Student feedback form

A Report submitted under Project-Based Learning

In Partial Fulfillment of the Course Requirements for
“Web Technologies (22IT104001)”

Submitted By

P.Nandini 22101A010138

Department of Computer Science and Engineering

School of Computing

MOHAN BABU UNIVERSITY

Sree Sainath Nagar, Tirupati – 517 102

2024-2025

MOHAN BABU UNIVERSITY

Vision

To be a globally respected institution with an innovative and entrepreneurial culture that offers transformative education to advance sustainability and societal good.

Mission

- Develop industry-focused professionals with a global perspective.
- Offer academic programs that provide transformative learning experience founded on the spirit of curiosity, innovation, and integrity.
- Create confluence of research, innovation, and ideation to bring about sustainable and socially relevant enterprises.
- Uphold high standards of professional ethics leading to harmonious relationship with environment and society.

SCHOOL OF COMPUTING

Vision

To lead the advancement of computer science research and education that has real-world impact and to push the frontiers of innovation in the field.

Mission

- Instil within our students fundamental computing knowledge, a broad set of skills, and an inquisitive attitude to create innovative solutions to serve industry and community.
- Provide an experience par excellence with our state-of-the-art research, innovation, and incubation ecosystem to realise our learners' fullest potential.
- Impart continued education and research support to working professionals in the computing domain to enhance their expertise in the cutting-edge technologies.
- Inculcate among the computing engineers of tomorrow with a spirit to solve societal challenges.

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Vision

To become a Centre of Excellence in Computer Science and its emerging areas by imparting high quality education through teaching, training and research.

Mission

- Imparting quality education in Computer Science and Engineering and emerging areas of IT industry by disseminating knowledge through contemporary curriculum, competent faculty and effective teaching-learning methodologies.
- Nurture research, innovation and entrepreneurial skills among faculty and students to contribute to the needs of industry and society.
- Inculcate professional attitude, ethical and social responsibilities for prospective and promising engineering profession.
- Encourage students to engage in life-long learning by creating awareness of the contemporary developments in Computer Science and Engineering and its emerging areas.

B.Tech. Computer Science and Engineering

PROGRAM EDUCATIONAL OBJECTIVES

After few years of graduation, the graduates of B.Tech. CSE will be:

PEO1. Pursuing higher studies in core, specialized or allied areas of Computer Science, or Management.

PEO2. Employed in reputed Computer and I.T organizations or Government to have a globally competent professional career in Computer Science and Engineering domain or be successful Entrepreneurs.

PEO3. Able to demonstrate effective communication, engage in teamwork, exhibit leadership skills and ethical attitude, and achieve professional advancement through continuing education.

PROGRAM OUTCOMES

On successful completion of the Program, the graduates of B.Tech. CSE Program will be able to:

PO1. Engineering Knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2. Problem Analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3. Design/Development of Solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

PO4. Conduct Investigations of Complex Problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO5. Modern Tool Usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

PO6. The Engineer and Society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

PO7. Environment and Sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9. Individual and Team Work: Function effectively as an individual, and as a member or leaderin diverse teams, and in multidisciplinary settings.

PO10. Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11. Project Management and Finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

PO12. Life-long Learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES

On successful completion of the Program, the graduates of B. Tech. (CSE) program will be able to:

PSO1. Apply knowledge of computer science engineering, Use modern tools, techniques and technologies for efficient design and development of computer-based systems for complex engineering problems.

PSO2. Design and deploy networked systems using standards and principles, evaluate security measures for complex networks, apply procedures and tools to solve networking issues.

PSO3. Develop intelligent systems by applying adaptive algorithms and methodologies for solving problems from inter-disciplinary domains.

PSO4. Apply suitable models, tools and techniques to perform data analytics for effective decision making.

Course Code	Course Title	L	T	P	S	C
22IT104001	WEB TECHNOLOGIES	3	-	2	4	5

COURSE OUTCOMES: *After successful completion of this course, the students will be able to:*

CO1. Demonstrate knowledge on web page design elements, dynamic content and database connection.

CO2. Analyze user requirements to develop web applications.

CO3. Design client-server applications using web technologies.

CO4. Demonstrate problem solving skills to develop enterprise web applications.

CO5. Apply HTML, CSS, JavaScript, JQuery, Bootstrap and PHP technologies for device independent web application development.

CO6. Apply web technologies to develop interactive, dynamic and scalable web applications for societal needs.

CO-PO-PSO Mapping Table:

Course Outcomes	Program Outcomes												Program Specific Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	3	3	2	-	-	-	-	-	-	-	-	-	3	2	3	-
CO2	3	3	3	2	2	-	-	-	-	-	-	-	3	2	3	-
CO3	3	3	3	2	2	-	-	-	-	-	-	-	3	2	3	-
CO4	3	3	3	2	2	-	-	-	-	-	-	-	2	2	3	-
CO5	3	2	2	2	2	3	-	-	-	-	-	-	2	2	3	-
CO6				2					3	3						
Course Correlation Mapping	3	3	3	2	2				3	3			3	2	3	

Correlation Levels: 3: High; 2: Medium; 1: Low

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This is to certify that the Project Entitled

Submitted By

P.Nandini 22101A010138

is the work submitted under Project-Based Learning in Partial Fulfillment of the Course Requirements for "Web Technologies (22IT104001)" during 2024-2025.

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ABSTRACT

The "Student feedback form" is a web-based application designed for technical evaluation, aiming to revolutionize the traditional examination process. By transitioning frompaperwork to digital platforms, this system not only modernizes the assessment method but also alleviates the burden on faculty members.

A **student feedback form** is a tool designed to gather students' perspectives on courses, teaching methods, resources, or other aspects of their academic experience. These forms help educators, institutions, and administrators improve their practices, tailor instruction to student needs, and enhance overall satisfaction. Below is an outline of essential elements and tips for designing an effective student feedback form.

Key Elements of a Student Feedback Form:

1. **Introduction**:
    - Clearly state the purpose of the feedback.
    - Emphasize confidentiality and that honest responses are valued.
    - Provide instructions for completing the form.
2. **General Information**:
    - Optional demographic details (e.g., year of study, course name, etc.).
    - Avoid asking for identifiable information unless necessary.
3. **Feedback Areas**:
    - **Teaching Effectiveness**: Questions about the instructor's clarity, engagement, and responsiveness.
    - **Course Content**: Opinions on syllabus relevance, difficulty level, and usefulness.
    - **Resources**: Accessibility and quality of textbooks, materials, or online platforms.
    - **Learning Environment**: Classroom atmosphere, inclusivity, and technical support for online learning.
4. **Question Types**:
    - **Rating Scales**: Use a Likert scale (e.g., Strongly Disagree to Strongly Agree) for opinions.
    - **Open-Ended Questions**: Allow students to elaborate on their thoughts.
    - **Multiple Choice Questions**: Useful for gathering structured responses.
    - **Rank Priorities**: Let students rank aspects of the course or instruction.
5. **Action-Oriented Questions**:

- Include queries on what can be improved.
- Focus on actionable feedback for instructors and administrators.

6. **Closing**:
    - Thank students for their input.
    - Provide an optional field for additional comment

1.Introduction

1.1 Problem Statement:

To enhance the quality of education and overall learning experience, it is essential to gather structured and actionable feedback from students. The feedback form will help identify strengths and areas of improvement in teaching methodologies, course content, infrastructure, and student support services. This will ensure a more student-centered approach to academic and extracurricular development.

1.2 Importance of the Problem:

The importance of addressing this problem through a student feedback form lies in its ability to:

1. Enhance Teaching Effectiveness: Feedback provides instructors with insights into their teaching methods, enabling them to adapt and improve based on students' needs and preferences.
2. Improve Learning Outcomes: By addressing student concerns and suggestions, institutions can create an environment conducive to better understanding and knowledge retention.
3. Ensure Accountability: A feedback system holds educators and the institution accountable for maintaining high standards of education and support.
4. Foster Open Communication: It encourages a culture where students feel heard, valued, and confident in expressing their views.
5. Drive Continuous Improvement: Feedback forms act as a continuous improvement mechanism, allowing institutions to refine courses, infrastructure, and other services.
6. Align with Student Expectations: Understanding student needs ensures the institution evolves to meet modern learning demands and maintains student satisfaction.

1.1 Objectives:

- **Assess Teaching Effectiveness**: Evaluate the quality of teaching methods, clarity of concepts, and engagement levels in the classroom.
- **Measure Course Satisfaction**: Understand students' perceptions of the course content, relevance, and overall difficulty.
- **Identify Areas for Improvement**: Gather actionable insights on aspects like teaching methods, course structure, infrastructure, and student support services.
- **Encourage Student Participation**: Provide a platform for students to voice their opinions, concerns, and suggestions openly and anonymously if needed.
- **Enhance Learning Environment**: Use feedback to foster a more supportive and

inclusive academic environment.

- **Support Decision-Making**: Inform institutional and administrative decisions to improve curriculum design, teaching aids, and other facilities.
- **Monitor Progress Over Time**: Track changes in student satisfaction and learning outcomes across semesters or academic years.

1.1Scope of the Project:

The **"Student Feedback Form System"** project aims to develop a web-based platform for collecting and managing student feedback efficiently. It allows students to submit feedback on courses, instructors, and academic resources through a secure and user-friendly interface. Administrators can create, manage, and analyze feedback forms to monitor teaching effectiveness and enhance the overall academic experience. The system ensures automated data collection and storage using a secure MySQL database and supports scalability for future enhancements. This platform streamlines feedback processes, making them accessible, fast, and reliable for institutions.

Features

User Side:

- New User Registration for accessing the Student Feedback Form System.
- Users can log in using their Email ID and Password.
- Users can view and update their profile details.
- Users can access and select available feedback forms related to courses or instructors.
- Users can submit feedback for their respective courses.
- Users can view their submitted feedback history.
- Users can track updates based on their feedback to understand how it contributed to improvements.
-

Admin Side :

- Admin can create new feedback forms for courses, instructors, or other institutional elements.
- Admin can customize questions in each feedback form for targeted insights.
- Admin can review and edit feedback forms to ensure clarity and relevance.
- Admin can view and export collected feedback for analysis.
- Admin can generate reports and insights to assess teaching effectiveness and identify areas for improvement.
- Admin can monitor response rates and send reminders to ensure broad participation.
- Admin can manage user accounts and update system access permissions.

2.System design

21. Architecture Diagram

Data Flow Diagrams (DFD)

DFD, Data flow diagrams are used to graphically represent the flow of data in a business information system.

DFD graphically representing the functions, or processes, which capture, manipulate, store, and distribute data between a system and its environment and between components of a system. The visual representation makes it a good communication tool between User and System designer. Structure of DFD allows starting from a broad overview and expands it to a hierarchy of detailed diagrams.In Software engineering DFD (data flow diagram) can be drawn to represent the system of different levels of abstraction.Information and functional elements. Levels in DFD are numbered 0, 1, 2 or beyond. Here, we will see mainly 3 levels in data flow diagram, which are: 0-level DFD, 1-level DFD, and 2-level DFD.

2.2 Module Descriptions:

Levels in Data Flow Diagrams (DFD)

0-level DFD:

It is also known as context diagram. It’s designed to be an abstraction view, showing the system as a single process with its relationship to external entities. It represents the entire system as single bubble with input and output data indicated by incoming/outgoing arrows.

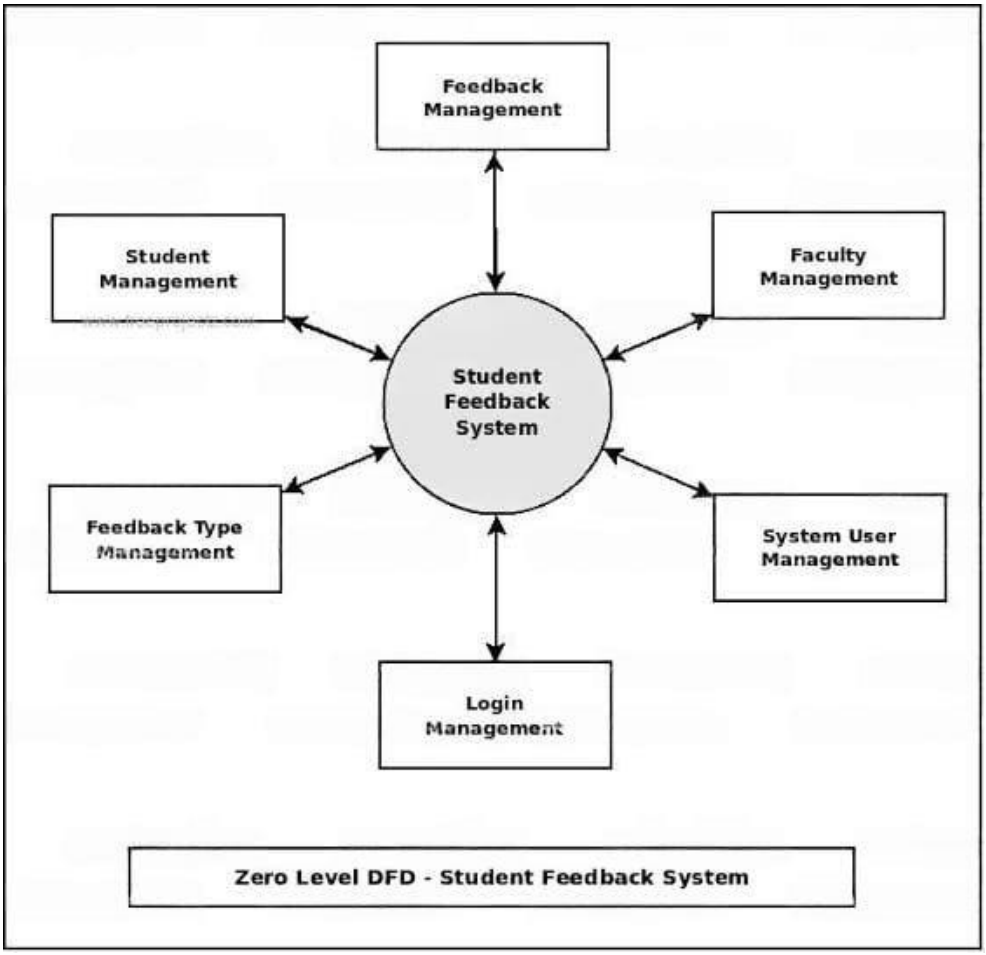


Fig : 0-level DFD

1-level DFD:

In 1-level DFD, context diagram is decomposed into multiple bubbles/processes. in this level we highlight the main functions of the system and breakdown the high-level process of 0-level DFD into sub processes.

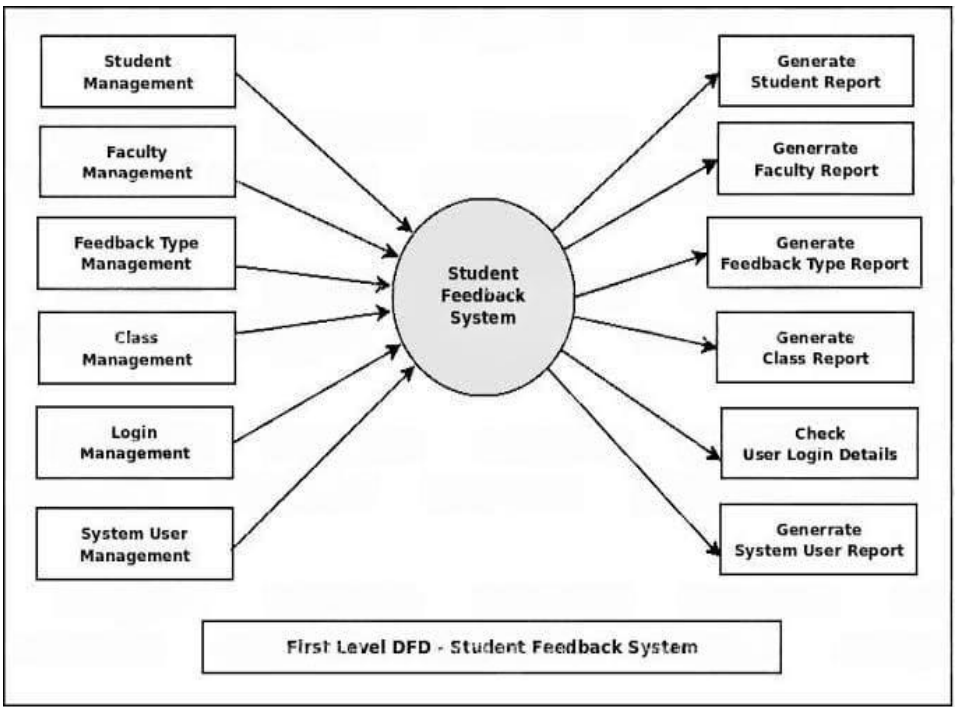


Fig : 1-level DFD

2-level DFD:

2-level DFD goes one step deeper into parts of 1-level DFD. It can be used to plan or record the specific/necessary detail about the system's functioning.

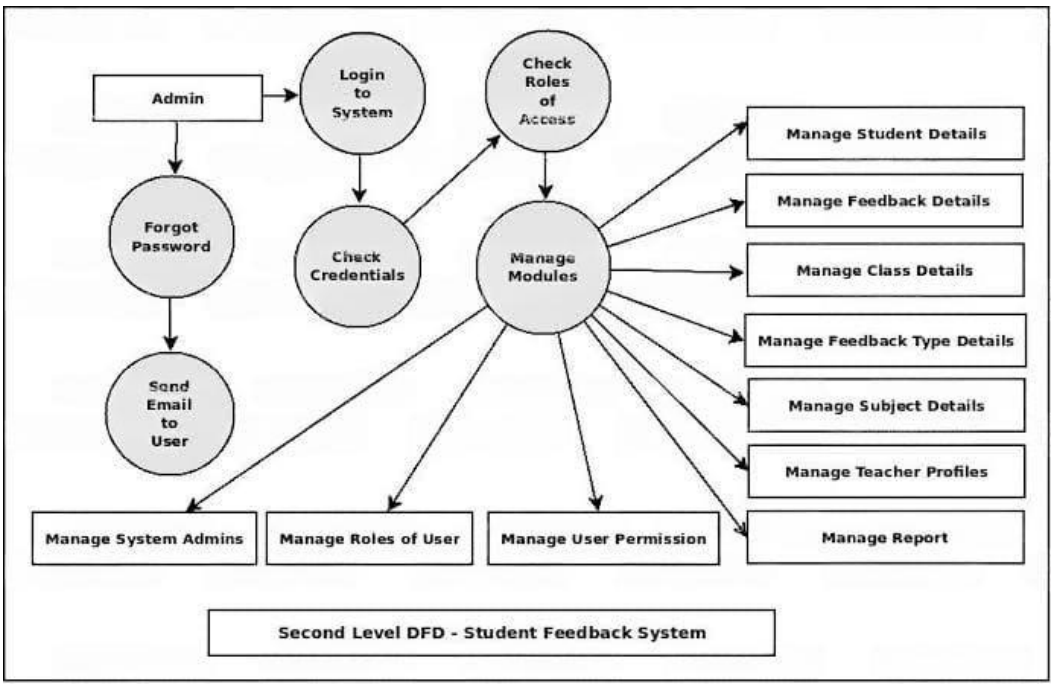
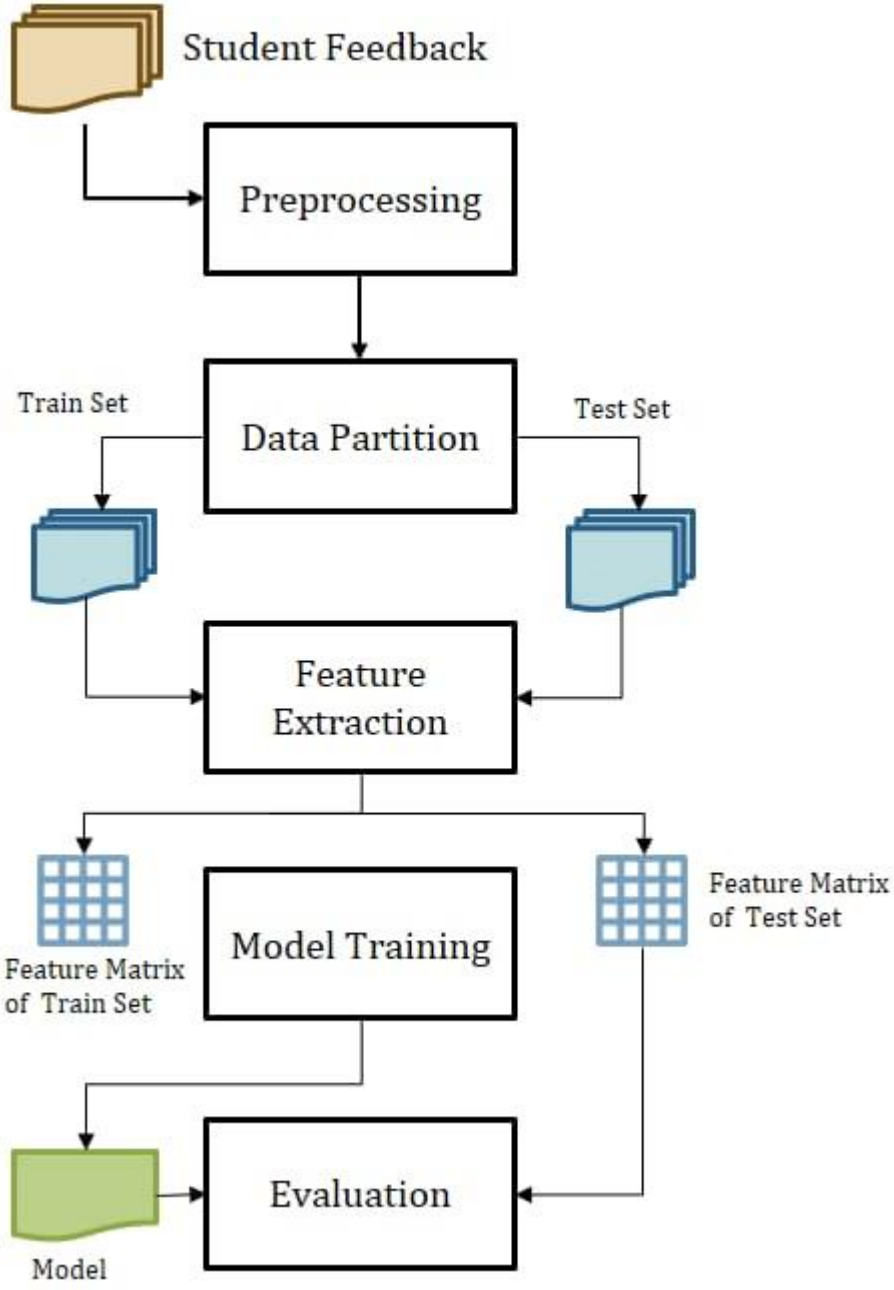


Fig : 2-level DFD

2.3 database Design:



DATA FLOW DIAGRAM (DFD) FOR USER DATA

A Data Flow Diagram (DFD) shows how data flows through a system and how the system processes it. Below is a simple explanation and structure for a College Feedback System.

Entities in the System:

1. Students: Provide feedback.
2. Faculty: View and analyze feedback.
3. Admin: Manages the system (e.g., adding/removing users, generating reports).

Processes:

1. Feedback Collection: Students submit feedback about courses, faculty, or facilities.
2. Feedback Storage: Store feedback in the database.
3. Feedback Analysis: Admin and faculty access feedback summaries or reports.
4. System Management: Admin manages system data (student info, course details).

Data Flow Diagram (DFD) Breakdown:

Entities and Data Flow:

1. Students → [Feedback Collection]:
   - Students log in and submit feedback.
   - Data: Feedback form details (e.g., course, rating, comments).
2. Feedback Collection → [Database]:
   - The system stores submitted feedback in a database.
   - Data: Feedback records.
3. [Database] → [Feedback Analysis]:
   - Admin and faculty access stored feedback for analysis.
   - Data: Reports, charts, or summaries.
4. Admin → [System Management]:
   - Admin manages user accounts, feedback forms, and system settings.
   - Data: User data, course data.

how you could visualize it:

1. Entities:
    - Students (Input feedback)
    - Admin (Manages system)
    - Faculty (Views reports)
2. Processes:
    - Feedback Collection (Takes input from students)
    - Feedback Analysis (Outputs insights to admin and faculty)
    - System Management (Updates and manages system data)

3. Data Stores:
    - Feedback Database: Stores all feedback.

3.Implementation

3.1 Tools and Technologies Used:

The main objective of the **Student Feedback Form System** is to assist educational institutions in collecting, managing, and analyzing student feedback effectively. It simplifies the process by enabling the secure collection of feedback from multiple students at once in an automated and organized manner. This reduces the time and manual effort required for feedback collection, collation, and analysis in the traditional system. Additionally, it ensures that all feedback records are securely stored in the system, making it easier to search, retrieve, and analyze data for actionable insights, thereby improving overall institutional practices.

Software Requirements

3.2 Front-End Development

The frontend design for the **Student Feedback Form System** leverages a combination of HTML, CSS, JavaScript, and PHP to create a robust and user-friendly interface for collecting and managing student feedback efficiently.

HTML (Hypertext Markup Language):

HTML serves as the standard markup language for structuring and presenting the content of the feedback system's web pages. It defines essential elements such as input fields, text areas, buttons, navigation menus, and feedback forms. HTML ensures that students can easily submit their feedback while administrators can access and manage feedback forms seamlessly.

CSS (Cascading Style Sheets):

CSS is used to style the HTML elements and define the layout of the feedback system's web interface. By controlling properties such as colors, fonts, margins, padding, and positioning, CSS ensures a consistent and visually appealing design. It enhances the overall presentation of feedback forms and administrator dashboards, improving user experience.

JavaScript:

JavaScript enables dynamic behavior and interactive functionality within the feedback system. Features such as form validation, real-time updates, and interactive feedback elements are implemented using JavaScript. For instance:

- **Form Validation**: Ensures all required fields are filled before submission.
- **Dynamic Updates**: Allows users to preview their feedback or administrators to see live updates of

response analytics.

JavaScript plays a key role in providing a seamless and engaging experience for students and administrators.

PHP (Hypertext Preprocessor):

PHP serves as the server-side scripting language that powers backend operations in the feedback system. It manages tasks such as:

- **User Authentication**: Ensures secure login and role-based access for students and administrators.
- **Form Handling**: Processes feedback submissions and stores them in the database.
- **Dynamic Content Generation**: Creates personalized feedback dashboards for administrators and reports for instructors.

PHP's integration with HTML ensures smooth server-side communication, enhancing the efficiency and responsiveness of the system.

Integration:

The integration of HTML, CSS, JavaScript, and PHP forms a comprehensive development stack for the **Student Feedback Form System**:

- **HTML** provides the structure and layout of the feedback forms.
- **CSS** ensures an attractive and consistent design.
- **JavaScript** adds interactivity for better user engagement.
- **PHP** handles server-side logic, including data processing, storage, and retrieval.

This integrated approach creates a dynamic, responsive, and user-friendly platform for collecting and analyzing student feedback.

Benefits:

By combining these technologies, the **Student Feedback Form System** offers:

- A **well-structured** interface using HTML.
- An **aesthetic and consistent design** with CSS.
- **Interactive functionality** powered by JavaScript.
- **Efficient server-side processing** through PHP.

Integration

Student Feedback System:

- This database contains to storing the tables for student, course, and feedback information.
- To analyze feedback to identify the strengths and areas of improvement.

Details Collection:

- This database collect the student details course details, feedback questions.
- It is stored records into tables.

Feedback submission:

- Students can provide feedback on teaching quality, and teachers can use this feedback .
- To improve their teaching.

3.2 Integration

PHP Integration:

- PHP scripts serve as the intermediary between the frontend and MySQL databases, executing SQL queries to interact with the data.
- PHP scripts can retrieve data from MySQL databases to dynamically generate HTML content, such as displaying exam questions or user results.
- Additionally, PHP scripts handle form submissions from HTML pages, processing user input and storing data into MySQL databases.

JavaScript Integration:

- JavaScript enhances the user experience by providing interactive features and dynamic content manipulation.
- JavaScript can make asynchronous HTTP requests (AJAX) to PHP scripts, which then

interact with MySQL databases to fetch data without reloading the entire webpage.

- This allows for real-time updates, dynamic content loading, and seamless user interactions, enhancing the responsiveness and usability of the system.

HTML Forms and Data Submission:

- HTML forms are used to collect user input, such as exam answers or login credentials.
- When a user submits a form, the data is sent to PHP scripts for processing.
- PHP scripts execute SQL queries to insert, update, or delete data in MySQL databases based on the form submission.

Server-side Data Processing:

- MySQL databases store and manage the system's data, including exam questions, user credentials, and exam results.
- PHP scripts execute SQL queries to retrieve relevant data from MySQL databases based on user interactions and system requirements.
- Data retrieved from MySQL databases is processed, formatted, and sent back to the frontend for display or further interaction.

3. Testing, Results and Discussion

4.1 Test cases

Unit testing is a level of software testing where individual units/ components of software are tested. The purpose is to validate that each unit of the software performs as designed. A unit is the smallest testable part of any software. It usually has one or a few inputs and usually a single output.

In procedural programming, a unit may be an individual program, function, procedure, etc. in object-oriented programming, the smallest unit is a method, which may belong to a base/ super class, abstract class or derived/ child class. (Some treat a module of an application as a unit. It is concerned with functional correctness of the standalone modules. The main aim is to isolate each unit of the system to identify, analyze and fix the defects. A unit test is a way of testing a unit – the smallest piece of code that can be logically isolated in a system. In most programming languages, that is a function, a subroutine, a method or property. The isolated part of the definition is important.

4.2 Testing Methods:

- **Black Box Testing -** Using which the user interface, input and output are tested.
- **White Box Testing** - used to test each one of those functions behaviors is tested.
- **Gray Box Testing -** Used to execute tests, risks and assessment methods.

Integration Testing

Integration Testing is a level of software testing where individual units are combined and tested as a group. The purpose of this level of testing is to expose faults in the interaction between integrated units. Test drivers and test stubs are used to assist in Integration Testing. It is defined as a type of testing where software modules are integrated logically and tested as a group. A typical software project consists of multiple software modules, coded by different programmers. The purpose of this level of testing is to expose defects in the interaction between

these software modules when they are Integrated Integration Testing focuses on checking data communication amongst these modules.

Approaches, Strategies, Methodologies of Integration Testing

Software Engineering defines variety of strategies to execute Integration testing, viz.

- Big Bang Approach
- Incremental Approach: which is further divided into the following
  - Top-Down Approach
  - Bottom-Up Approach
  - Sandwich Approach - Combination of Top Down and Bottom Up

System Testing

System Testing is a level of testing that validates the complete and fully integrated software product. The purpose of a system test is to evaluate the end-to-end system specifications. Usually, the software is only one element of a larger computer-based system. Ultimately, the software is interfaced with other software/hardware systems. System Testing is actually a series of different tests whose sole purpose is to exercise the full computerbased system.

System Testing is carried out on the whole system in the context of either system requirement specifications or functional requirement specifications or in the context of both. System testing tests the design and behavior of the system and also the expectations of the customer. It is performed to test the system beyond the bounds mentioned in the software requirements specification (SRS).

In system testing, integration testing passed components are taken as input. The goal of integration testing is to detect any irregularity between the units that are integrated together. System testing detects defects within both the integrated units and the whole system. The result of system testing is the observed behavior of a component or a system when it is tested. System Testing is basically performed by a testing team that is independent of the development team that helps to test the quality of the system impartial. It has both functional and nonfunctional

testing. System Testing is a black-box testing. It is performed after the integration testing and before the acceptance testing.

Types of System Testing

Performance Testing: Performance Testing is a type of software testing that is carried out to test the speed, scalability, stability and reliability of the software product or application.

Load Testing: Load Testing is a type of software Testing which is carried out to determine the behavior of a system or software product under extreme load.

Stress Testing: Stress Testing is a type of software testing performed to check the robustness of the system under the varying loads.

Scalability Testing: Scalability Testing is a type of software testing which is carried out to check the performance of a software application or system in terms of its capability to scale up or scale down the number of user request load.

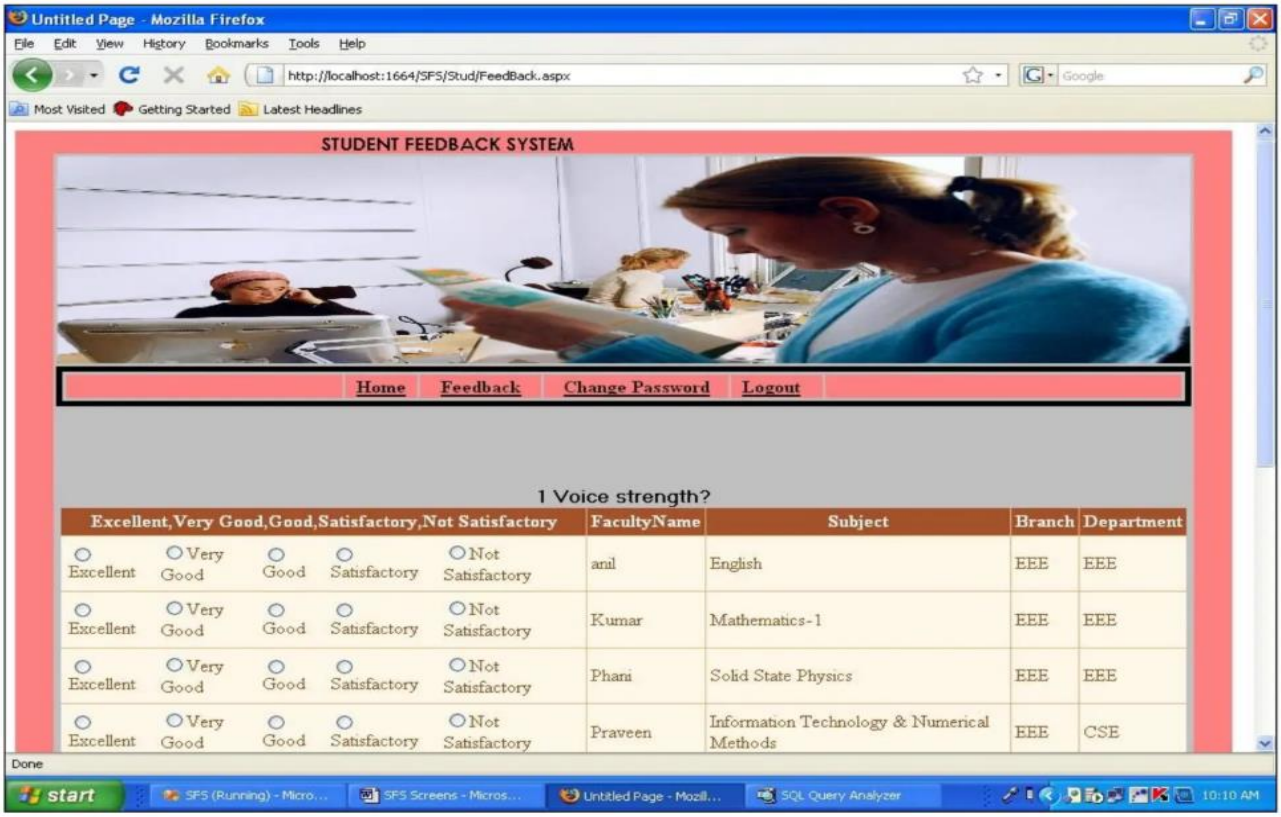
Secure Authentication and Access Control System for Student and Admin Accounts

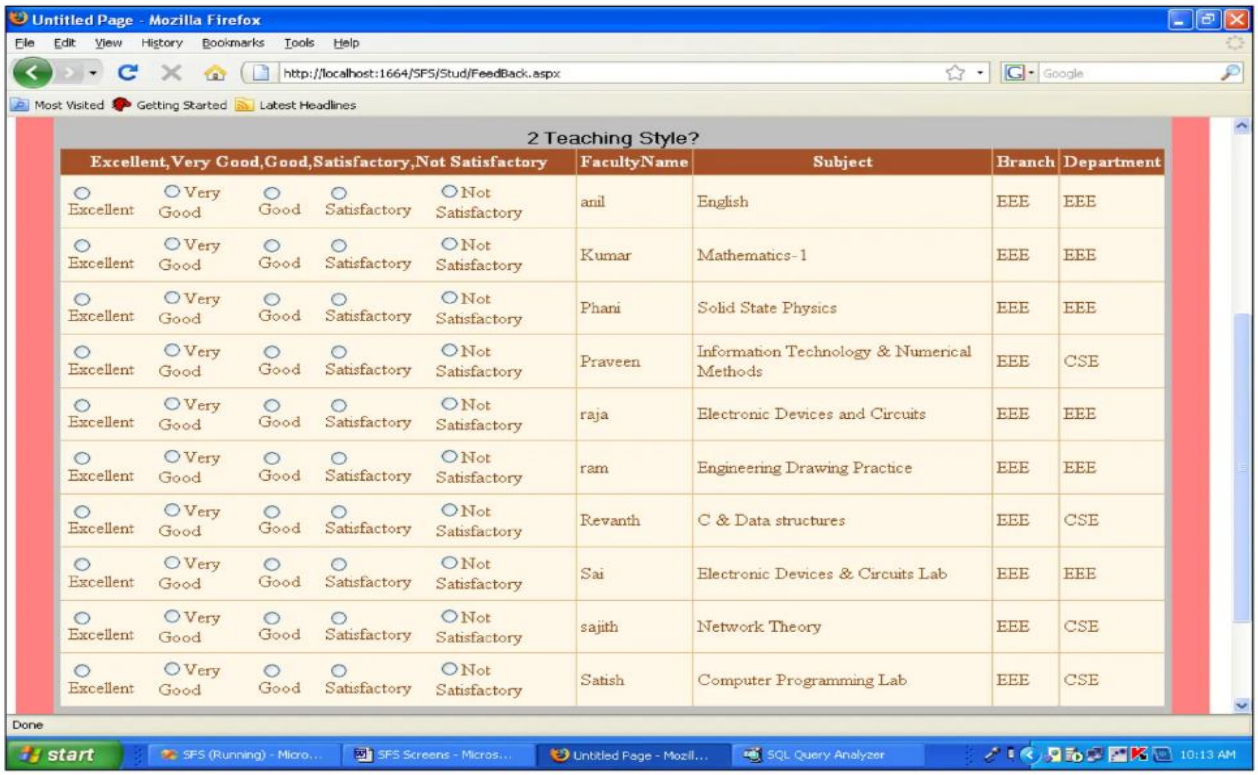
In our project we are testing whether the student is authorized or not. When student want to register themselves, it will check whether the user name entered is the same as in the database. If authorized student has login, they can register themselves. If not authorized then, back to main page. We are also checking the admin login whether it is authorized or not. Only authorized admin can login. No one can register themselves as admin. Admin can change username and password in admin page only. Member login is also verified from the database values.

4.3 Output Screens:

Student Login Page

Feedback form

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Kumar Mathematics-1 EEE EEE
Phani Solid State Physics EEE EEE
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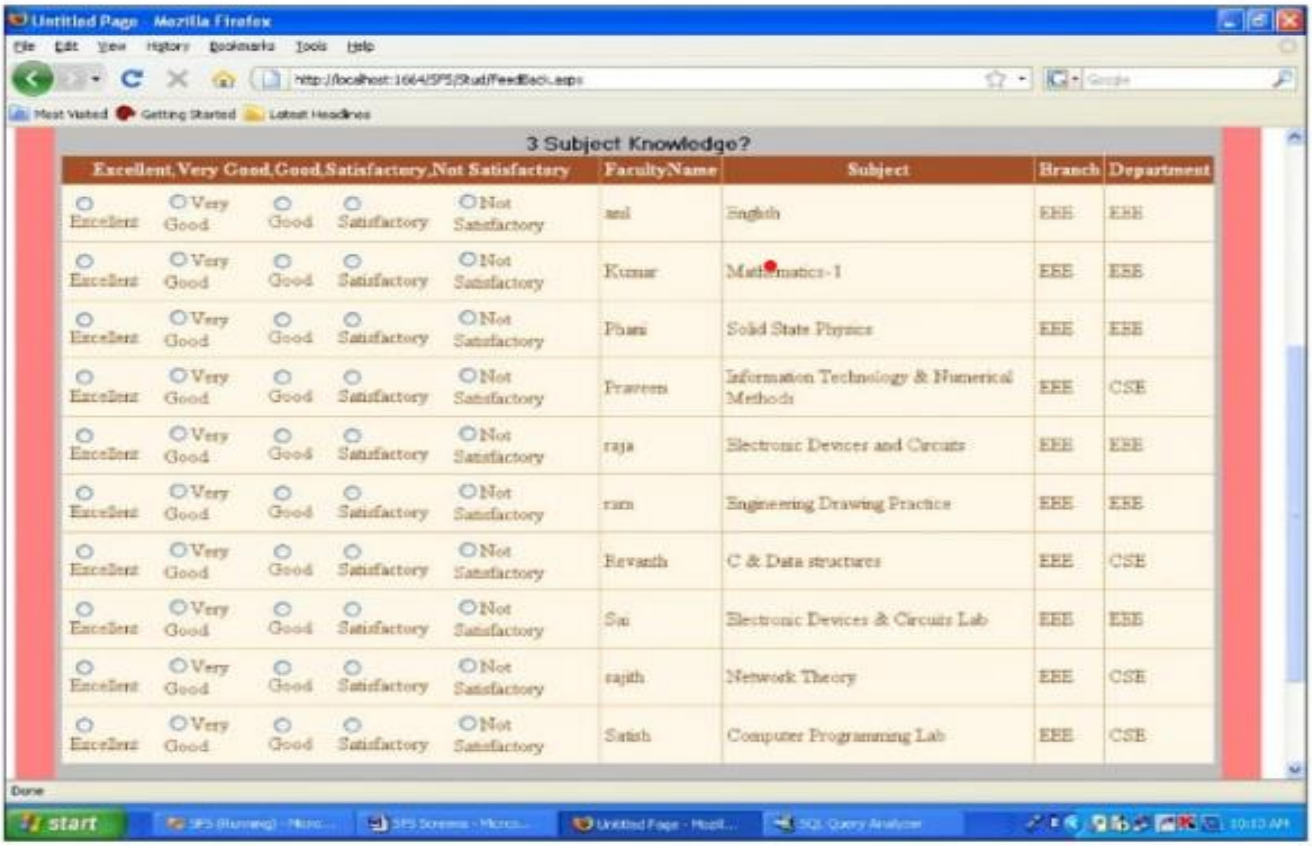
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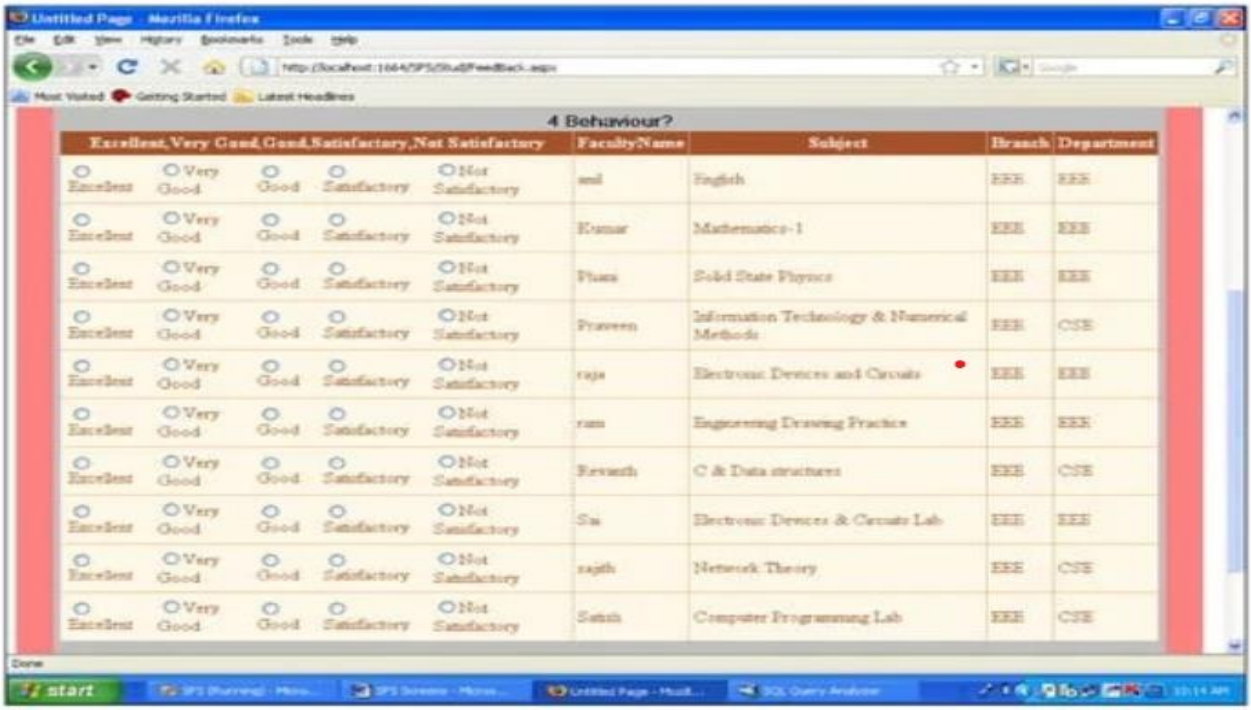
4 Behaviour?
Excellent,Very Good,Good,Satisfactory,Not Satisfactory
FacultyName
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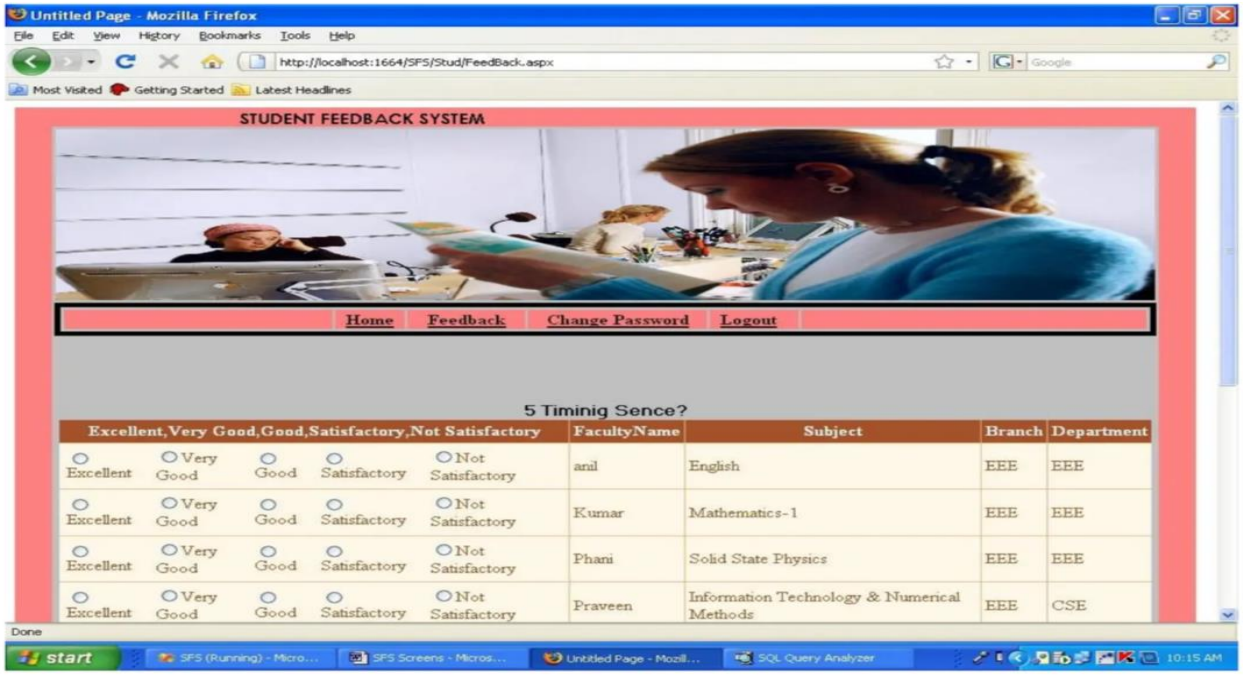
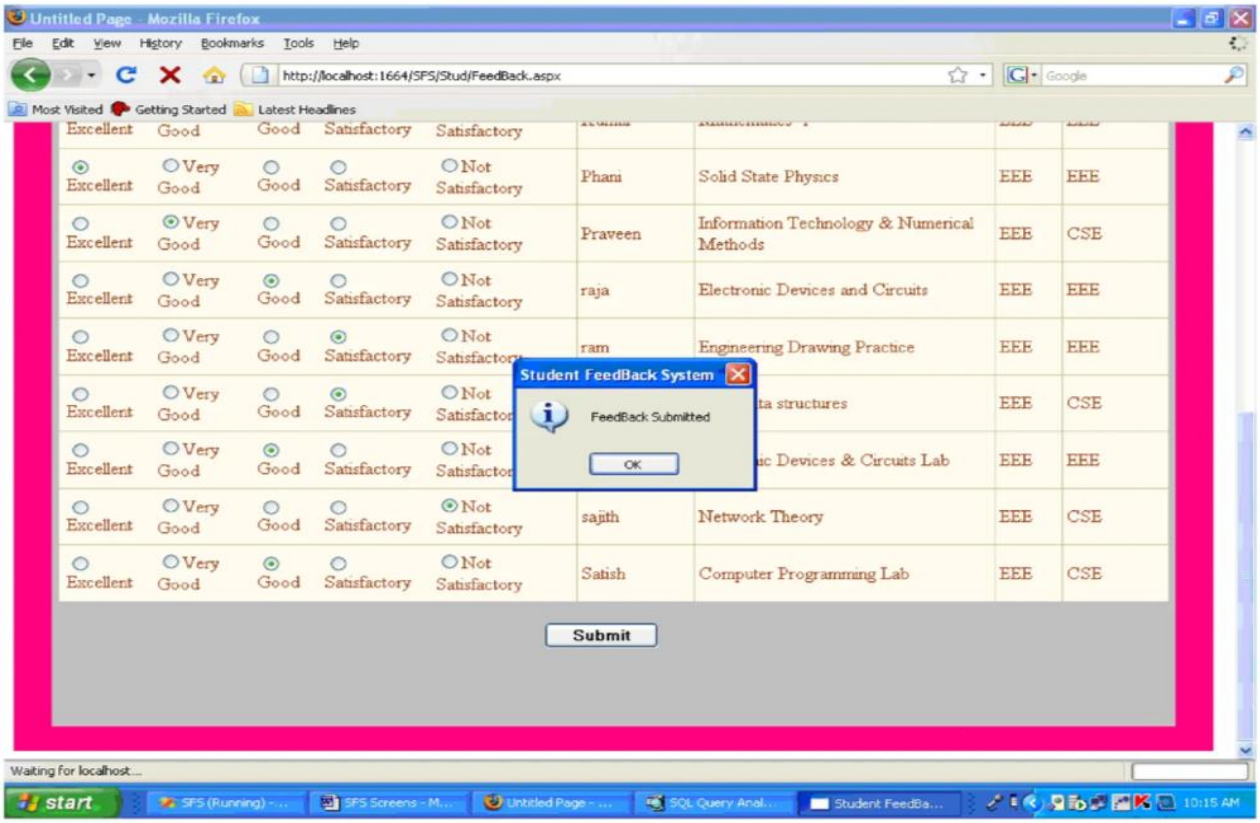
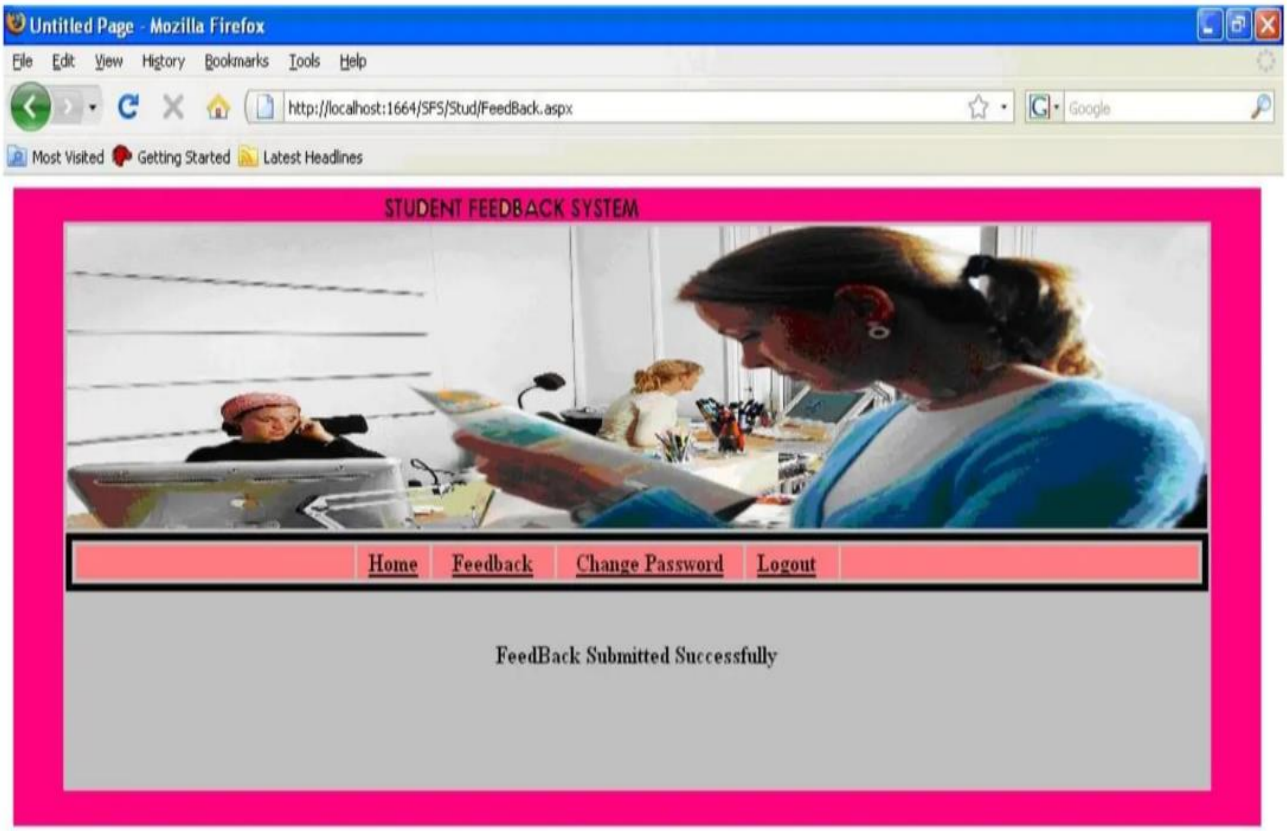
Branch
Department
anil
English
Kumar
Mathematics-1
Phani
Solid State Physics
Praveen
Information Technology & Numerical Methods
raja
Electronic Devices and Circuits
ram
Engineering Drawing Practice
Revanth
C & Data structures
Sai
Electronic Devices & Circuits Lab
rajth
Network Theory
Satish
Computer Programming Lab
EEE
CSE


Untitled Page - Mozilla Firefox
http://localhost:1664/SFS/Stud/FeedBack.aspx
STUDENT FEEDBACK SYSTEM
Home
Feedback
Change Password
Logout
5 Timinig Sence?
Excellent,Very Good,Good,Satisfactory,Not Satisfactory
FacultyName
Subject
Branch
Department
anil
English
Kumar
Mathematics-1
Phani
Solid State Physics
Praveen
Information Technology & Numerical Methods
EEE
CSE

Feedback submitted



Feedback sent successfully



4.4 analysis of results:

The Student Feedback System for a college serves as a valuable tool for gathering insights from students about their experiences with various aspects of their academic environment. The feedback is collected through a well-structured online form, which asks students to evaluate the course content, teaching methods, faculty support, and campus facilities, as well as to provide additional comments. The form includes both quantitative and qualitative data points. Quantitative data is gathered through rating scales (e.g., 1-5) that help assess aspects such as satisfaction with course materials, lecture quality, and overall experience. Qualitative data is collected through an open-ended comments section where students can share their thoughts and suggestions for improvement.

4. Conclusion

5.1 summary of findings:

The analysis of the **Student Feedback System** reveals several key insights into the college experience, with both strengths and areas for improvement. The majority of students expressed satisfaction with the **course content**, giving it an average rating of **4.2/5**. However, a recurring suggestion was to incorporate more practical examples into the syllabus, highlighting a desire for more hands-on learning opportunities. The **lecture quality** received a slightly higher rating of **4.5/5**, indicating that students find the teaching clear and well-organized. One of the standout areas was **faculty support**, which earned the highest satisfaction score of **4.5/5**. Students particularly appreciated the approachability and supportiveness of the instructors, suggesting strong engagement between students and faculty.

5.2 future enhancements:

Future enhancements to the college feedback system can significantly improve its effectiveness and responsiveness to student needs. One key enhancement would be the **integration with Learning Management Systems (LMS)** such as Moodle or Canvas, allowing seamless collection of feedback immediately after course completion. This integration would ensure that feedback is captured in real-time, reducing administrative burden and increasing the timeliness of responses. Additionally, implementing **AI-powered sentiment analysis** could automatically categorize and analyze open-ended responses, making it easier for administrators to identify common concerns or trends without sifting through large volumes of qualitative data.

To further improve the system, feedback forms could be **customized based on user roles**. Students could provide feedback on courses and faculty, while faculty could evaluate the course structure and student engagement. This would ensure that the feedback collected is more relevant and actionable for each group. Moreover, introducing **real-time dashboards and analytics** would give faculty and administrators instant access to feedback trends, enabling quicker, data-driven decision-making. The ability to track satisfaction levels in real-time would empower institutions to make timely improvements.

5. Appendix

Code :

```
<html>
<head>
   <title>College Feedback Form</title>
   <style>
      body {
         font-family: Arial, sans-serif;
         margin: 20px;
         background-image: url('https://www.svec.education/wp-content/uploads/2019/12/svet_building.jpg');
         background-size: cover;
         background-repeat: no-repeat;
         background-position: center;
         color: #333;
      }

      h1 {
         text-align: center;
         color: #fff;
      }

      form {
         max-width: 600px;
         margin: 0 auto;
         background-color: rgba(255, 255, 255, 0.8);
         padding: 20px;
         border-radius: 8px;
         box-shadow: 0px 4px 8px rgba(0, 0, 0, 0.1);
      }

      .form-group {
         margin-bottom: 20px;
      }

      label {
         font-weight: bold;
      }

      textarea, select, input {
         width: 100%;
         padding: 10px;
         margin-top: 5px;
         border: 1px solid #ccc;
         border-radius: 4px;
      }

      button {
         display: block;
         width: 100%;
         padding: 10px;
         background-color: #4CAF50;
```

```
            color: white;
            border: none;
            border-radius: 4px;
            cursor: pointer;
        }

        .radio-group {
            display: flex;
            gap: 20px;
            margin-top: 5px;
        }

        .radio-group div {
            display: flex;
            align-items: center;
            gap: 3px;
        }

        .radio-group label {
            font-weight: normal;
            margin-left: -3px;
        }
        button:hover {
            background-color: #45a049;
        }
    </style>
</head>
<body>

<h1>College Feedback Form</h1>

<form>


    <div class="form-group">
        <label for="name">Name:</label>
        <input type="text" id="name" name="name">
    </div>

    <div class="form-group">
        <label for="course">Course/Program:</label>
        <input type="text" id="course" name="course" required>
    </div>

    <div class="form-group">
        <label for="year">Year of Study:</label>
        <select id="year" name="year" required>
            <option value="1st Year">1st Year</option>
            <option value="2nd Year">2nd Year</option>
            <option value="3rd Year">3rd Year</option>
            <option value="4th Year">4th Year</option>
        </select>
    </div>


    <div class="form-group">
```

```
    <label for="course-satisfaction">How satisfied are you with the course content? (1-5):</label>
    <input type="number" id="course-satisfaction" name="course-satisfaction" min="1" max="5" required>
  </div>

  <div class="form-group">
    <label for="lecture-quality">How clear and organized were the lectures? (1-5):</label>
    <input type="number" id="lecture-quality" name="lecture-quality" min="1" max="5" required>
  </div>
  <div class="form-group">
    <label>Did the course meet your expectations?</label>
    <div class="radio-group">
      <div>
        <input type="radio" id="expectations-yes" name="expectations" value="Yes" required>
        <label for="expectations-yes">Yes</label>
      </div>
      <div>
        <input type="radio" id="expectations-no" name="expectations" value="No" required>
        <label for="expectations-no">No</label>
      </div>
    </div>
  </div>



  <div class="form-group">
    <label for="faculty-support">How approachable and supportive was the faculty? (1-5):</label>
    <input type="number" id="faculty-support" name="faculty-support" min="1" max="5" required>
  </div>


  <div class="form-group">
    <label for="campus-facilities">How satisfied are you with the classroom and lab facilities? (1-5):</label>
    <input type="number" id="campus-facilities" name="campus-facilities" min="1" max="5" required>
  </div>


  <div class="form-group">
    <label for="overall-experience">How would you rate your overall experience at the college? (1-5):</label>
    <input type="number" id="overall-experience" name="overall-experience" min="1" max="5" required>
  </div>


<div class="form-group">
  <label>Do you recommend this college to others?</label><br>
  <div class="radio-group">
    <div>
  <input type="radio" id="recommend" name="course-expectations" value="Yes" required>
  <label for="recommend">Yes</label>
    </div>
    <div>
  <input type="radio" id="recommend" name="course-expectations" value="No" required>
  <label for="recommend">No</label>
    </div>
  </div>
 </div>
```

```
<div class="form-group">
      <label for="comments">Additional Comments:</label>
      <textarea id="comments" name="comments" rows="4"></textarea>
   </div>


   <button type="submit">Submit Feedback</button>
</form>

</body>
</html>
```

Conclusion:

In conclusion, a well-designed student feedback system is essential for fostering an environment of continuous improvement within a college or university. It serves as a critical tool for gathering insights into various aspects of the student experience, including academic quality, faculty performance, campus facilities, and overall satisfaction. By implementing an efficient and user-friendly feedback mechanism, institutions can ensure that students have a platform to voice their opinions, which can then be used to make informed decisions for enhancing educational standards and student services.

Furthermore, incorporating future enhancements such as integration with Learning Management Systems, AI-powered sentiment analysis, real-time analytics, and multi-language support would significantly improve the system's effectiveness and accessibility. Offering personalized feedback forms, anonymous submission options, and gamification elements would further increase student engagement and participation. Ultimately, the feedback system not only helps colleges address current challenges but also provides valuable data that drives strategic improvements, ensuring that the institution remains responsive to the needs and expectations of its students. By leveraging student feedback, colleges can create a more dynamic, inclusive, and impactful learning environment that benefits both students and faculty alike.