a great extent
- ☒ 3 - Moderate
- ☐ 2 - Somewhat
- ☐ 1 - Very little
- ☐ 0 - Not at all

13. Are your suggestions to revise the curriculum taken into consideration?

- ☒ 4 - Every time
- ☐ 3 - Usually
- ☐ 2 - Occasionally/Sometimes
- ☐ 1 - Rarely
- ☐ 0 - Never

14. How do you find the curriculum from the employability, and entrepreneurship point of view?

- ☒ 4 - Excellent
- ☐ 3 - Very Good
- ☐ 2 - Good
- ☐ 1 - Ordinary
- ☐ 0 - Poor

(c) Filled-in Feedback form on Curriculum from one Employer as a sample



Feedback from Stakeholders - Employers

Feedback from Employers

We seek your feedback which will help MIT ADT University revise and update the curriculum of various programs as per the International standards.

...

1. Employer Full Name *

Prateek Sethi

2. E-Mail ID *

prateek@wearetrip.in

3. Contact No *

9822442193

4. Organization Name *

Trip Creative Services

5. Designation *

Creative Director

6. Do you find the curriculum relevant to the industry needs?

- ☒ 4- To a great extent
- ☐ 3 - Moderate
- ☐ 2- Some what
- ☐ 1 - Very little
- ☐ 0- Not at all

7. Do you feel the Institute have done justice in developing skills required for the industry?

- ☒ 4- Fully
- ☐ 3- Reasonably
- ☐ 2- Partially
- ☐ 1- Slightly
- ☐ 0 - Not at all

8. How do you find the fundamental and practical knowledge of the student serving your organization?

- ☒ 4 - Excellent
- ☐ 3 - Very Good
- ☐ 2 - Good
- ☐ 1 - Ordinary
- ☐ 0- Poor

9. How do you find the soft skills like communication skills, articulation skills, attitude and behaviour of the student serving your organization?

- ☐ 4 - Excellent
- ☒ 3 - Very Good
- ☐ 2 - Good
- ☐ 1 - Ordinary
- ☐ 0 - Poor


10. What new 'components' should be included in the curriculum?


Design for the Internet Generation

11. Would you like to give any other suggestions ?

Enter your answer

(d) Filled-in Feedback form on Curriculum from one Alumni as a sample

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Feedback from Stakeholder - Alumni

Feedback from Alumni
We seek your feedback which will help MIT ADT University to update the various programs as per the international standards.

1. Alumni full Name (First & last name) *

CHAITANYA KAMBLE

2. Year of Passing Out *



- ☐ 2008
- ☐ 2009
- ☐ 2010
- ☐ 2011
- ☐ 2012
- ☐ 2013
- ☐ 2014
- ☐ 2015
- ☐ 2016
- ☐ 2017
- ☐ 2018
- ☐ 2019
- ☒ 2020
- ☐ 2021

3. Programme *

- ☐ B.Des
- ☒ M.Des

4. Discipline *

- ☐ Product Design
- ☒ Transportation Design
- ☐ Animation Design
- ☐ Film and Video Design
- ☐ Graphic Design
- ☐ Retail Design
- ☐ User Experience Design
- ☐ Interior Space and Furniture Design
- ☐ Fashion Communication
- ☐ Fashion Design
- ☐ Fashion Management & Marketing
- ☐ Design Management
- ☐ Immersive Media Design

5. E-mail ID *

chaitanya.kamble@mitid.edu.in

6. Contact no

9175555882

7. Present Organization Name: *

BHUSHAN POWAR DESIGNS

8. Present Designation *

Yacht Designer

9. Was the curriculum well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)? *

- ☐ 4 - Strongly Agree
- ☒ 3 - Agree
- ☐ 2 - Neutral
- ☐ 1 - Disagree
- ☐ 0 - Strongly disagree

10. Were you satisfied with the duration given for skill-based courses and projects? *

- ☒ 4 - Strongly satisfied
- ☐ 3 - Satisfied
- ☐ 2 - Neutral
- ☐ 1- Dissatisfied
- ☐ 0- Strongly Dissatisfied

11. Was the syllabus enhancing constructive learning and develops problem solving skills? *

- ☒ 4-To a great extent
- ☐ 3-Moderately
- ☐ 2-Some what
- ☐ 1-Very little
- ☐ 0-Not at all

12. Were sufficient reference books, based on the syllabus, available in the library? *

- ☐ 4- Regularly
- ☐ 3-Often
- ☐ 2-Sometimes
- ☒ 1- Rarely
- ☐ 0-Never

13. Does the curriculum include 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship? *

- ☐ 4 - To a great extent
- ☒ 3 - Moderate
- ☐ 2 - Somewhat
- ☐ 1 - Very little
- ☐ 0 - Not at all

14. Has the components, which you felt were missing in the curriculum, incorporated in the curriculum now? *

- ☒ 4-To a great extent
- ☐ 3-Moderately
- ☐ 2-Some what
- ☐ 1-Very little
- ☐ 0-Not at all

15. How do you find the curriculum from the employability, and entrepreneurship point of view? *

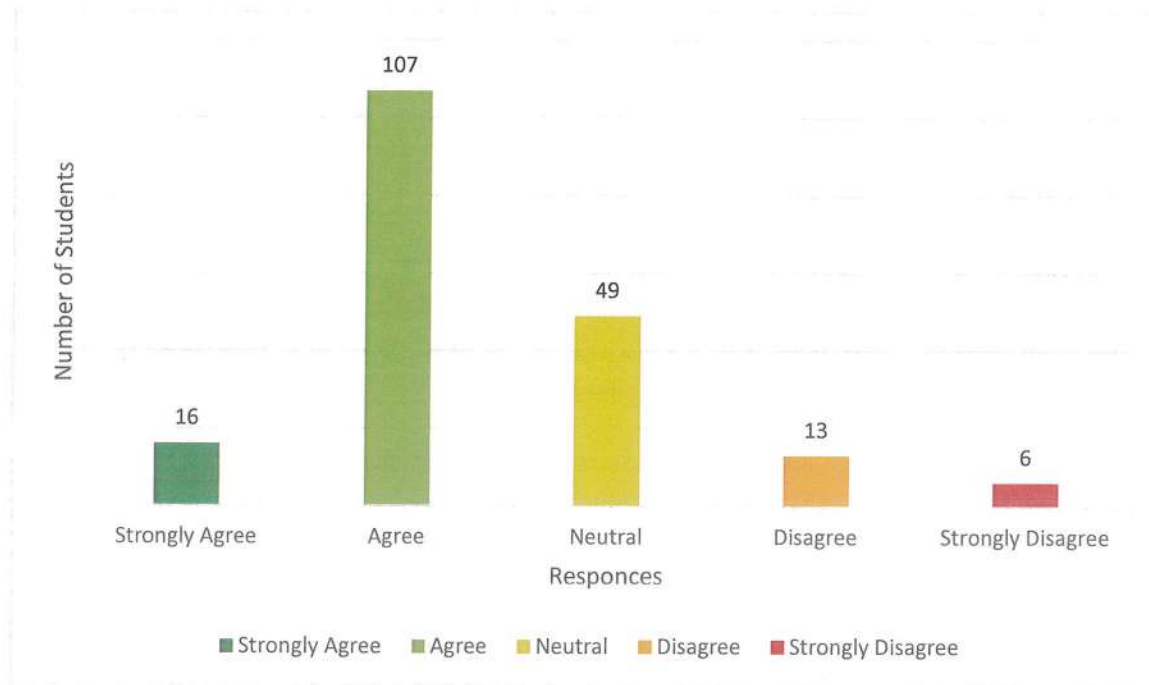
- ☐ 4 - Excellent
- ☒ 3 - Very Good
- ☐ 2 - Good
- ☐ 1 - Ordinary
- ☐ 0 - Poor

2. Analysis of Feedback Forms on Curriculum from Different Stakeholders

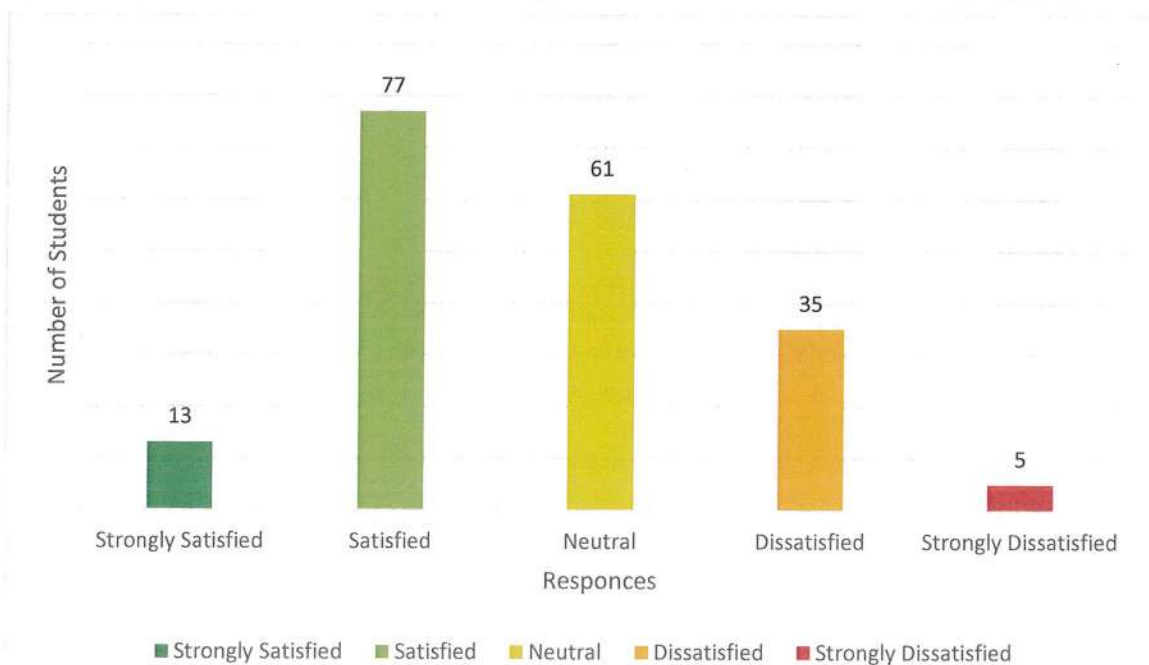
(a) Analysis of Feedback Forms on Curriculum from Students

Total number of feedbacks obtained on Curriculum from Students- 191

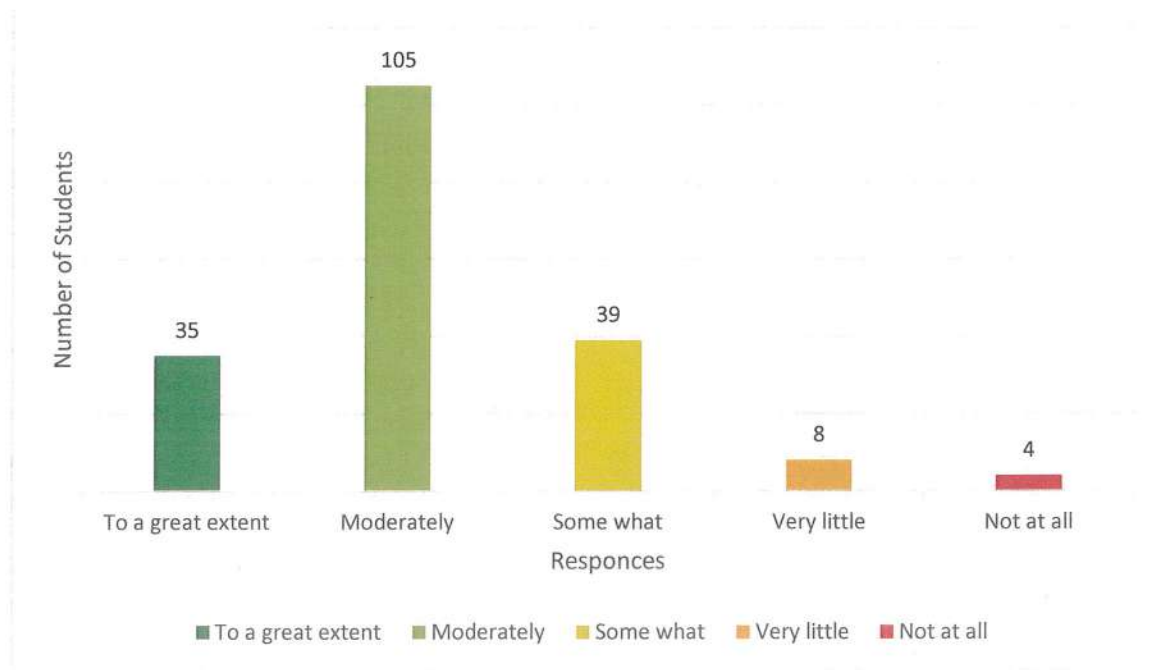
Que.-Is the curriculum well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)?



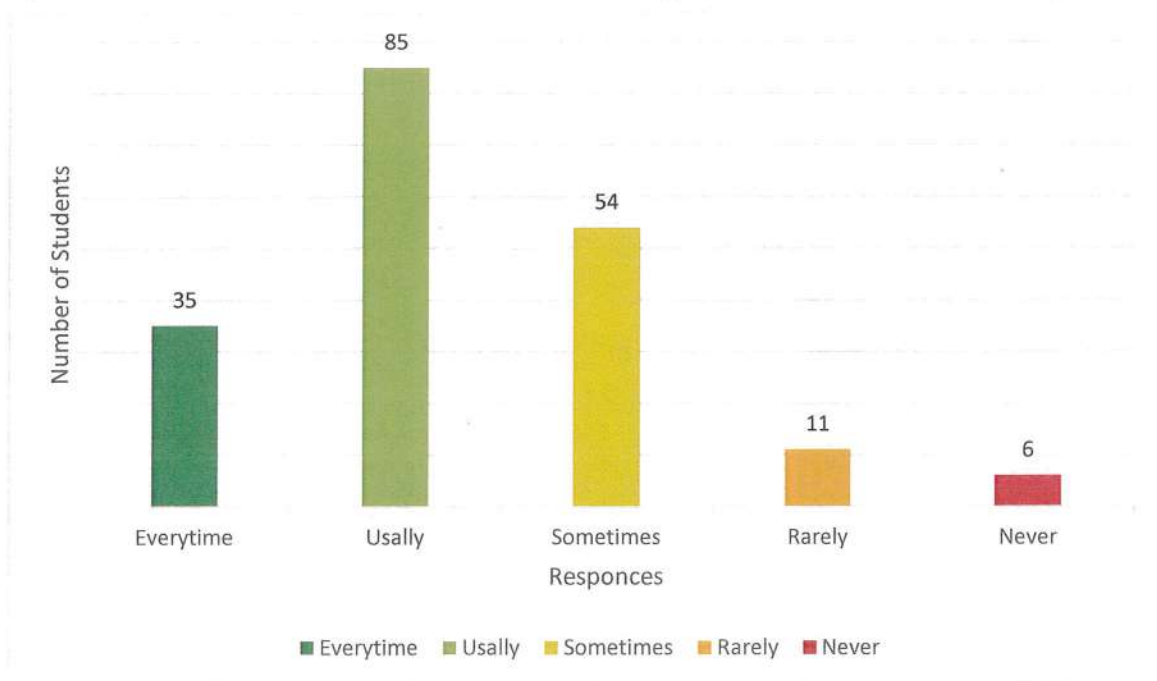
Que.-Are you satisfied with the duration given for skill-based courses and projects?



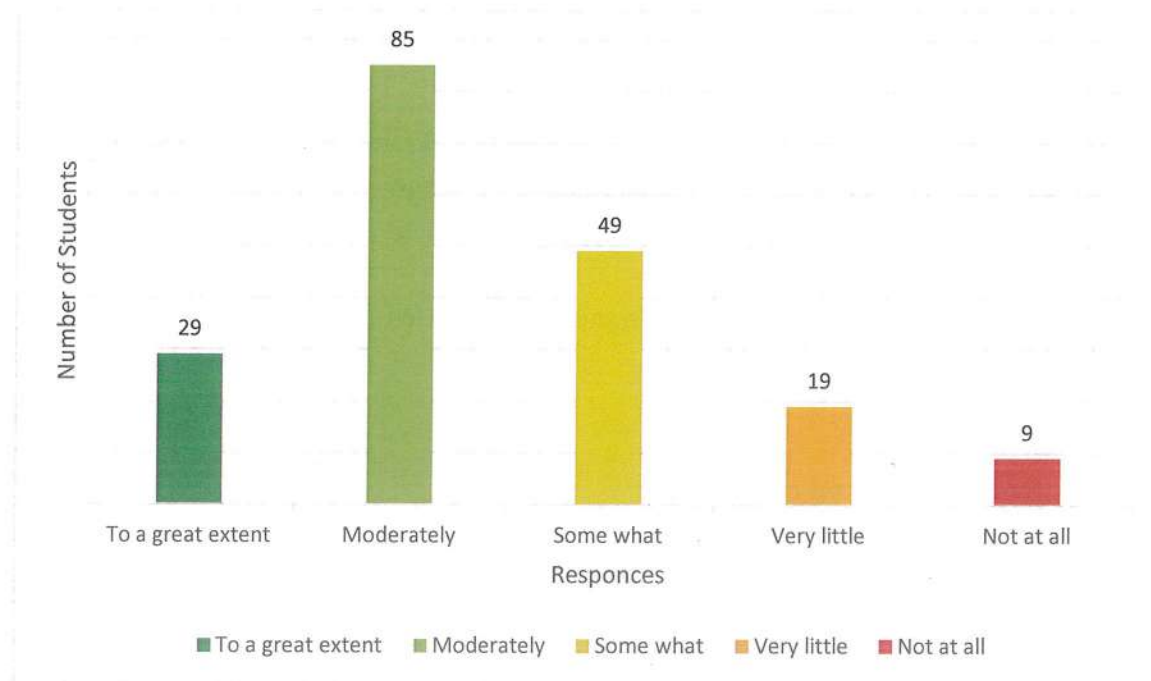
Que.-Is the syllabus enhancing constructive learning and develops problem solving skills?



Que.-Are sufficient reference books, based on the syllabus, available in the library?



Que.-Does the curriculum include 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship?



Que.-How do you find the curriculum from the employability, and entrepreneurship point of view?



Conclusion:

- According to 77% Students curriculum is good from employability, and entrepreneurship point of view.
- 60 % Students said that the curriculum includes 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship.
- 64% Students said that the curriculum is well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)
- 73% Students said that the syllabus enhancing constructive learning and develops problem solving skills.
- According to 63% Students sufficient reference books, based on the syllabus, available in the library.

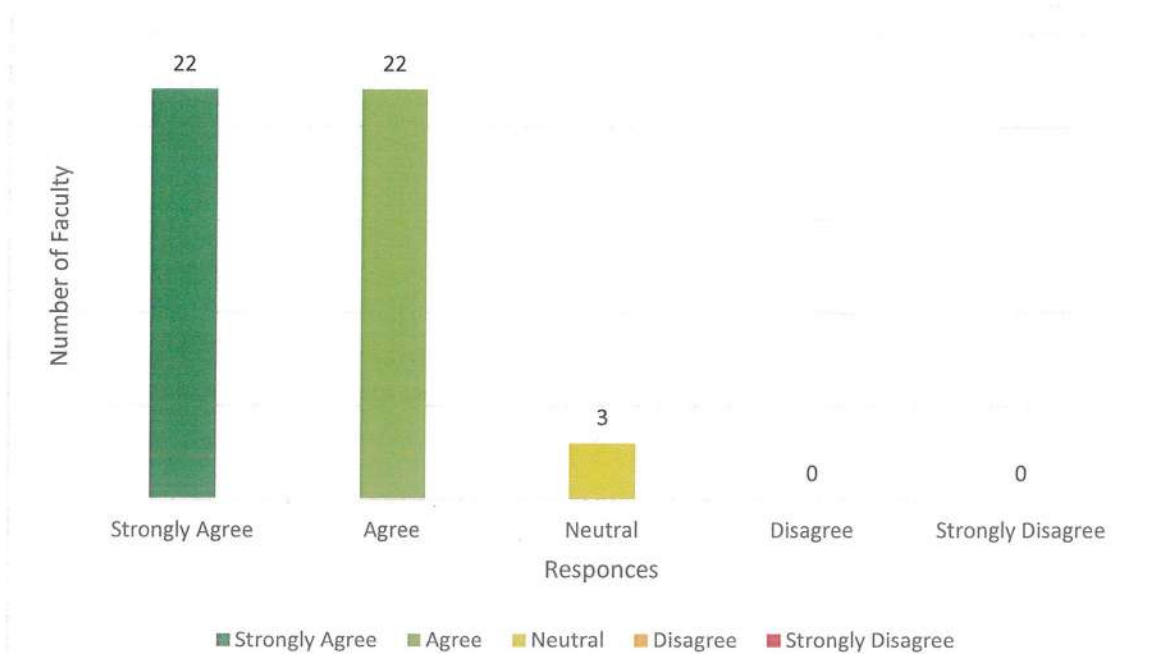
Suggestions from Students on curriculum:

- There should have been guidance for students regarding the freelance business (individual/agency).
- The courses could be more structured in a way that students build all the necessary skills by the end of the course and enter the industry.
- The courses need to be better placed in the timetable taking into consideration the applying dates for grad projects. courses with heavy importance should be placed not at the end, but the beginning of the semester so that the projects can be included in our portfolios.
- College curriculum should be based on what's trending. Like in product design, AR/VR is trending. UI/UX is also demanding, so more courses on UI/UX could follow.
- Design some course, which is relevant to modern day requirements for jobs in today's industry.

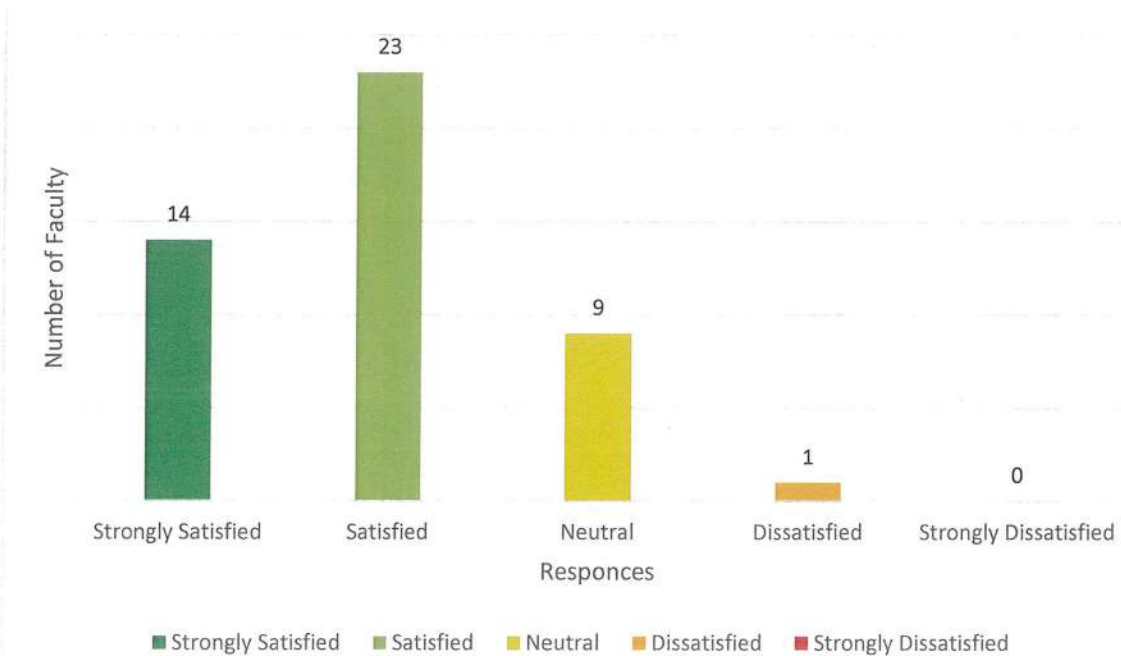
(b) Analysis of Feedback Forms on Curriculum from Faculty

Total number of feedbacks obtained on Curriculum from Faculty- 47

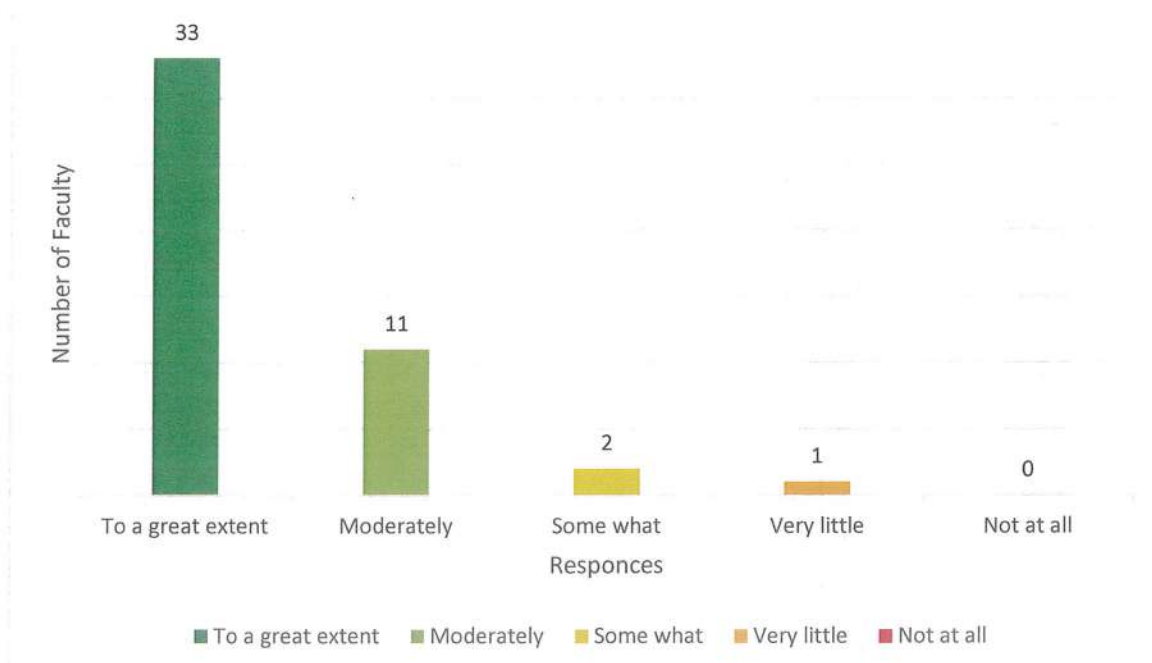
Que.-Is the curriculum well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)?



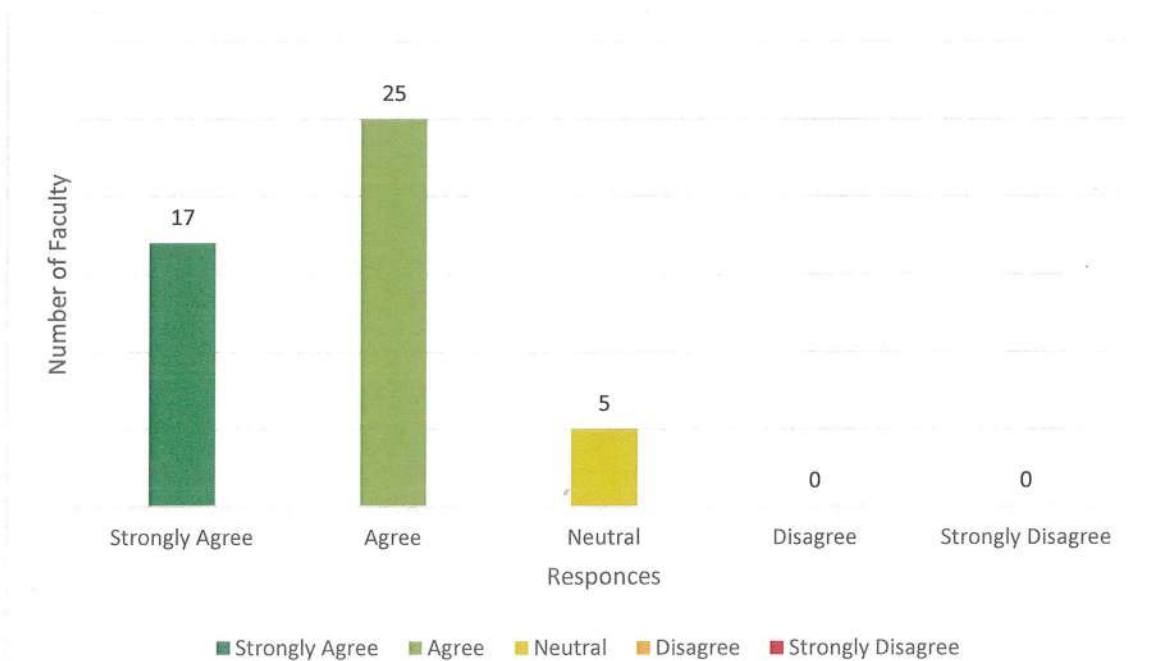
Que.-Are you satisfied with the duration given for skill-based courses and projects?



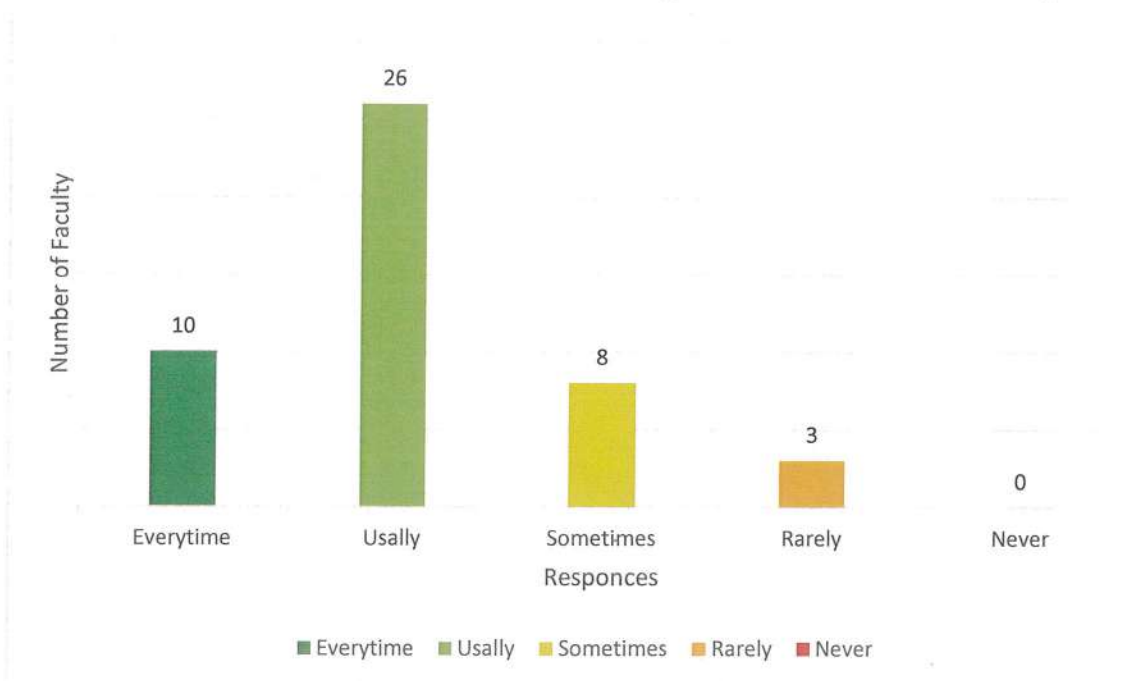
Que.-Is the syllabus enhancing constructive learning and develops problem solving skills?



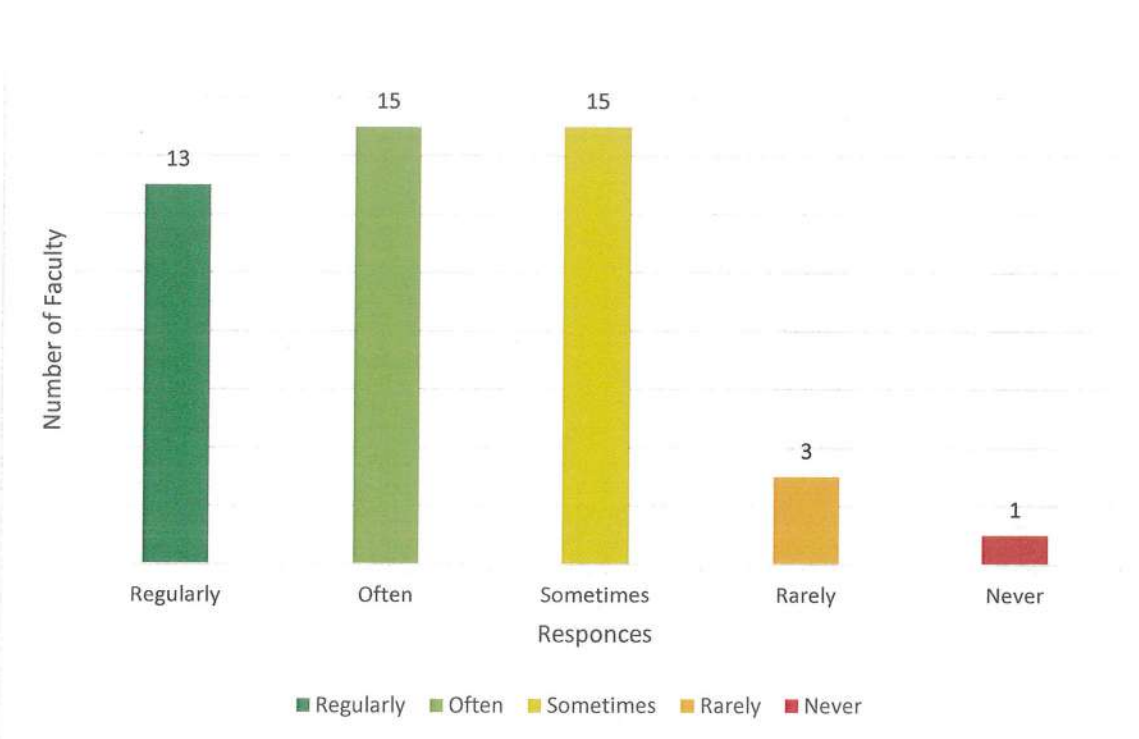
Que.-Does the curriculum reflect Programme outcomes (POs), Programme Specific Outcomes (PSOs) and Course Outcomes (COs) of the Programme and courses offered by the University and are they mapped?



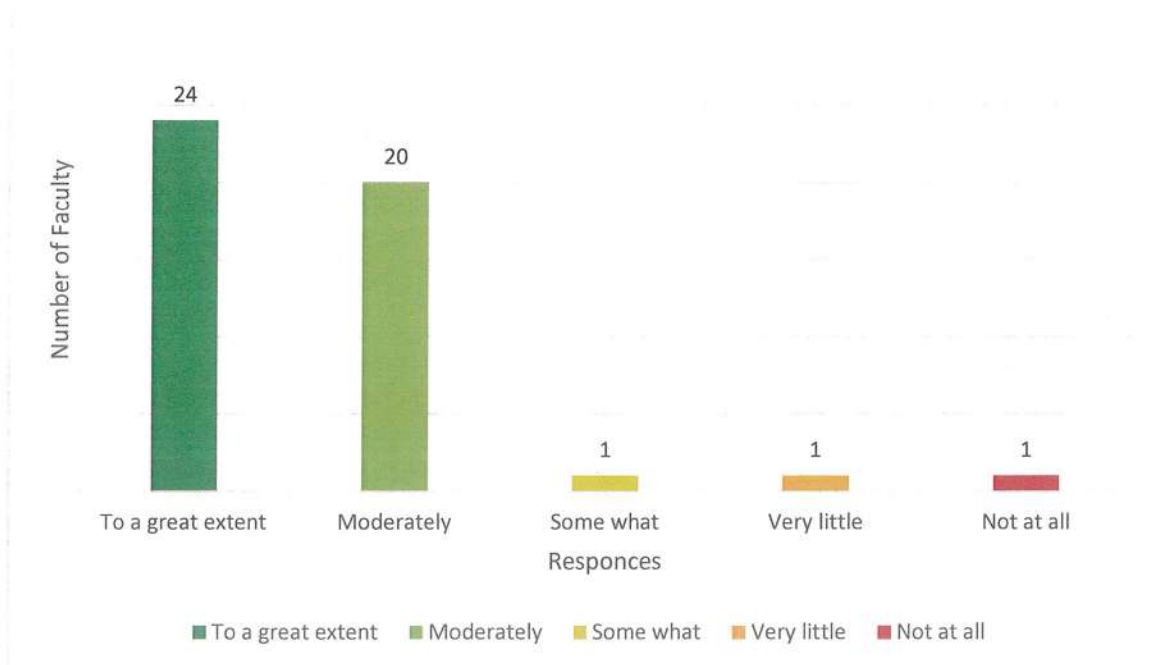
Que.-Are sufficient reference books, based on the syllabus, available in the library?



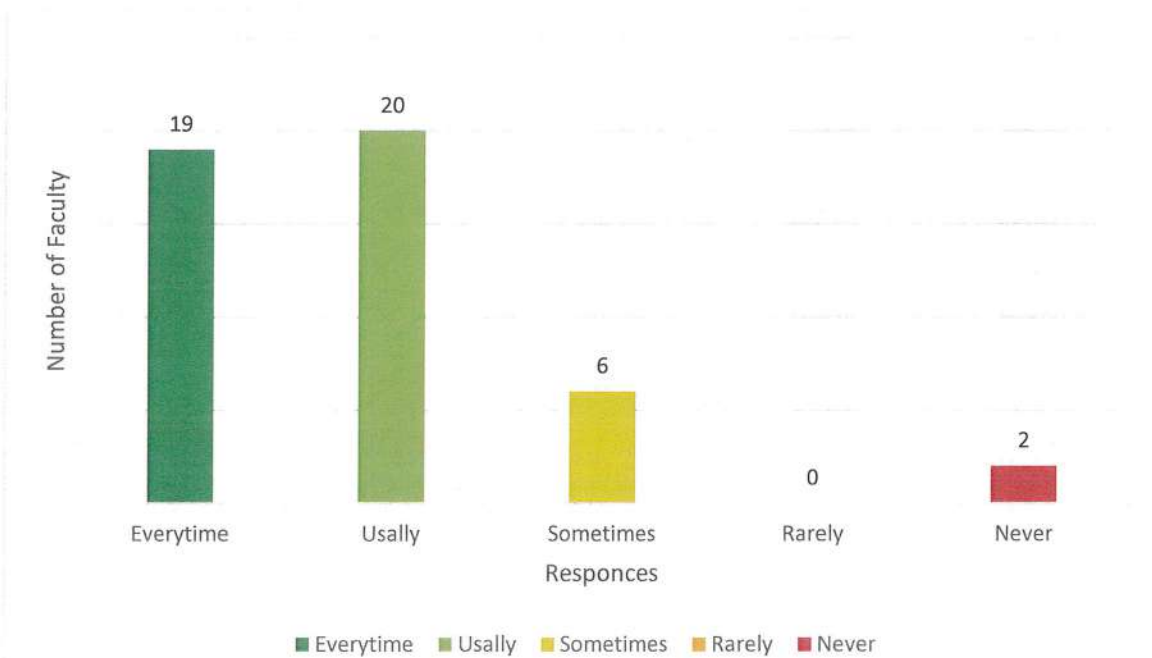
Que.-Are books suggested by you, purchased for library?



Que.-Does the curriculum include 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship?



Que.-Are your suggestions to revise the curriculum taken into consideration?



Que.-How do you find the curriculum from the employability, and entrepreneurship point of view?



Conclusion:

- According to 83% Faculty curriculum is very good from employability, and entrepreneurship point of view.
- According to 89% Faculty, the curriculum reflects Programme outcomes (POs), Programme Specific Outcomes (PSOs) and Course Outcomes (COs) of the Programme and courses offered by the University and are they mapped.
- 93.6 % Faculty said that the curriculum includes 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship.
- 93.6% Faculty said that the curriculum is well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)
- 93.6% Faculty said that the syllabus enhancing constructive learning and develops problem solving skills.
- According to 76.5% Faculty sufficient reference books, based on the syllabus, available in the library.
- According to 83% Faculty their suggestions taken into consideration to revise the curriculum.

Suggestions from Faculty on curriculum:

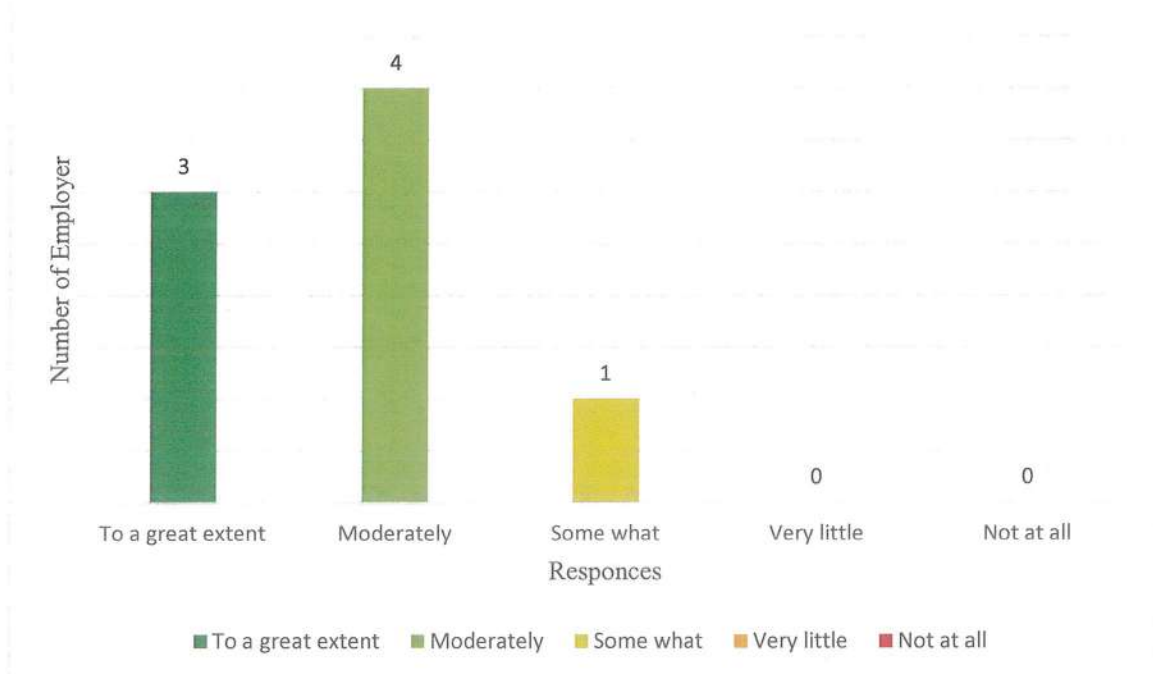
- In the Film and Video Design department, students make films as part of their curriculum, since film making is dependent on technology, it has to be regularly upgraded and updated. Also, some good films need infrastructure for promotion.
- For every 1.5 or 2 years, please revise the curriculum / Syllabus.

- If we want to follow an international standard, the faculty have to be given a space to meet across all disciplines - not only design and this could be a quarterly affair.
- Need a better infrastructure towards centre of excellences to facilitate faculty research.

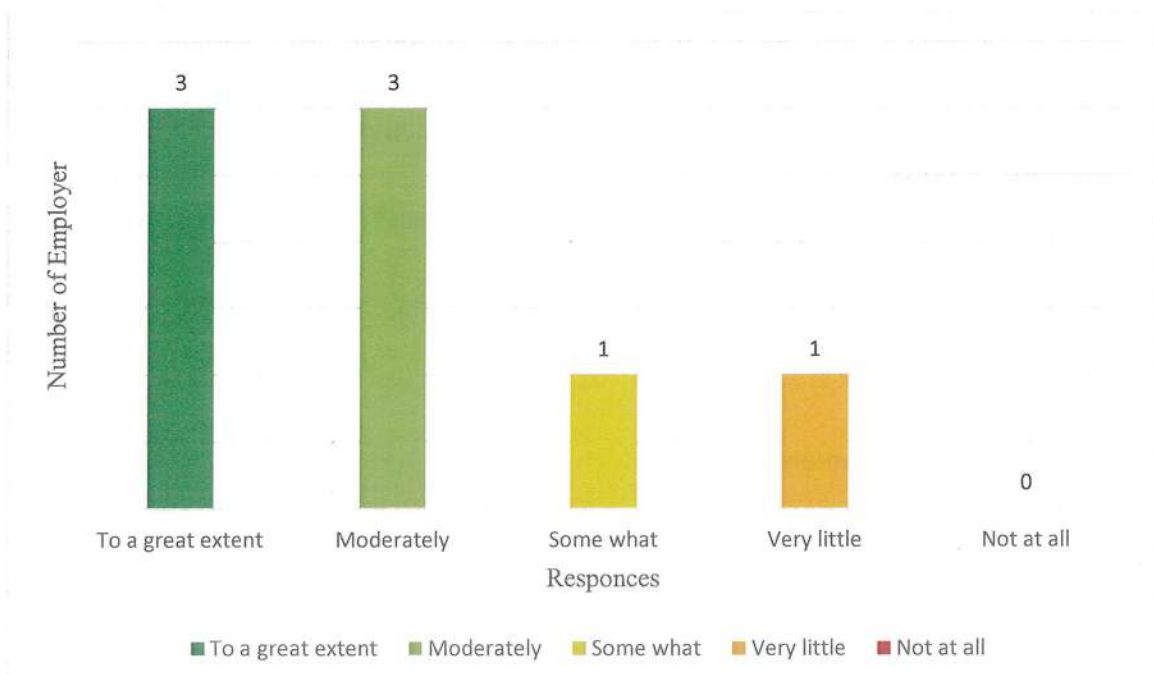
(c) Analysis of Feedback Forms on Curriculum from Employer

Total number of feedbacks obtained on Curriculum from Employer- 8

Que.- Do you find the curriculum relevant to the industry needs?



Que.- Do you feel the Institute have done justice in developing skills required for the industry?



Que.- How do you find the fundamental and practical knowledge of the student serving your organization?



Que.- How do you find the soft skills like communication skills, articulation skills, attitude and behaviour of the student serving your organization?



Que.- What new 'components' should be included in the curriculum?

- Design for the Internet Generation.
- Basic Business Orientation: As all design briefs have broadly 3 key aspects. (A) Consumer (B) Technology (C) Business/ Market. All design students and schools provide good inputs in Consumer and Technology aspects while missing out on the Business needs.

- Soft skills are very important, what and the way we present need to be taught by professionals.
- The institute should emphasise to their students that professional work ethic is very important in a work place. This can be done through counselling and workshops.
- Frequent engagement with industries - can collaborate with industries for classroom projects, electives to choose based on student's interest.
- We feel the Curriculum covers most of the requirements we expect from a design team. The only thing lacking is the real time speed of working which can only be achieved in a real time job.

Conclusion:

- 87% Employer feel that the curriculum relevant to the industry needs.
- 75% Employer feel the Institute have done justice in developing skills required for the industry.
- 87% Employer find the fundamental and practical knowledge of the student is good.
- 87% Employer find the soft skills like communication skills, articulation skills, attitude and behaviour of the student is good.

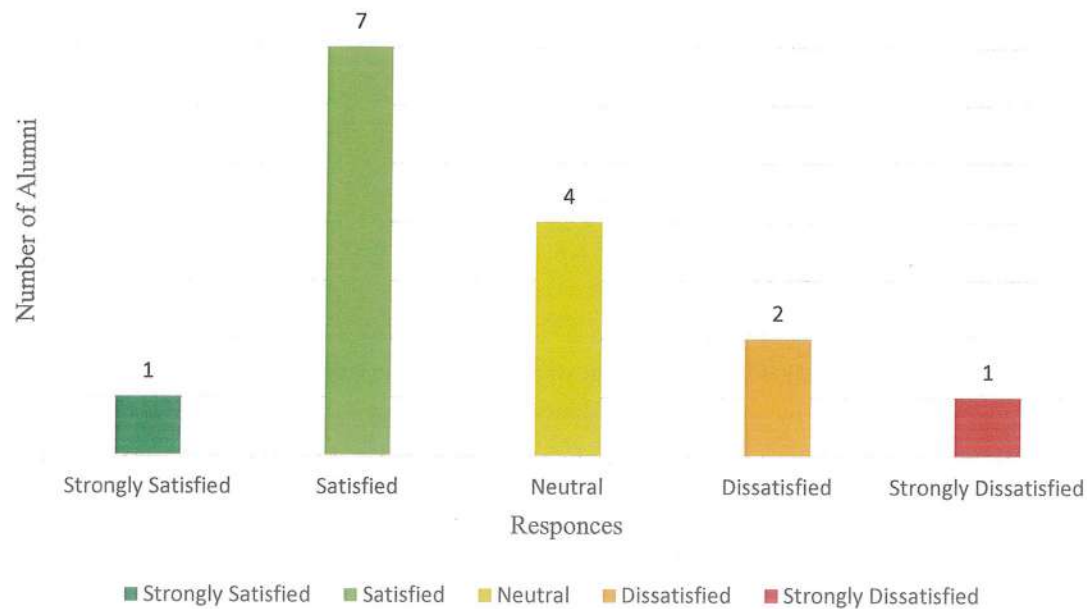
Suggestions from Employer on curriculum:

- For UG Foundation needs to be for 2 years and specialization for 2 years, similarly for PG 1 year foundation and 1 year specialization, students then become wholesome designers.
- The college can include a soft skills training program to equip students with soft skills and encourage them to develop their work ethic, professionalism in the work done. In our observation we found this aspect missing in this batch.

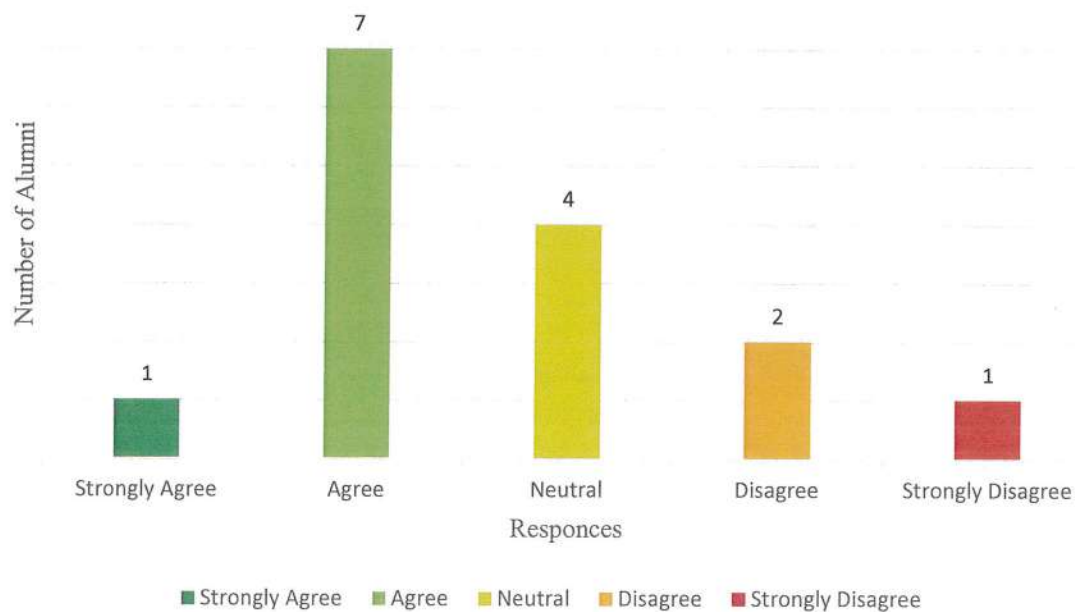
(d) Analysis of Feedback Forms on Curriculum from Alumni

Total number of feedbacks obtained on Curriculum from Alumni- 15

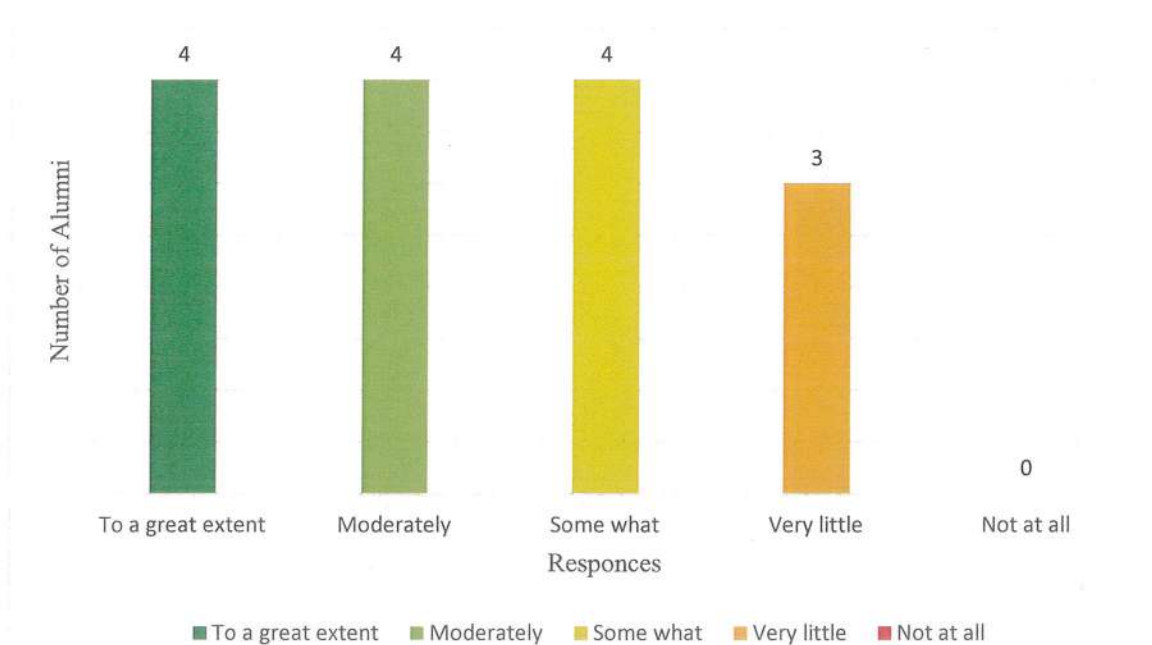
Que.- Was the curriculum well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)?



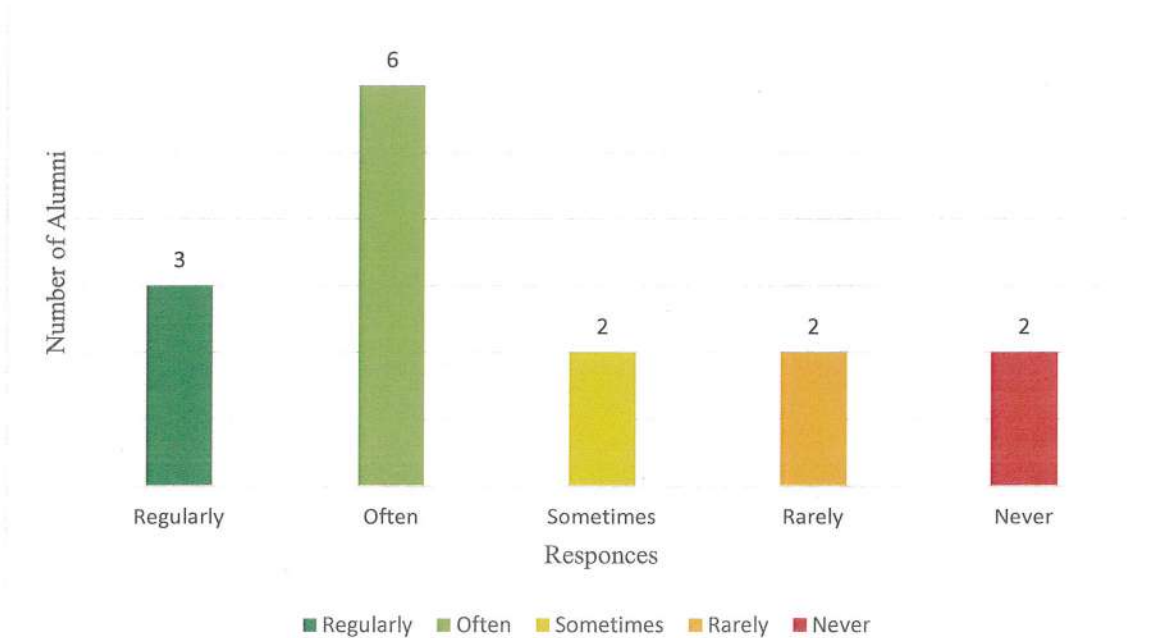
Que.- Were you satisfied with the duration given for skill-based courses and projects?



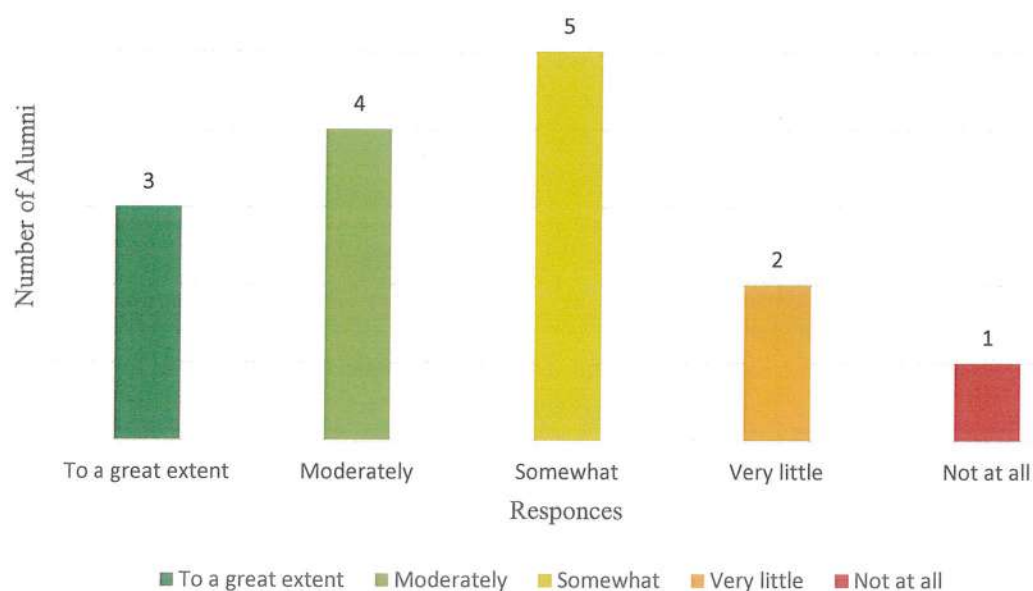
Que.- Was the syllabus enhancing constructive learning and develops problem solving skills?



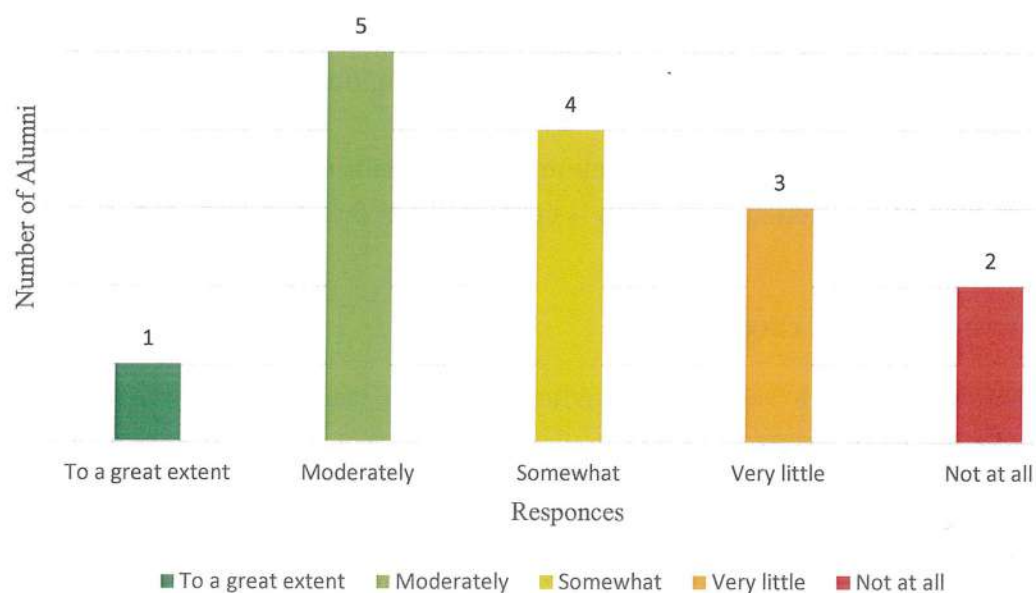
Que.- Were sufficient reference books, based on the syllabus, available in the library?



Que.- Does the curriculum include 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship?



Que.- Have the components, which you felt were missing in the curriculum, incorporated in the curriculum now?



Que.- How do you find the curriculum from employability, and entrepreneurship point of view?



Conclusion:

- According to 80% Alumni curriculum is good from employability, and entrepreneurship point of view.
- 80 % Alumni says that the curriculum includes 'Latest Development/Research Component' and strike right balance between the theory, practical and project, training, internship.
- 53.33% Alumni says that the curriculum is well-structured and relevant to real life situations (relevance to the local, national, regional and global developmental current trends)
- 53.33% Alumni are satisfied with the duration given for skill-based courses and projects
- According to 66.66% Alumni, curriculum is updated as per the need of market.

Feedback from Alumni on curriculum:

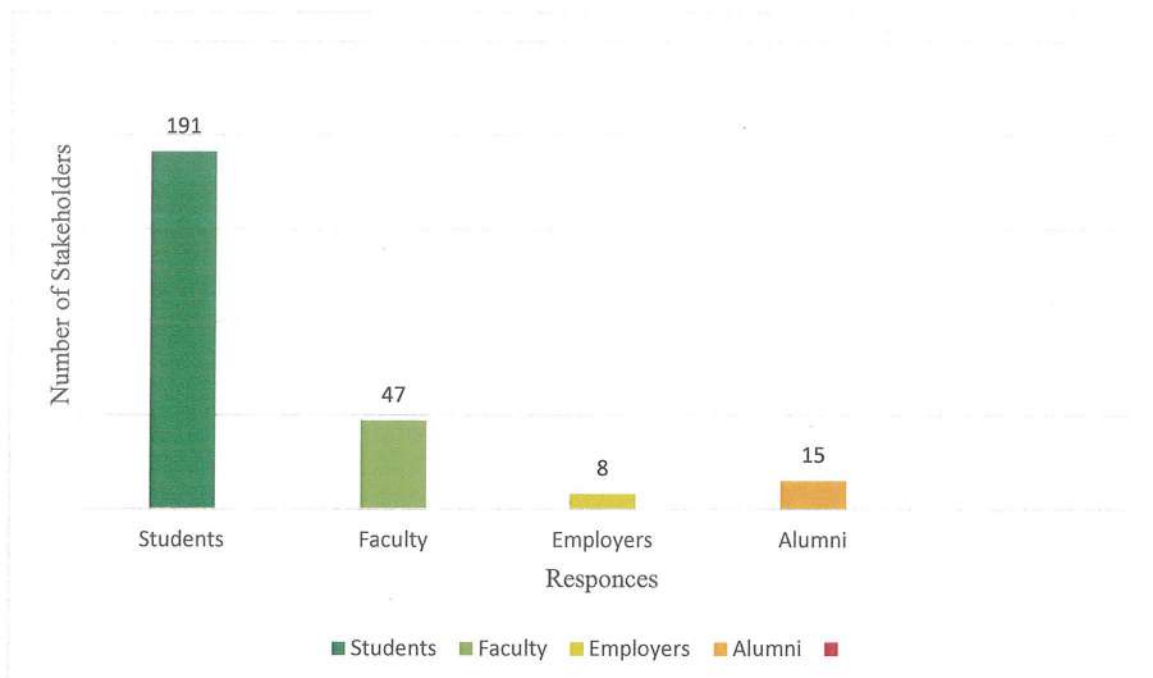
- Learnt the relevant skills to sustain in the industry and have learnt a lot from my faculties in terms of conceptual design.
- Got hands on experience with various industry project during the course which helped in individual growth.
- Got to know about design and disciplines. We had hands on with various senses.
- Rather than result focus on process and that need to be tracked that's missing in current system.
- Design projects were restrictive in terms of the end product and technology application.
- Overall experience was very good. Peer learning was there.
- Definitely recommend for rich design aspirants.

Suggestions from Alumni on curriculum:

- Students should be trained to give the best portfolio; they should be trained on giving interviews.
- A little restructuring of course (transportation design) can help them understand properly, where they want to be in the industry.
- More frequent communication with industry people. More exposure of leading studios and agencies. Have more industry visits, teach design in terms of a system rather than a specific cog in the system.

1. Comparison of Feedback of different Stakeholders

Graph below shows the details of the feedback obtained from the stakeholders for curriculum of various programs under MITID.



As per the feedback obtained from the stakeholders it can be understood that:

- Overall curriculum is well-structured and relevant to real life situations. It takes into consideration the local and national needs.
- The overall curriculum meets the standards of the industry.
- Stakeholders found the overall curriculum good from employability, and entrepreneurship point of view.
- Hands on experience, problem solving skills, soft skills are the strengths of the curriculum.

2. Pertinent pointers identified & drawn to enhance the learning effectiveness

As per the feedback obtained from the stakeholders' things that can be done to enhance the curriculum include:

- Overall curriculum meets the standards of the industry
- Portfolio making and Interview facing skills should be included in the syllabus.
- Curriculum should focus more on soft skills training programs to equip students with soft skills and encourage them to develop their work ethic, professionalism in the work done.
- A course focusing on entrepreneurship, administrative skills and basic business orientation should be added.
- Curriculum should get updated regularly based on what's trending and relevant to modern day requirements for jobs in today's industry.

Date: 10-12-2021

**Communication Letter of 'Action Taken' for Curriculum Feedback
received from stakeholders for the year 2020-21**

The Feedback on Curriculum is taken from different stakeholders (Students, Alumni, Teachers, Employers) and analysed by the committee including curriculum feedback coordinator and reported to Head of the Institute. Later the Head of the Institute conducted faculty meeting to communicate the curriculum feedback received from different stakeholders and discussed the action points with subject teachers. The following observations and suggestions forwarded to take the further action in BOS.

- Portfolio making and Interview facing skills should be included in the syllabus.
- Curriculum should focus more on soft skills training programs to equip students with soft skills and encourage them to develop their work ethic, professionalism in the work done.
- A course focusing on entrepreneurship, administrative skills and basic business orientation should be added.
- Curriculum should get updated regularly based on what is trending and relevant to modern day requirements for jobs in today's industry.



Curriculum Feedback Coordinator
Asst. Prof. Supriya Ugale



Head of the Institute
Prof. Dr. Nachiket Thakur

Date: 27-01-2022

**Planning the Revision for Updating the Syllabus as per action taken
report on curriculum Feedback of AY 2020-21**

Following pointers will be discussed in the BoS meeting which is scheduled on 17-04-2023

- Though designed curriculum has courses relating to Portfolio making, Presentation and Interview skills, content of the courses needs to be updated.
- As per stakeholder's suggestions, curriculum will include soft skills training programs to equip students with soft skills.
- As per current curriculum there are internships and graduation project which takes care of entrepreneurship, administrative skills, basic business orientation skills.

The modified syllabus is kept for approval from BOS, if any suggestion from BOS members, will be incorporated in the syllabus. After passing through BOS, the syllabus forwarded to the Academic Council for approval.



**Head of the Institute
Prof. Dr. Nachiket Thakur**

MOM of BOS and Academic Council on Feedback

Following points are covered in BOS and proofs are attached in the same file.

Following points are noted from the curriculum Feedbacks taken from Stakeholders:

As per the feedback obtained from the stakeholders' things that can be done to enhance the curriculum include:

- Overall curriculum meets the standards of the industry.
- Portfolio making and Interview facing skills should be included in the syllabus.
- Curriculum should focus more on soft skills training programs to equip students with soft skills and encourage them to develop their work ethic, professionalism in the work done.
- A course focusing on entrepreneurship, administrative skills and basic business orientation should be added.
- Curriculum should get updated regularly based on what is trending and relevant to modern day requirements for jobs in today's industry.

Action Taken and Improvement or Enrichment in the Curriculum

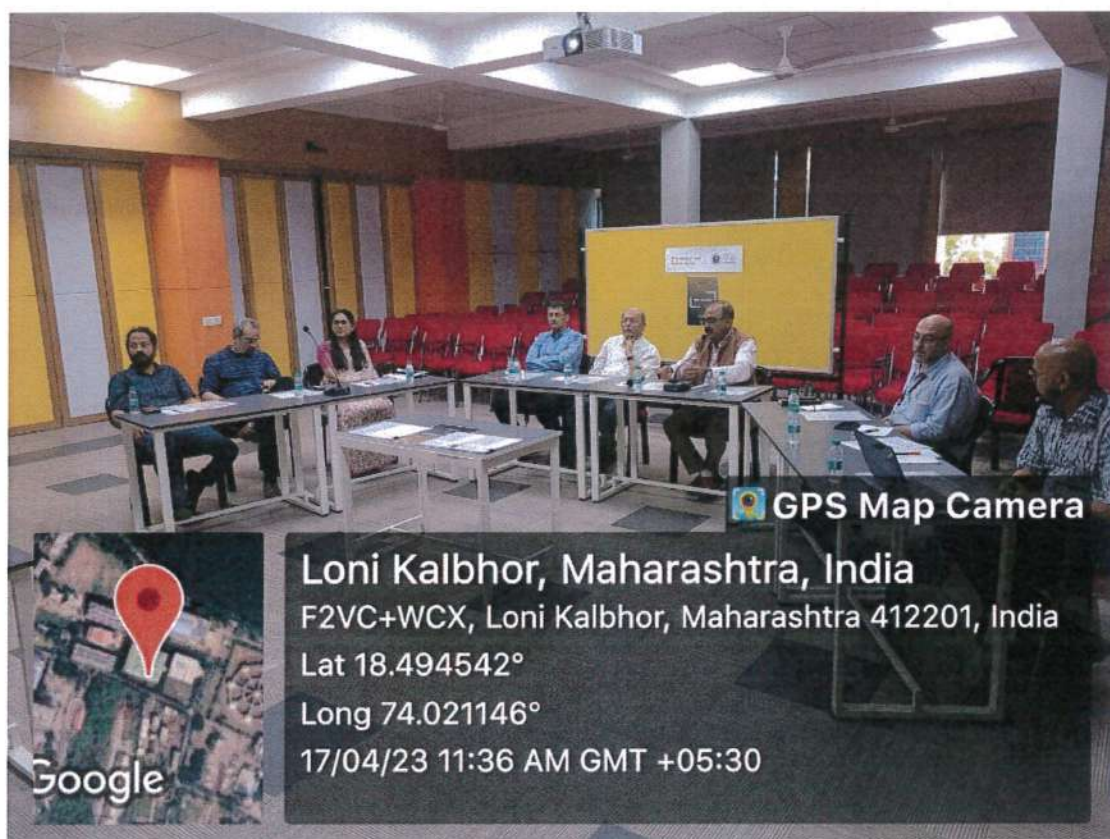
Following are action taken points or suggestions discussed in the BoS meeting.

1. Though designed curriculum has courses relating to Portfolio making, Presentation and Interview skills, content of the courses needs to be updated.
2. As per stakeholder's suggestions, curriculum will include soft skills training programs to equip students with soft skills.
3. BOS agrees on the point that the current curriculum focuses on internships and graduation projects which take care of entrepreneurship, administrative skills, basic business orientation skills.

Conclusion:

The report consists of feedback taken from different stakeholders, analysis and action taken on the pertinent pointers obtained for the A.Y. 2020-21. Main objective of the continuous improvement in the curricula development and enhancement, enrichment is achieved. Reflection of the action taken is observed in BoS/AC meeting and further implementation are done in the next BoS. (Proofs attached)

Geotagged Photographs.





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