

## **Student and Faculty Feedback Analysis and Action Taken Report**

Feedbacks and surveys are important to ensure that curriculum, student, and teacher are in alignment, and this ensures attainment of intended course and program. A detailed satisfaction survey encompassing the complete gamut of experience by students and faculty members on academic quality and graduate outcomes, etc., is conducted at the end of each academic year to obtain the feedback and take action to enhance the student experience.

### **The Process**

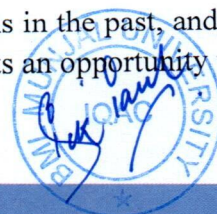
BML Munjal University, believes that there are five basic skills for measuring teaching effectiveness - Domain and content expertise, Instructional design skills, Instructional delivery skills, Instructional assessment skills, and Course management skills. The measurement of these skills involves collecting data in structured form at the end of each semester. This includes:

- i) Students' perceptions and reactions to various aspects of the instructor's delivery, course design, and assessment methods
- ii) Information from peers, and perhaps informed experts, on the quality of the instructor's design and assessment skills
- iii) Information from peers and Deans, and Professor-in-Charges on content expertise (primarily in terms of the level, currency, and appropriateness of the material in the course design and supporting materials) and course management.

### **Student Feedback Analysis and Action Taken**

The student feedback is taken for all the courses – during the formal feedback sessions and during the Open house with the Dean. Faculty members add in their observations on the courses. The significant points and proposed actions to be next year are as follows:

1. The element of innovation and experiential learning stands out across the courses in the schools. This also enhances the student learning experience and makes them more enthusiastic lifelong learners.
2. However, it was also noted the use of blended learning methods is not meeting the expectations. It was decided to explore various MOOCs platforms.
3. The students had benefitted immensely from the Campus for Coursera Certifications in the past, and the proposal was received that such practices should be continued as it gives the students an opportunity to







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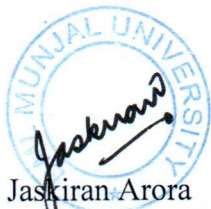
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calibrate their pace (slow and advanced learners) in the courses under study and provides them an opportunity to gain additional skills.

4. The total number of credits in the program are very high and therefore it becomes very challenging for the students to keep pace with the course delivery and be able to devote hours for self-study.
5. The curriculum for various programs is being reviewed and synced with the New Education Policy to rationalize the total number of credits in each program.
6. Various educational games like Merchants and Teskilion were found to be very effective in gaining various skills like Time Management and Leadership.
7. Further reinforcement of using more such games was made, which is being actioned in the upcoming year.
8. Suggestions were received to organize industry visits which have not been possible during the pandemic. As soon as the pandemic situation allows, program and course specific industry visits to be resumed at the earliest.
9. Mock interviews testing technical skills to be conducted. Alumni to be onboarded for the exercise.
10. Credits obtained during the Global Leadership Program (GLP) to be given due recognition.
11. Credit policy to be updated to recognize the courses studied during the GLP.

#### **Faculty Feedback Analysis and Action Taken:**

1. The choice of electives to be further enhanced for the students. This proposal is being considered in the revisions to be made in the program structures.
2. The IT infrastructure needs to be updated with Smartboards and Digipads in the classroom. Budgetary allocations to be made and procurement process to be initiated.
3. Training program in IPRs to be organized to encourage entrepreneurial mindset.
4. Students will benefit immensely by integrated Projects cutting across different disciplines. More projects for an interdisciplinary to be designed.



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