IES COLLEGE OF ARCHITECTURE

Report on Student Satisfaction Survey

Respondents: 100 students

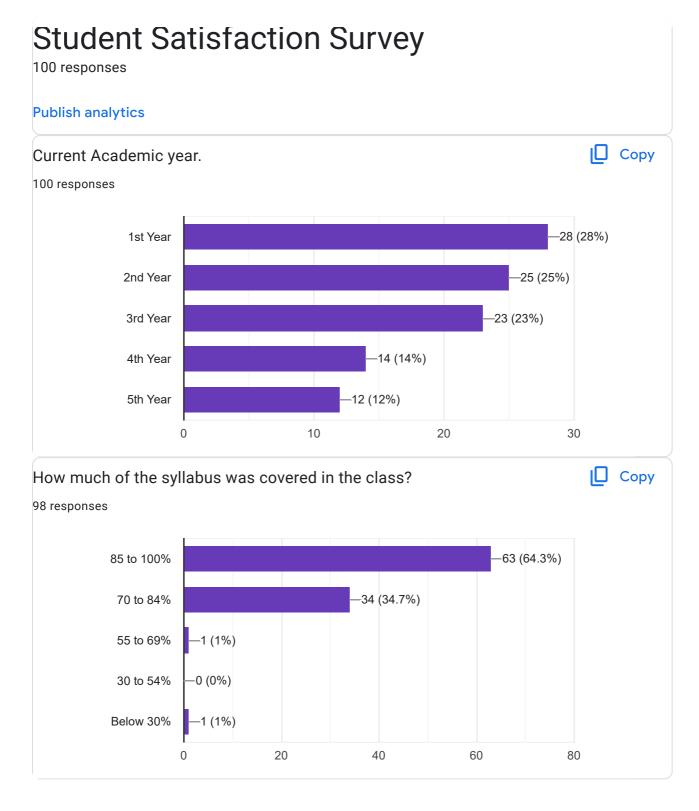
Questions of this survey were based on the following focus areas -

- 1. **Teaching Learning process:** Competency & Skills of Teachers, Adoption of innovative teaching methods & tools, Completion of syllabus, efforts taken by teachers for continuous quality improvement,
- 2. **Student centric methods:** Experiential learning, participative learnings, opportunities & encouragement to develop soft skills & life skills, efforts to make the students industry ready, encouraging participation in co-curricular & extra-curricular activities
- 3. **Communication:** Making students aware about the Course Outcomes & Programme Outcomes, effective communication of academic content
- 4. Advance tools: Adoption of advance teaching tools & equipment
- 5. **Evaluation process:** Fairness & transparency in evaluation process, following up post evaluation, mentoring and encouragement for improvement, appreciation of advance learners

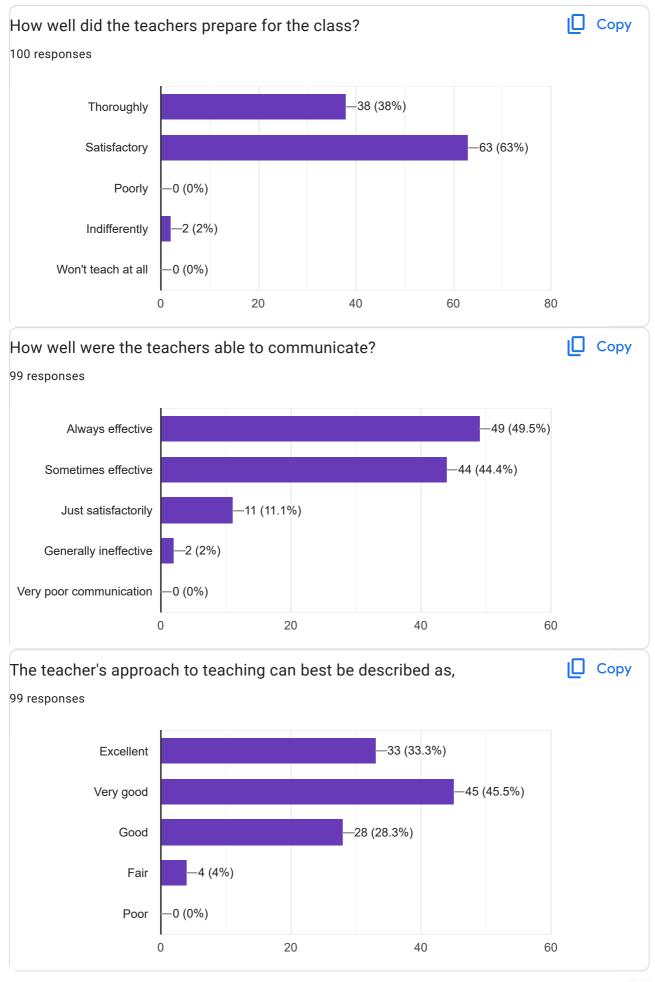
More than 80% students rated the institute in upper two categories indicating a high and moderate level of satisfaction.

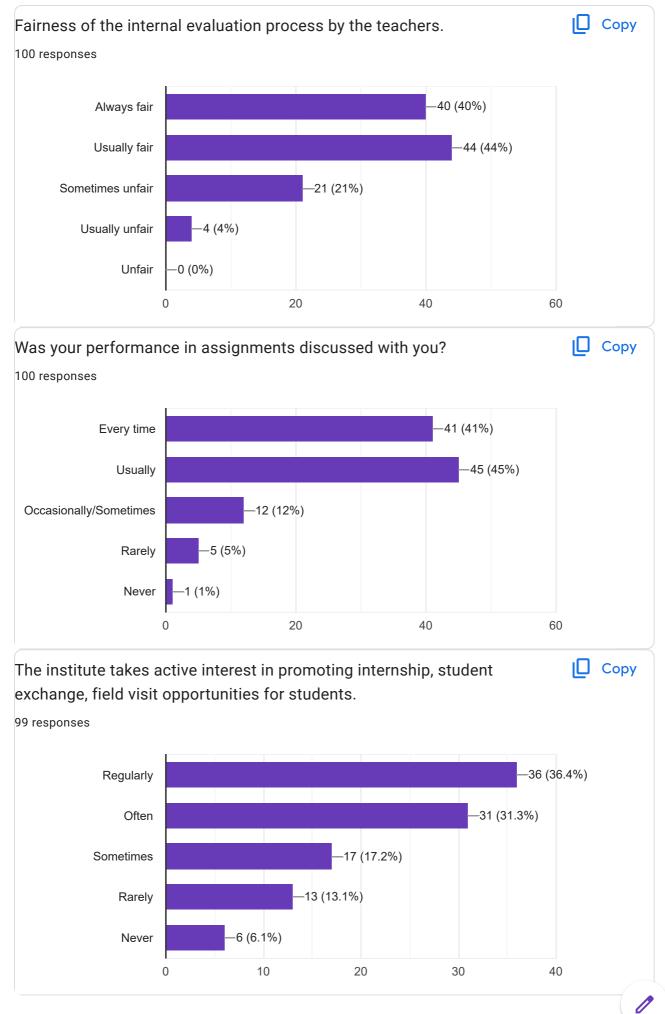
Satisfaction level was average with respect to extra-Curricular activities indicating students' desire to engage in activities like sports, field visits and other non-academic activities like NSS, nature clubs, hobby clubs etc.

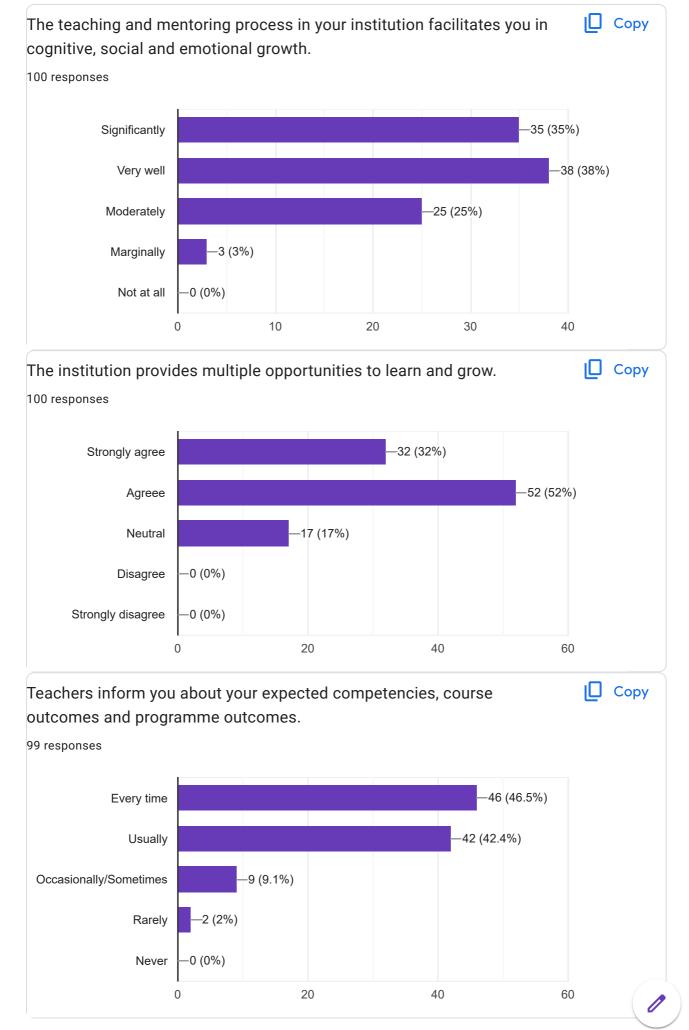
Institute is taking proactive actions towards improving in the required areas.

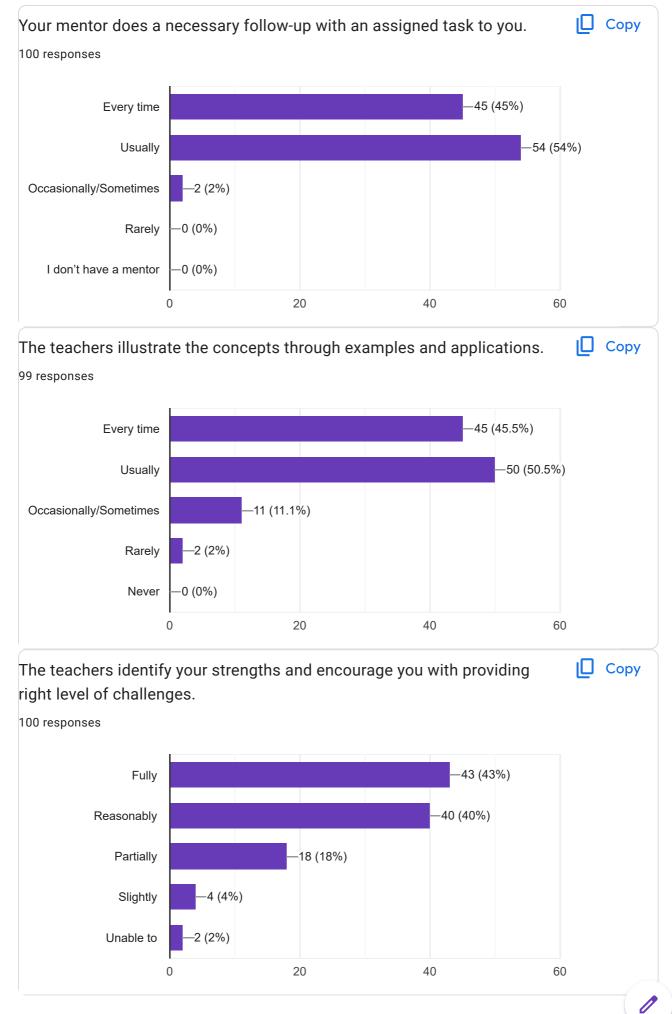


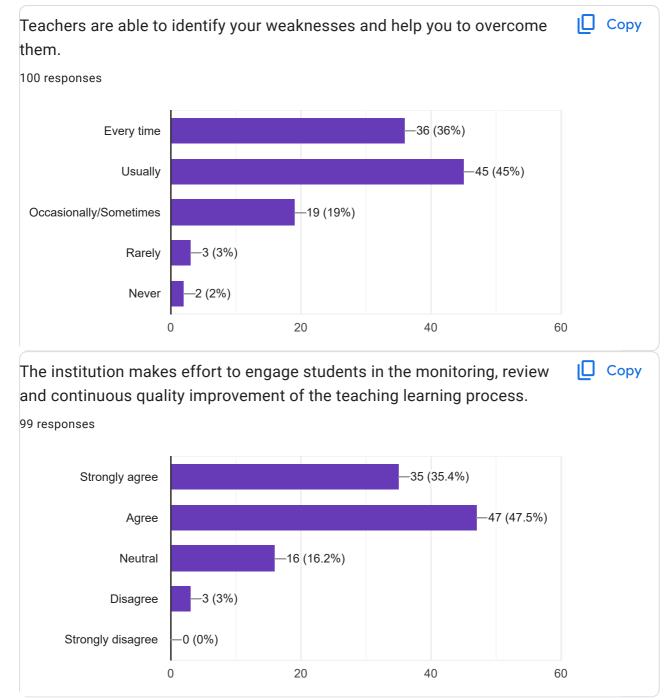
Student Satisfaction Survey

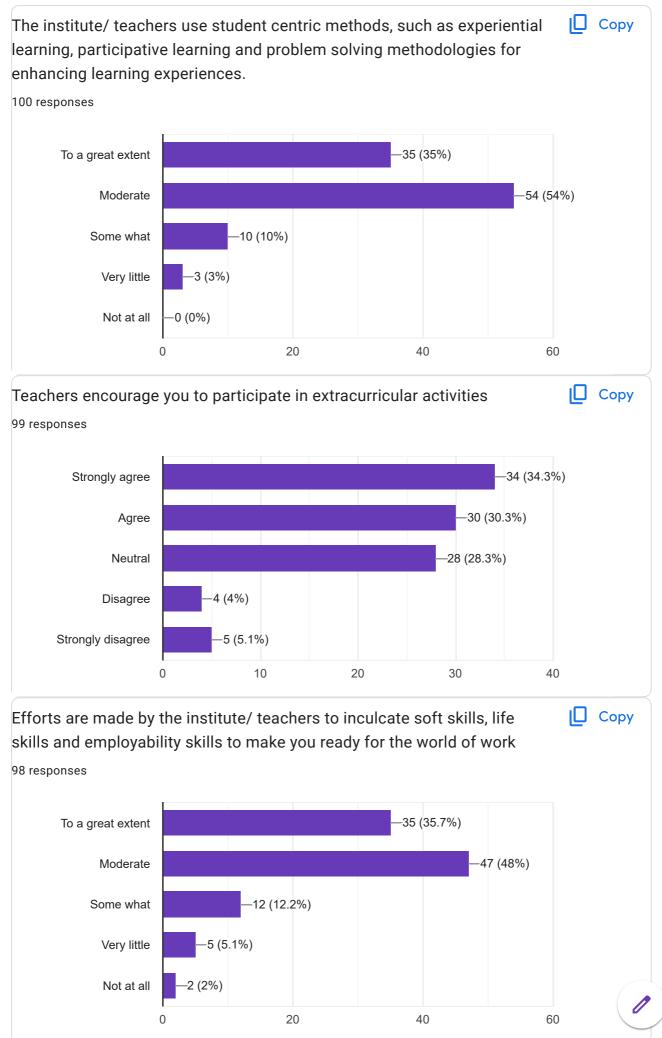


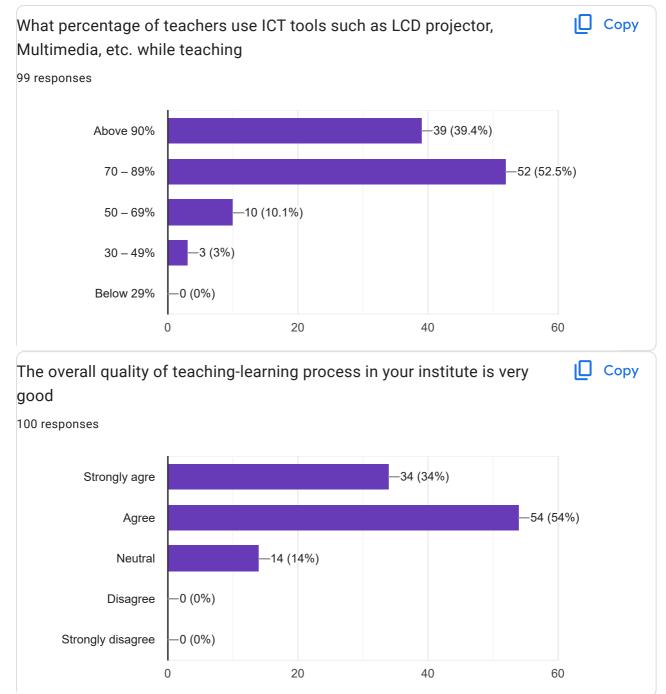












Give three observations/ suggestions to improve the overall teaching – learning experience in your institution.
30 responses
NA
-
1) Need to give time to complete work, expecting next week everything to be done be hectic, need to understand we have other subjects too
2) Shouldn't expect we know all the things if not taught, shouldn't give work to us and tell us to figure it out, should teach throughout because we are new to this all, we do understand that they expect us to explore but basic need to be cleared
3) Shouldn't rush things of because then innovative ideas get washout and just for a sake of doing happens
Field visit on construction sites practical examples of tos
better time planning and management. Empathy .
More practical knowledge is needed. Suggestions of some reference books should be given for each topic.
Nothing
Would love to see a course that addresses business and finance in architecture. Would push more for social activities like motivating a large group of students to work for bodies like NSS. Would definitely encourage the development of a research cell for students in the college.
Teachers should explain a thing if not understood. Some of them don't let us speak or respond to our idea and thoughts
Taking us to site visits to show the real working of the topic. Teaching through animations or videos (Not YouTube ones) and model assignments for topics.
Guiding us with soft skills
 Good Mentors throughout the semester As an individual I feel there were few instances of unfairity towards our batch in terms of college works or sometimes the marking style (of not having an actual breakdown of marks - so that we could know what we were lacking)
3) appropriate resources to learn rendering softwares at the computer lab can come handy (at the moment only the VR Lab PC can handle heavy softwares like lumion- as exclaimed by the staff itself)

1. Promote software skills over hand-done work and teach students to produce high-quality digital drawings and models instead of focusing only on traditional methods.

2. Teachers should avoid favoring specific students and pay attention to those who consistently improve.

3. Grading must be fair, based on what students present, rather than biased judgments favoring certain individuals with incomplete drawings even for finals.

College should encourage the students for internships, and give equal opportunity to all the students to participate in competitions.

Teachers should give more practical knowledge by showing past works, taking on field visits and implementing them for every subject

Dont have any obervations for now.

1. Add a games period to keep students healthy and active.

2. Allow a short nap time to help students feel fresh and focused.

3. Conduct workshops to improve skills and prepare for future opportunities.

None

Good

1) Inculcate Soft Skills, life skills& employability skills.

2) Should teach Softwares so that students will be ready for outer world.3)Should be fair in internal markings.

They were good and they were skillful

Not need improve. Best faculty

Meh

Great experience able to communicate with teachers students.

use more english or hindi rather than marathi

1.Equal Opportunities: Address favoritism by ensuring fair distribution of tasks and opportunities so every student gets a chance to contribute and grow.

2. Hands-On Learning: Incorporate more workshops, site visits, and industry interactions to enhance practical knowledge.

3. Open Communication: Create regular feedback channels to address concerns and improve teaching methods collaboratively.

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