HINDUSTAN
INSTITUTE OF TECHNOLOGY & SCIENCE
(DEEMED TO BE UNIVERSITY)

HITS / CDF / 005

<< COMPUTER SCIENCE AND ENGINEERING >>

ACTION TAKEN REPORT - FEEDBACK ANALYSIS ON CURRICULUM DEVELOPMENT

Programme Name: BSC-Computer Science (Gaming Design)   **Year of Implementation: 2022-23**

Sl.No	Name	Stake Holder	Feedback from Stakeholder	Action Taken
1	Karthirajan, Electrical Supervisor (Father of Anand K, 2019-23 batch)	Parent	Hands on can be given to students with an introduction to Include modern tools related to gaming	Practical component is included with software tools like unity software, AR, GUI, Sprites, Animation for graphics art and 2d and 3D tools
2	David Rajkumar, Financial Services Delivery Manager, Father of Carol Zipporah David, 2019-23 batch	Parent	Courses like game programming and legal corporates for game developers should be made available	Hardware in Game Programming course is included. Also, a course on the knowledge of Business and Legal issues for Video Game Developers is also developed and included.
3	Kummaragunta Sumith, B.Tech CSE (2017-21)	Alumni	Skill based Learning can be facilitated	Skill Enhancement courses are introduced in the curriculum related to electives in gaming design business and legal issues for video game developers
4	Akanksha, Scientific Games, Associate Math Quality Assurance Engineer, B.Tech CSE (2017-21)	Alumni	Concept of Game Theory could be implemented in the curriculum	Introduction to Game Theory and Development is incorporated in the curriculum and Syllabi
5	A Sasank Reddy, Mphasis, Associate Software Engineer, B.Tech CSE (2017-21)	Alumni	It is important to educate students about the latest innovations and equipment in the technology	2D and 3D Game Design techniques with Lab, Digital Art Lab, Animation and Interactivity Lab, Video Game Development Lab and AR Game Lab is included

6	Ms. Meenakshi (Assistant Prof, CSE, HITS)	Faculty	A 3 year degree programmes with specialization in gaming and data science may be introduced as these are the recent trends in the computer field.	Introduced BSc programmes with specialization courses especially computer science with gaming design from the academic year 2021-22.
7	Mr. Madhu Perkin, (Assistant Prof, CSE, HITS)	Faculty	Even newer versions of a programming language should be added.	Hardware in Game Programming, Visual Scripting HTML 5 Gaming Framework are the courses included with a focus on programming for gaming design
8	Mr. Vijayakumar, (Assistant Prof, CSE, HITS)	Faculty	Include the unity software for gaming	Unity software is included with 2D and 3D courses and Video game development Labs
9	Mr. Vishnu Sekar, (Assistant Prof, CSE, HITS)	Faculty	Basic HTML CSS and Javascript lab is needed	Html 5 Gaming Framework course is incorporated
10	Palagiri Pallavi, B.Tech CSE (2017-21)	Student	Multimedia design concepts can be incorporated	Multimedia design is incorporated as Multimedia design principles in the pool of electives
11	Nikita Singh, 19113123, B.Tech CSE (2019-23),	Student	Multimedia design concepts can be incorporated	Emphasis on learning the representations, perceptions, and applications of multimedia are given in the course multimedia design. Software skills and hands on work on digital media is also emphasized
12	Sanam Mohan Krishna, 19113125, B.Tech CSE (2019-23)	Student	Calculus and linear algebra should be theory, as this forms the basis for any gaming concept	Calculus and Linear Algebra is included with syllabus prepared and formulated by math faculty
13	Purini Ravi Kiran, 19113134, B.Tech CSE (2019-23)	Student	Hands on session should be introduced	Almost all the courses are incorporated with practical courses
14	Jishnu Balaji K, 19113135, B.Tech CSE (2019-23)	Student	Certain practical courses must provide theory	All the practical courses have an introductory element of providing the theory concepts.
15	Mr. Bannuru Ranjeeth, Software Engineer, Tech Mahendira, Chennai (2016-207 Batch)	Employer	Concepts on 2D Game design with practical can be included in the syllabus. Software and tools related to gaming in the form of techniques can be considered.	Curriculum and relevant syllabi for 2D game design and elements of game design are introduced

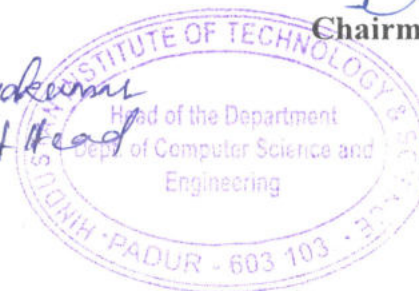| 16	M Subramaniyan, Software Engineer, Verzeo, HSR Layout, Bengaluru, Karnataka 560102, B.Tech CSE (2016-20)	Employer	Additional hands-on training with tools should be required.	Every course is included with hands on component
17	Namitha Sandeep, Software Engineer, TCS Ninja, Chennai, B.Tech CSE (2016-20)	Employer	A portion of the programme can be devoted to teaching soft skills.	Communication Skills is enabled as enrichment course

Coordinator (BoS)

Dr. Linda Joseph
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7 JAN 2022

HoD

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