Faculty Feedback 2022-23

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Questions	Disagree(1)	Can't say(2)	Agree(3)
1	0	31	33
2	0	6	57
3	0	52	11
4	0	16	47
5	5	17	41
6	0	16	47
7	5	34	24
8	0	0	63
9	0	36	27
10	0	36	27
11	0	33	30
12	0	41	22
13	0	17	46
14	0	47	16
15	0	17	46

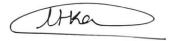**Observations based on the Faculty Feedback Questionnaire responses:**

1. Faculty agree that we have the freedom to propose, modify, suggest and incorporate new topics in the syllabus through proper forum
2. Faculty disagree that the course has good balance between theory and application

Suggestions received from Faculty Members:

1. Add Problem-Solving & Critical Thinking
2. Utilize modern simulation software and virtual labs for real-world experimentation and problem-solving of hackathons and design challenges.
3. Give training for Soft Skills with Professional Development & Leadership Encourage
4. Offer interdisciplinary electives such as AI in mechanical systems and Emerging Technologies
5. Enterprenurship
6. Encourage more problem-solving-based learning through real-world case studies, hackathons, and design challenges
7. Problem-solving-based learning through real-world case studies, hackathons, and design challenges.

Suggested Action:

1. Will give Project work to advance learners of Problem-Solving & Critical Thinking
2. In 2024-25, BOS interdisciplinary subject are common to all branches students so that students can do Interdisciplinary Projects.
3. Will organize more guest lecture/seminar/workshops to all students.
4. In 2023-24, compulsory two hours sessions in each class of Soft Skills with Professional Development & Leadership Encourage
5. In each semester, 3 hours session from Innovation and Enterprenurship department
6. Available facility for students and faculties : Per week, two hours session for stress management and meditation
7. Will give live project to final year students
8. Will give maximum internship for doing current industry project