

**CRITERIA 1.4**

**FEEDBACK FROM STAKEHOLDERS**

**DEPARTMENT OF COMPUTER SCIENCE**

**2022-2023**

**Naipunnya**<sup>®</sup>

To reach the unreachable

## REPORT

Feedback is about listening actively, taking the time to analyse and then thinking of the best possible solution to perform better. It provides positive criticism and allows seeing what everyone can change to improve the focus and results. An effective curriculum provides teachers, students, leaders and community stakeholders with a measurable plan and structure for delivering a quality education.

The curriculum identifies the learning outcomes, standards and core competencies that students must demonstrate before advancing to the next level. Feedback in education is information to all stakeholders involving in teaching learning aspects on account of the effectiveness in framing and transmitting curriculum to the learners in all aspects. Effective feedback should be designed that should be capable of determine a learner's level of understanding and skill development to plan the next steps towards achieving the learning intentions or goals.

Feedback is a key element of the incremental process of ongoing learning and assessment. Providing frequent and ongoing feedback is a significant means of improving achievement in learning and teaching aspects. Review and revision are the process that helps evaluate and improve a curriculum, Review curriculum is to evaluate its effectiveness after it has been implemented and reflect on what students did and not get out of it to revise curriculum, on the other hand, means to modify the curriculum using data from the review.

Feedback on curriculum aspects from different stakeholders directly helps to analyse the merits and demerits on the aspects transmission and its outcome to the students, community as whole. Based on the feedback on curriculum and its importance, Department of Computer Science of Naipunnnya Institute of Management and Information Technology (NIMIT), Pongam, Thrissur, framed feedback form and circulated among different stakeholders such as Students, Faculties, Alumni and Employers and collected the feedback, analysed the data and interpreted the data, then retrieved information useful for the effective framing and transmission of curriculum aspects.

With the help of Google form and the respective faculty members, 41 final year students, 13 Computer Science faculties, 20 Alumni members and 6 employers provided feedback on curriculum aspects.

### **Curriculum feedback process**

> Framed Google form by including the relevant questions connecting to get proper feedback on curriculum aspects. Separate feedback form framed for different stakeholders such as students, faculties, Alumni and employers.

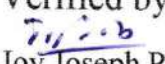
Separate questions used to collect feedback from different stakeholders. Then shared the Google form to the final year class teachers, faculties, Coordinators of Alumni, Placement coordinators by Mr. Jayakrishnan S (HOD of Computer Science department, NIMIT) and instructed them to share in class online group and monitor the progress of feedback from different stakeholders.



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## **FEEDBACK FROM STAKEHOLDERS**

### **STUDENTS**

- Add more choices for effective courses
- Updated syllabus needed and more job- related task should be included.

### **FACULTIES**

- Curriculum should focus more on practical classes
- Update the curriculum by introducing latest technology -based courses.
- Some Subjects need more updates. Recent trends to be added in the core subjects.
- Need to change the syllabus of complimentary courses
- Practical classes on MATLAB or R programming will be useful for students for future.

### **ALUMNI**

- Even though the institute provides ample opportunities to the students, the university syllabus needs more improvement.
- Conduct coding competitions Webinar for latest technologies More exposure to DSA and Algorithms Exposure to cloud technologies
- Improving the industrial exposure would be good.

### **EMPLOYERS**

- Personality development training, cyber security training
- Cross platform application development, introduction to latest technologies like Artificial Intelligence, Virtual reality, augmented reality and cloud.