MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE
Deemed to be University
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NAAC Accredited with A++ Grade

**Project Report**

**on**

# Development of Faculty Feedback Management System (User Module)

A project report submitted in partial fulfilment of the requirement for the degree of

**MASTER IN COMPUTER APPLICATION**

in

**COMPUTER SCIENCE AND ENGINEERING**

**Submitted By:**

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**Date:** 22-April-2024

***To whom so ever it may concern***

This is to certify that **Mr./Mrs./Miss. DEEXYA (0901CA221024)** student of MCA at MITS, Gwalior, has completed **Project** Training/Internship program as an online/offline trainee at our organization **PRAEDICO GLOBAL RESEARCH PVT. LTD.** Him/Her training details are:

Period - **01 JAN 2024 to 22 APR 2024**

Technology – **MERN Full Stack**

Project Title – **FACULTY FEEDBACK MANAGEMENT SYSTEM (USER MODULE)**

All of us at Praedico Global Research Pvt. Ltd. are pleased to have him/her in our team. This Project Training/Internship program includes training, orientation and focuses primarily on learning and developing new skills and gaining a deeper understanding of concepts through hands on application of the knowledge he/she learned.

We take this opportunity to wish him/her a long, happy and successful career.



For

Authorized Signatory

**Praedico Global Research Pvt. Ltd.**

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## CERTIFICATE

This is certified that **Deexya (0901CA221024)** has submitted the project report titled **Faculty Feedback Management System (User Module)** under the mentorship of **Mrs. Sweety Gupta** (Praedico Global Research Pvt. Ltd), in partial fulfilment of the requirement for the award of degree of **Master in Computer Application** of Computer Science and Engineering from **Madhav Institute of Technology and Science, Gwalior**.

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## DECLARATION

I hereby declare that the work being presented in this project report, for the partial fulfilment of requirement for the award of the degree of Master in Computer Application in Computer Science and Engineering at **Madhav Institute of Technology & Science**, Gwalior is an authenticated and original record of my work under the mentorship of **Mrs. Sweety Gupta** (Praedico Global Research Pvt. Ltd).

I declare that I have not submitted the matter embodied in this report for the award of any degree or diploma anywhere else.

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2022-2024
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**MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR**

*(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)*

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*I am sincerely thankful to my faculty coordinator. I am grateful to the guidance of* **Dr. R. S. Jadon** (Professor), Computer Science and Engineering, for his continued support and guidance throughout the project. I am also very thankful to the faculty and staff of the department.

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# ABSTRACT

The Faculty Feedback Management System (FFMS) is a web-based application designed to simplify the process of collecting, analyzing, and utilizing feedback within educational institutions. This platform fosters effective communication between students and teachers, thereby creating a collaborative learning environment and improving the overall educational experience.

FFMS enables students to provide feedback of their learning journey, through an intuitive interface accessible from any internet-enabled device. The feedback process is anonymous, ensuring openness and honesty in evaluations.

Teachers can access aggregated feedback reports generated by FFMS, allowing them to identify their strengths and areas for development in teaching practices. Furthermore, administrators can utilize the data collected by FFMS to assess teaching methods and curriculum effectiveness, guiding strategic decisions for ongoing enhancement.

Access to sensitive feedback data is restricted to authorized individuals, ensuring confidentiality and data integrity throughout the feedback management process.

In summary, Faculty Feedback Management system an efficient, scalable, and user-friendly solution for managing feedback in educational settings. By promoting transparent communication, providing actionable insights, and facilitating continuous improvement, FFMS contributes to advancing teaching and learning outcomes in educational institutions.

# सार

प्रतिक्रिया प्रबंधन प्रणाली एक वेब-आधारित एप्लिकेशन है जो शैक्षणिक संस्थानों में प्रतिक्रिया जुटाने, विश्लेषण करने और उपयोग करने की प्रक्रिया को सरल बनाने के लिए डिज़ाइन किया गया है। यह प्लेटफ़ॉर्म छात्रों और शिक्षकों के बीच प्रभावी संचार को बढ़ावा देता है, जिससे एक सहयोगी शिक्षा वातावरण बनता है और कुल शैक्षणिक अनुभव में सुधार होता है।

इसके माध्यम से छात्र अपनी शिक्षा यात्रा के विभिन्न पहलुओं पर प्रतिक्रिया दे सकते हैं, जैसे शिक्षण गुणवत्ता, पाठ्यक्रम सामग्री, और कक्षा माहौल, जिसे किसी भी इंटरनेट-सक्षम उपकरण से पहुंची जा सकती है। प्रतिक्रिया प्रक्रिया गुमनाम होती है, जिससे मूल्यांकन में खुलापन और ईमानदारी सुनिश्चित होती है।

शिक्षक इसे द्वारा उत्पन्न किए गए संग्रहीत प्रतिक्रिया रिपोर्टों का पहुंच प्राप्त कर सकते हैं, जो उन्हें अपने शिक्षण अभ्यासों में अपनी ताकतों और विकास के क्षेत्रों की पहचान करने में मदद करते हैं। इसके अलावा, प्रबंधकों को शिक्षण विधियों और पाठ्यक्रम के प्रभावकारिता का मूल्यांकन करने के लिए इस द्वारा एकत्रित डेटा का उपयोग करने का विकल्प मिलता है, जो चलन शैक्षणिक में सुधार के लिए मार्गदर्शन करता है।

संवेदनशील प्रतिक्रिया डेटा तक पहुंच को संदर्भित व्यक्तियों तक ही सीमित किया जाता है, जिससे प्रतिक्रिया प्रबंधन प्रक्रिया के दौरान गोपनीयता और डेटा की अखंडता सुनिश्चित होती है।

सारांश में, प्रतिक्रिया प्रबंधन प्रणाली शैक्षणिक संस्थानों में प्रतिक्रिया प्रबंधन के लिए एक कुशल, प्रभावी, और उपयोगकर्ता-मित्र समाधान प्रदान करती है। खुले संचार को बढ़ावा देने, कार्यात्मक अंशों की प्रदान करने, और निरंतर सुधार को संवेदनशील करने के लिए समर्थन प्रदान करने से, प्रतिक्रिया प्रबंधन प्रणाली शिक्षण और शिक्षा परिणामों के विकास में योगदान करती है।

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# CHAPTER 1
# INTRODUCTION

# CHAPTER 1: INTRODUCTION

The Faculty Feedback Management System (FFMS) is a modern tool to make giving and using feedback easier in schools. It helps teachers and students talk better.

FFMS allows students to provide anonymous feedback on teaching quality, course content, and classroom dynamics via a user-friendly interface accessible from any device. Faculty members can access comprehensive feedback reports to identify strengths and areas for improvement in their teaching practices.

Administrators can use FFMS to make smart choices based on feedback data. FFMS keeps everyone's information safe.

## 1.1. Problem Identification

**Manual and Time-Consuming Process:** The traditional method of collecting feedback from students often involves paper-based forms or surveys, which can be cumbersome to administer and process. This manual process consumes significant time and resources for both students and faculty.

**Lack of Timeliness:** Feedback collected through traditional methods may suffer from delays in processing and dissemination. This delay reduces the effectiveness of feedback as faculty members may not receive timely insights to make necessary adjustments to their teaching methods.

**Limited Accessibility:** Paper-based feedback forms may not be accessible to all students, particularly those with disabilities or those who are unable to attend in-person feedback sessions. This limitation restricts the inclusivity of the feedback process and may result in underrepresentation of certain student groups.

**Inconsistency and Bias**: The subjective nature of traditional feedback methods may lead to inconsistencies and biases in the feedback provided by students. Factors such as timing, survey design, and instructor-student relationships can influence the quality and fairness of feedback.

## 1.2. Parent Organization

Neural networks or neural nets were inspired by the architecture of neuron in the human brain and we at **Praedico Global Research Pvt. Ltd.** are creators of these financial neurones in the field of stock market intelligence. We are India's first finance neuron developers who are using their specially designed neural networks to accurately predict performances of stock markets around the world. We are a modern generation Fintech company which believes in discovering new research products in the field of finance with the effective use of the Artificial Intelligence. We believe in providing free world class research to people across India with highest accuracy. Our products boast of an accurate prediction of Indian Stock Market and financial products with an accuracy of more than 80%. Average Indian investors spend an average of 40k-50k in form of advisory & research fees which Praedico will be bringing down to Nil in coming years.

**Praedico Global Research Pvt. Ltd.** is India's first "integrated global research cum training" organization which will work on the model of spreading "financial literacy" all across the globe and have our own research model for Indian and global stock exchanges. Praedico Global Research Pvt. Ltd. Thrives on deriving its own exclusive investment strategies and trains people to use them effectively. Praedico Global Research Pvt. Ltd. conducts financial workshops all across the globe and provides training on whole bouquet of financial products.

**Our Vision** - To be the bellwethers in eradicating financial discrepancy around the world by providing financial access to people who don't have money to access costly financial products.

**Our Mission** - To be the leader in financial products development world over. Products so developed should have highest performance and lowest fees in comparison to other financial products in the market

## 1.3. Hardware and Software Specifications

To ensure the optimal performance and reliability of our faculty feedback management system, we must meticulously consider both hardware and software specifications. Here are the recommended specifications for deploying and operating our system effectively:

1. **Hardware Specifications:**
    a. **Processor:** Intel Core i5 or higher or equivalent.
    b. **Network:** 1 Gbps Ethernet or higher.
    c. **Processor:** 64-bit processor with a frequency of at least 1.4 GHz.
    d. **RAM:** 4GB or more.
    e. **Disk space:** At least 1 GB of free space.
2. **Software Specifications:**

**Frontend-ReactJS:** For frontend design we have decided to use ReactJS because: -

a. A free and open-source frontend JavaScript library called ReactJS is used to create user interface using UI component.
b. React's Virtual DOM improves the user experience and speed up developer work.
c. Permi to reduce React Component significantly save times.
d. One-way data flow in ReactJS ensures consistent code.
e. A community accessible and continuously evolving open-source Facebook library.
f. Redux: a helpful state container.
g. React Hooks: an enhanced method of state management.

**Backend-NodeJS:** For Backend design we have decided to use NodeJS because:

a. NodeJs is an open source, cross-platform backend runtime environment for JavaScript that does not require a web browser to function. It operates on the V8 engine.
b. Node.js provides simple scalability.
c. Simple to understand.
d. The single programming language utilized is Node.js.
e. The advantages of Full stack JS.
f. Recognized for providing High performance.
g. The support of big and engaged Community.

**Database-MONGODB:** MongoDB is one type NoSQL database application, a cross platform document-oriented database that employs JSON-like documents with optional schemas. Also: -

a. Adaptable Database

b. Quick Speed.
c. Excellent Availability.
d. Scalability.
e. Easy configuration of environment.
f. Entire technical support.

**Framework-ExpressJS:** A NodeJS backend web application framework, ExpressJS is made available as free and open-source software under the MIT licence. It is made for APIs and web applications. It is known as the NodeJS standard server framework for faults. Also: -

a. Rapidly expand our application.
b. It is easy to learn JavaScript.
c. The frontend can be coded in the same language.
d. Lower maintenance code or developer.
e. Google V8 engine SUPPORT.
f. Public assistance.
g. Approved Caching.

These hardware and software specifications establish the groundwork for a resilient and dependable Faculty feedback management system, capable of meeting organizational requirements effectively. By adhering to these recommendations, businesses can ensure the seamless operation and optimal performance of their faculty feedback management system, fostering a smooth and rewarding feedback experience for users.

# CHAPTER 2
# SYSTEM ANALYSIS

# CHAPTER 2: SYSTEM ANALYSIS

## 2.1 Problem Analysis

**Assessing Administrative Burden:** Evaluate the administrative burden associated with manual feedback processes, including time spent on distributing, collecting, and analyzing feedback forms. Understand the resource constraints and inefficiencies that contribute to the need for a more streamlined feedback management system.

**Understanding Feedback Timeliness:** Examine the impact of delayed feedback on faculty development and teaching effectiveness. Identify instances where timely feedback could have facilitated improvements in instructional delivery or student engagement.

**Exploring Accessibility Barriers**: Identify accessibility barriers that limit student participation in the feedback process, such as physical d.isabilities, language barriers, or technological limitations. Assess the extent to which these barriers hinder the inclusivity and representativeness of feedback data.

**Addressing Subjectivity and Bias:** Investigate potential sources of bias in traditional feedback methods, such as response rates, question wording, and instructor characteristics. Consider how implementing a standardized feedback management system could mitigate biases and promote more objective feedback.

By conducting a comprehensive problem analysis, stakeholders can gain insights into the shortcomings of traditional feedback processes and identify opportunities for improvement through the implementation of a Faculty Feedback Management System. This analysis serves as a foundation for designing a system that addresses the specific needs and challenges faced by academic institutions in collecting, analyzing, and utilizing feedback to enhance teaching and learning outcomes.

## 2.2 Feasibility study

a. **Economic Feasibility:** Economic feasibility assesses whether the benefits of establishing and operating the faculty feedback management system outweigh the associated costs. This analysis involves estimating expenses such as website development, hosting, maintenance, and customer support, and comparing them to potential revenue streams from product sales. Additionally, economic feasibility considers factors such as market demand, competition, and pricing strategies to determine the site's financial viability and potential return on investment.

b. **Technical feasibility:** The technical feasibility of faculty feedback management system is evaluated. Developing project using MERN technology is technically feasible due to its reliable structure, the efficient data storage, server-side logic, dynamic user interface and server operations. The hardware and software required for the project is evaluated and verified that the project is technically feasible.

c. **Behavioural Feasibility:** Behavioral feasibility for a Faculty Feedback Management System (FFMS) is about figuring out if people—like teachers, students, and school staff—can use the system easily. Here's how it works:

**Try it Out**: We'll ask some people to test the system to see if it's easy for them to use. We'll listen to their feedback and make changes if needed to make sure everyone finds it easy to use.

**Learn How to Use It:** We'll teach teachers, students, and staff how to use the system. We'll also give them guides so they can learn at their own pace. And if they have questions later, we'll be there to help.

**Get Used to the Changes**: Some people might not like using a new system at first. So, we'll talk to them and show them how the new system can make things better. We'll make sure everyone understands why we're using it.

**Encourage Sharing Ideas**: We want everyone to feel comfortable sharing their thoughts So, we'll make sure everyone knows their feedback is important and welcome.

Make It Easy for Everyone: We'll design the system so it's easy to use for everyone, including those who might find technology a bit tricky.

**Keep Your Information Safe**: We'll make sure that any personal information you share is kept safe and private.

By making sure the FFMS is easy to use and understand, we can make it easier for teachers and students to share feedback and make schools better places to learn and teach.

## 2.3. Data Flow Diagram

**Level – 0 DFD: -**

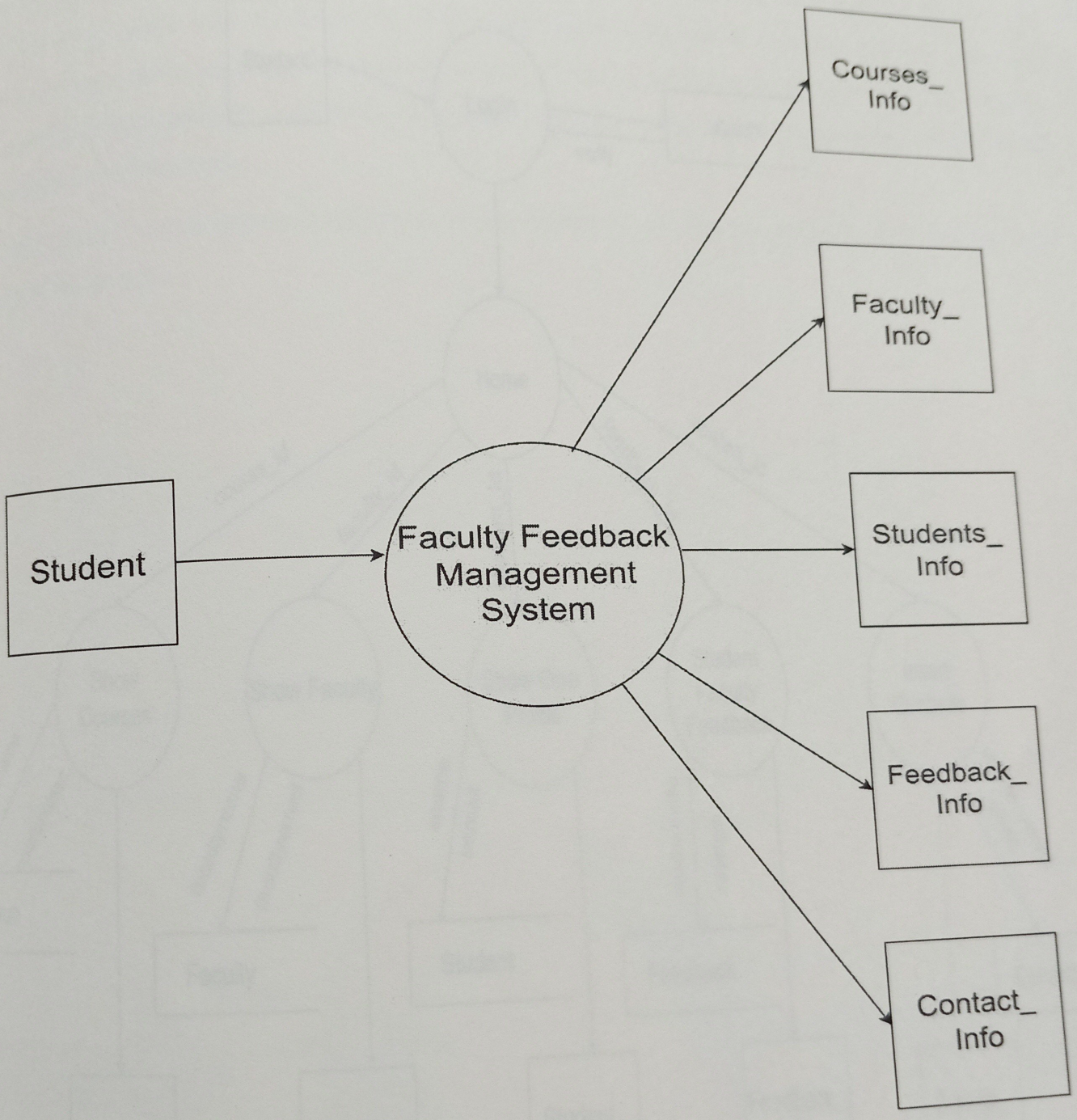



*Figure 1 Level-O DFD*

*Level – 1 DFD: -*

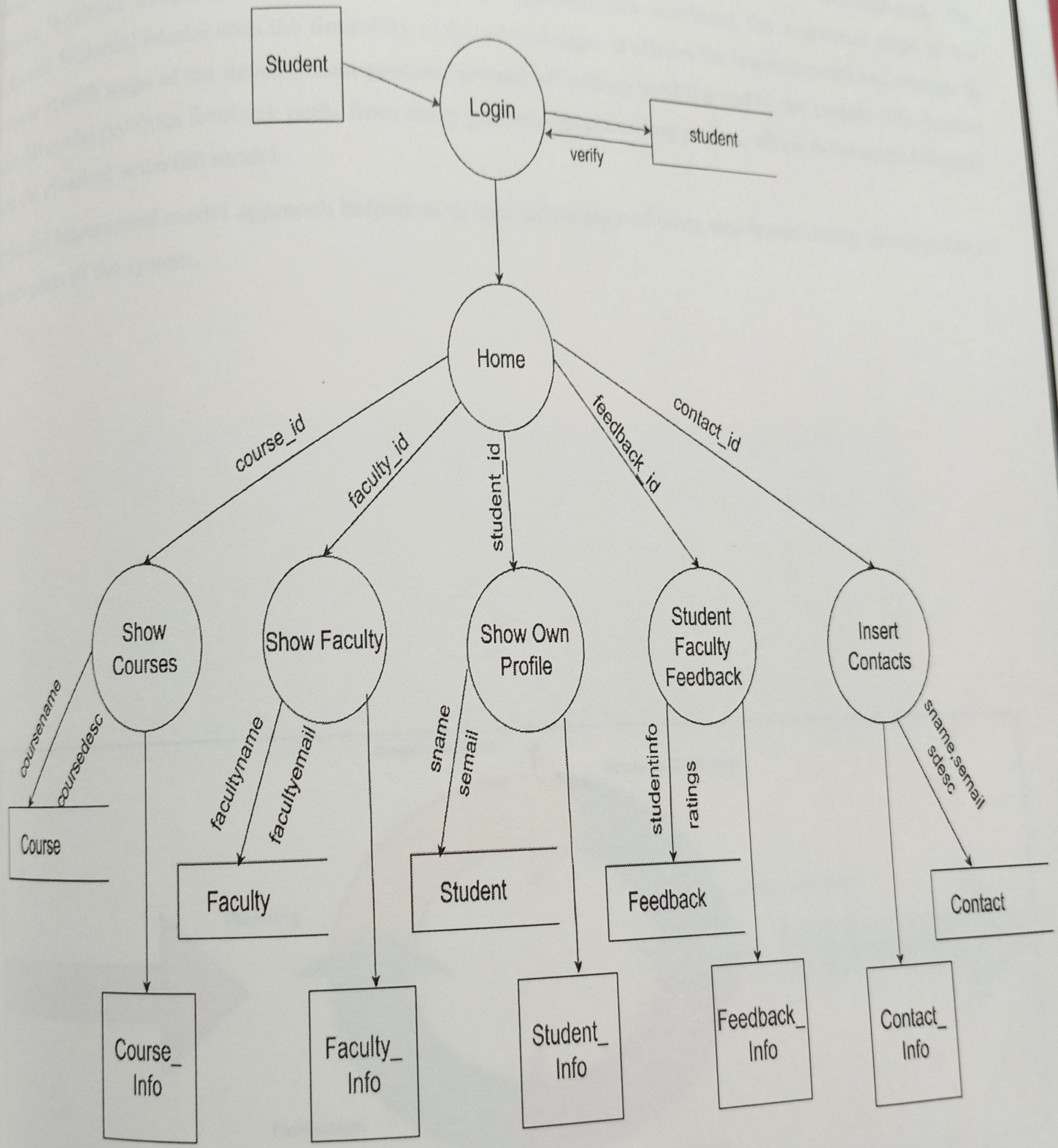



*Figure 2 Level 1 DFD*

## 2.4. Software Development Process

We have used iterative and incremental Waterfall Methodology in the development of Faculty feedback management system (FFMS). The main reason behind using iterative waterfall model is feedback path. The Iterative Waterfall Model is a software development approach that combines the sequential steps of the traditional Waterfall Model with the flexibility of iterative design. It allows for improvements and changes to be made at each stage of the development process, instead of waiting until the end of the project. The iterative waterfall model provides feedback paths from every phase to its preceding phases, which is the main difference from the classical waterfall model.

While the incremental model approach helped us to take advantage of what was learnt during development of earlier parts of the system.

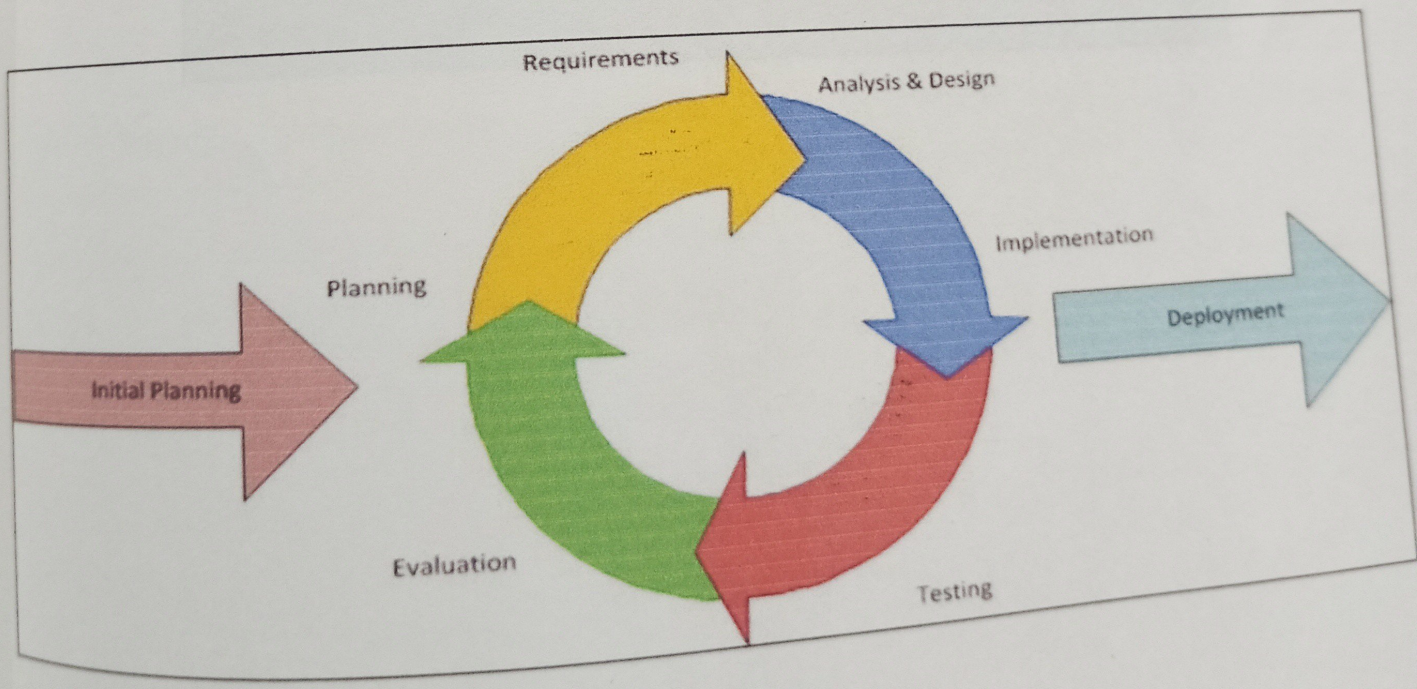
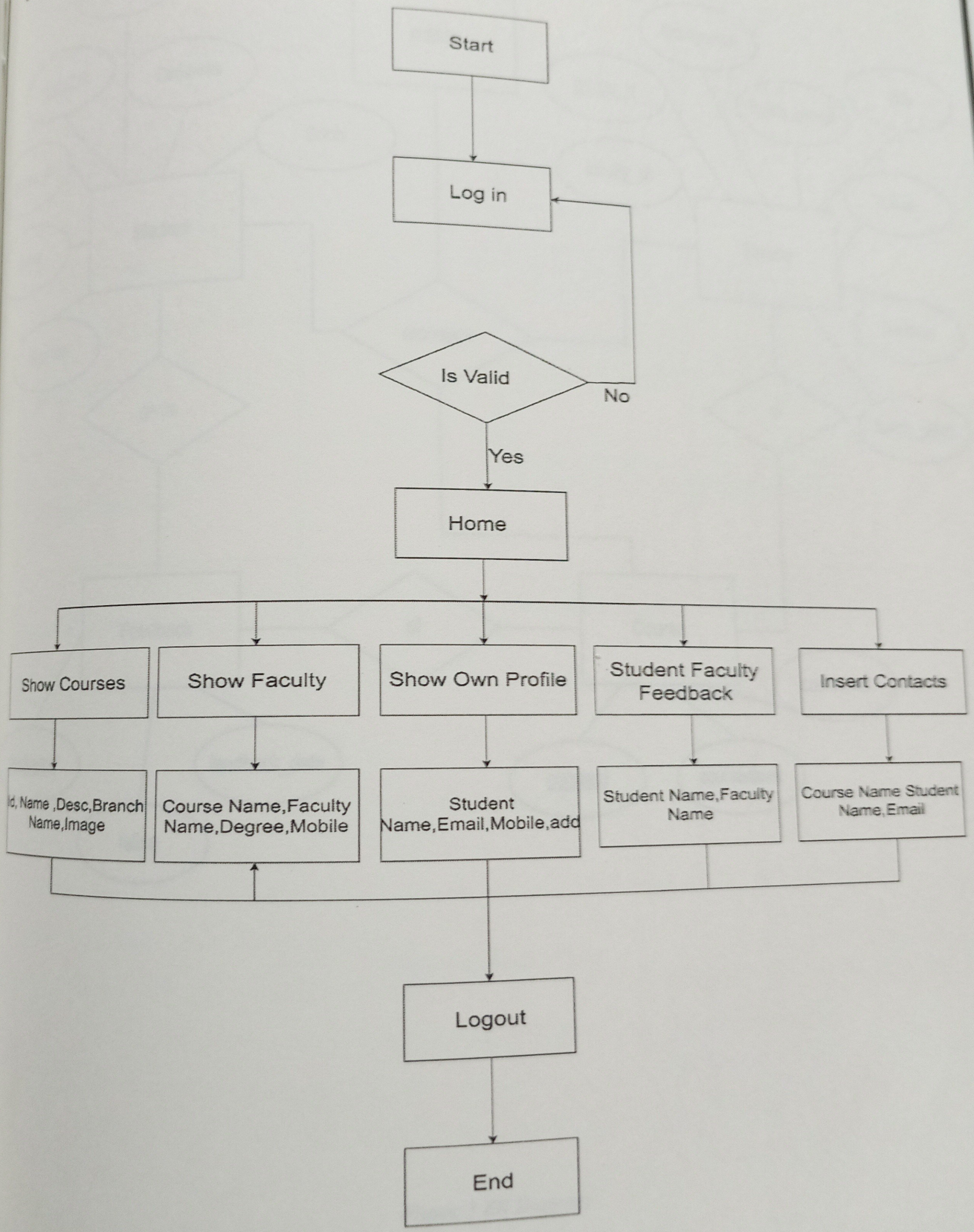



*Figure3 Software Development Process*

# CHAPTER 3
# SYSTEM DESIGN

# CHAPTER 3: SYSTEM DESIGN

## 3.1. System Flow chart:



## 3.2. Entity-Relationship diagram

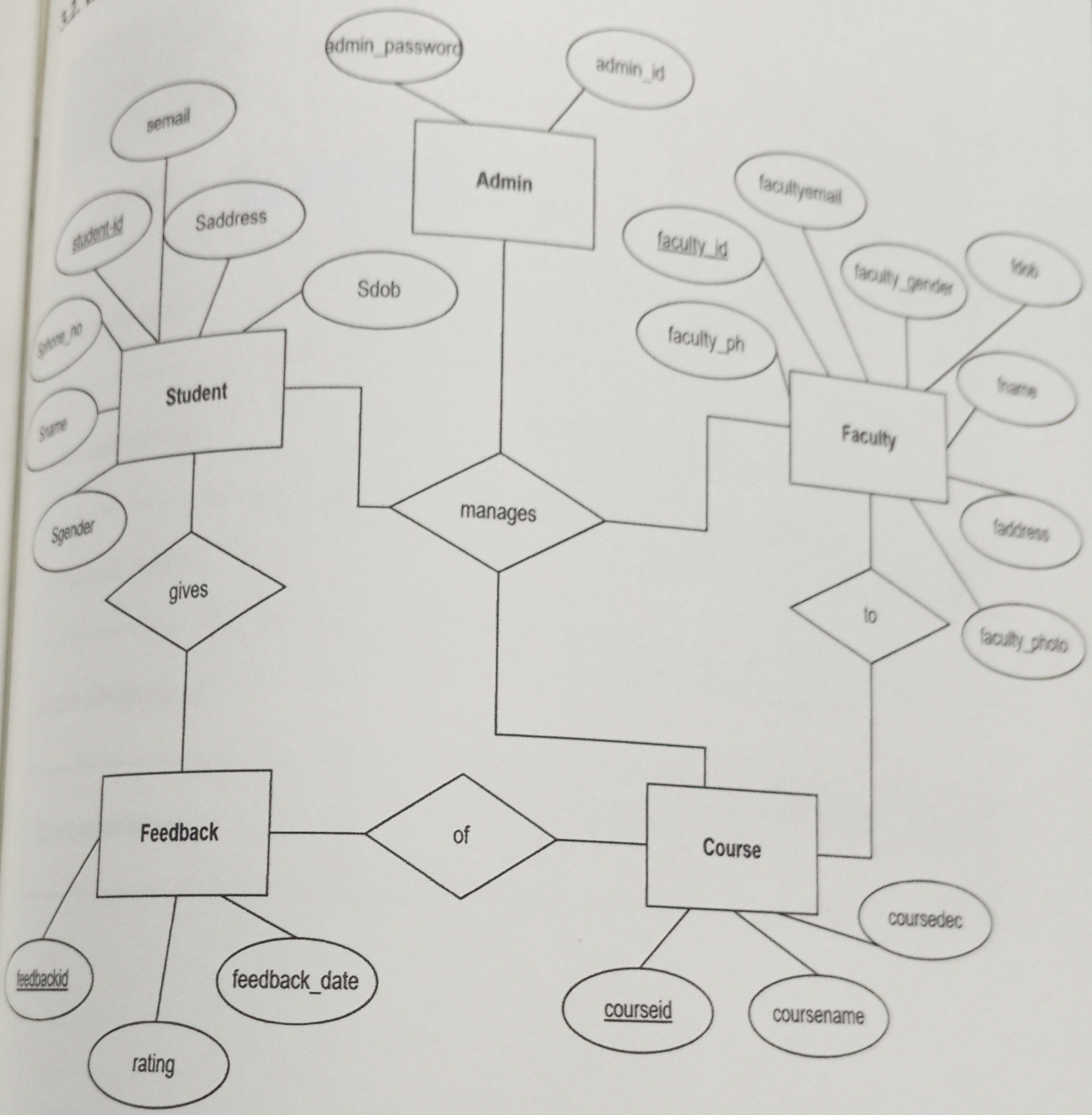



*Figure 3 ER Diagram*

## 3.3. Gantt Chart

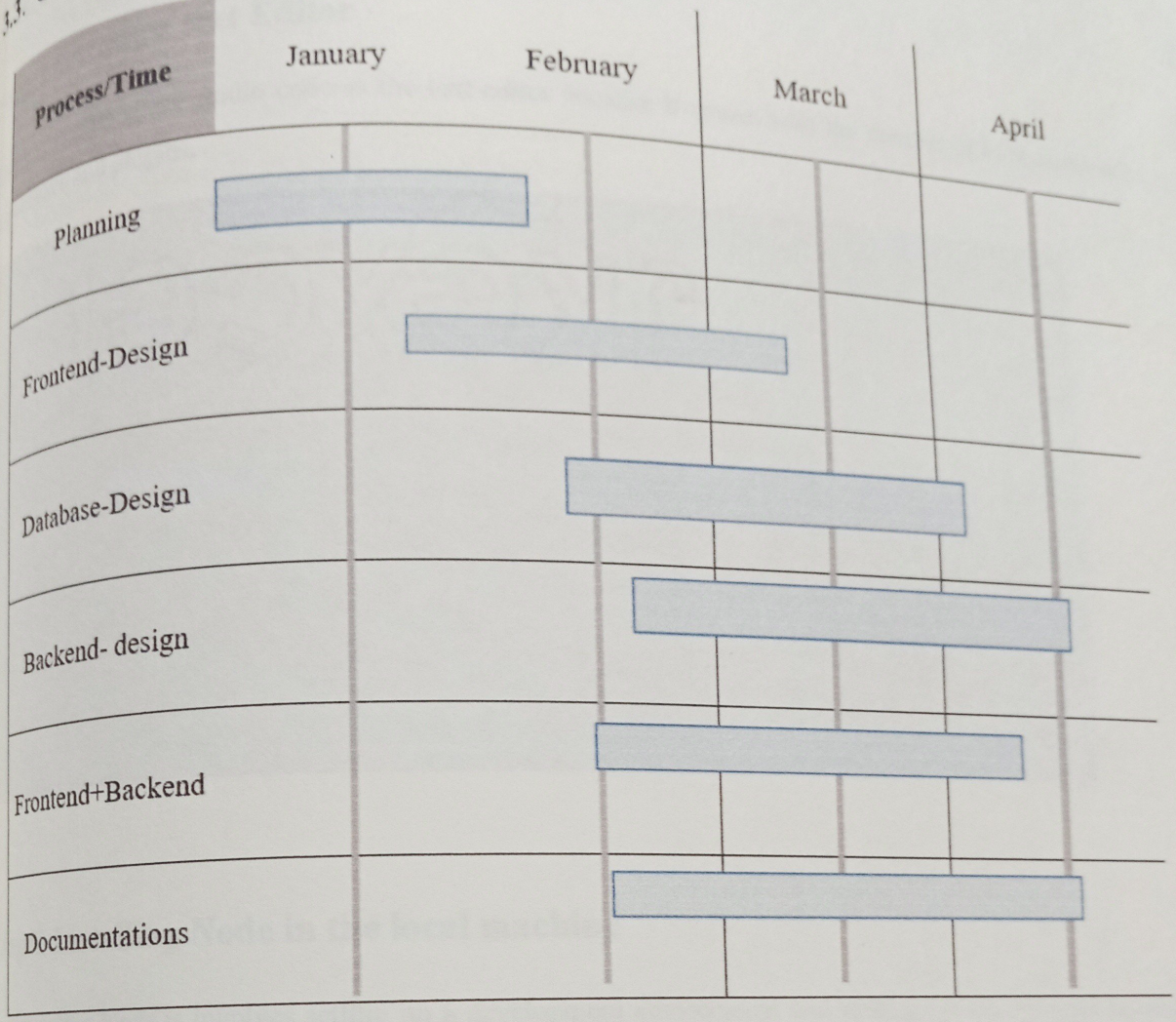



*Figure 6 Gantt Chart*

## 3.4. PERT CHART

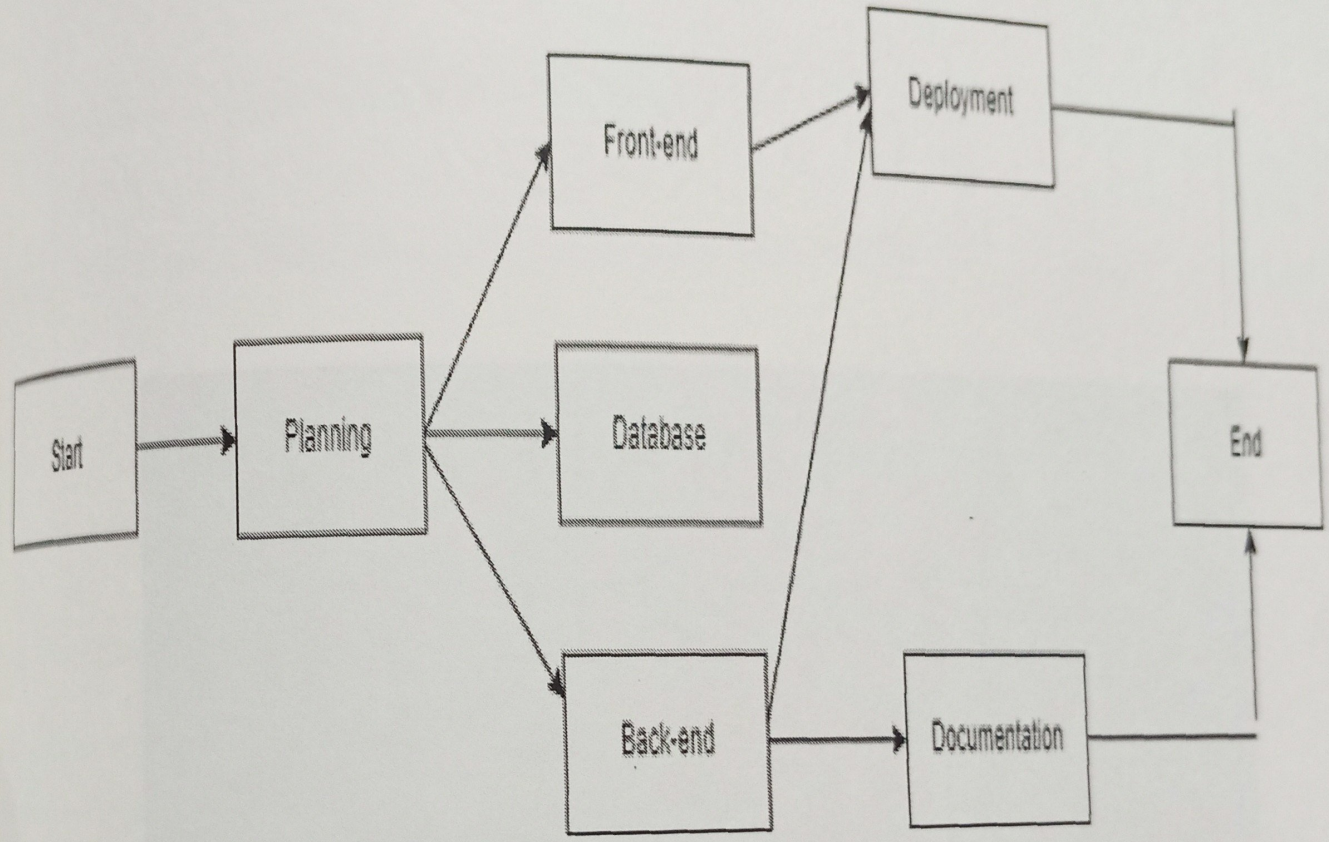



*Figure 7 PERT Chart*

# CHAPTER 4
# TESTING

# CAPTER 4: TESTING

Software testing is a crucial step in the Software Development Life Cycle (SDLC) that guarantees software satisfies quality requirements and performs as intended. It involves a series of systematic activities conducted at different stages of the SDLC to identify defects, enhance functionality, and optimize user experience.

## 4.1 Unit Testing

| Test Case id | Section | Element name | Test data | Expected result | Actual Result |
|---|---|---|---|---|---|
| L1-1 | User Login | email, password | No Data | Please fill out this field. | Test case passed. |
| L1-2 | User Login | email, password | amit@gmail.com/********* | Error Occurred. | Test case passed. |
| L1-3 | User Login | email, password | amit@gmail.com/***** | Successfully logged in. | Test case passed. |

## 4.2 Compatibility Testing

The crucial stage of our testing procedure that ensures our project will function flawlessly on a variety of hardware, operating systems, and web browsers is compatibility testing. The purpose of this critical testing phase is to find and fix compatibility problems by carefully analyzing the software's behavior and functionality under numerous scenarios. It is recognized that users of today access apps using a variety of gadgets such as laptops, tablets, smart phones and desktops, all of which run distinct operating systems, including Windows, iOS, Android, and more. They also use a different range of web browsers, including Edge, Firefox, Safari, Chrome, and more. It's critical that our project functions properly on each of these configurations. During compatibility testing, the faculty feedback management system is tested across various combination of operating systems, web browsers and devices. With this testing the system performance is accessed, user interface responsive and functionality across these different configurations to identify any compatibility issues or inconsistency and overcome it. By conducting compatibility testing, organization can ensure that the blood bank system is accessible to wide range of users and can effectively support their workflow regardless of their preferred platform and devices.

| Test Scenario | Element Name | Element Type | Input | Expected Result | Actual Result | Test Result |
|---|---|---|---|---|---|---|
| C1 | Device Compatibility | Responsiveness on different devices | Checking Responsiveness on devices for e.g. Laptops, tablets, Smartphones | Website will adapt different screen sizes on different devices without any disbalancing | As expected, the website is full responsive and working perfectly | Passed |
| C2 | Operating System Compatibility | Checking website behavior on different operating systems | Working on different Operating Systems e.g., Android systems, macOS, iOS, Windows etc. | There shouldn't be any changes in website Designing, Working, Accessibility and Performance speed, while switching the Operating System | As Expected, The Website is working all same even on different Operating System expect Linux operating system | Passed |
| C3 | User Security | Data Security | Testing security measures of admin | The logged in user will be able to donate and request for blood and search for blood available. | As Expected, the user can see only their details. | Passed |

## 4.3 System testing

a) System testing is a type of software testing that evaluates the entire system including all its
b) Test how the different component of the application navigates to another component.
c) Verify that only admin can able to access the admin module.
d) Verify that admin dashboard have all the required option to manage all types of data.

| Test Case ID | Description |
|---|---|
| Test Case 1 | Only authorized user can login |
| Test Case 2 | Only the login user can fill the feedback |

**Test Cases**

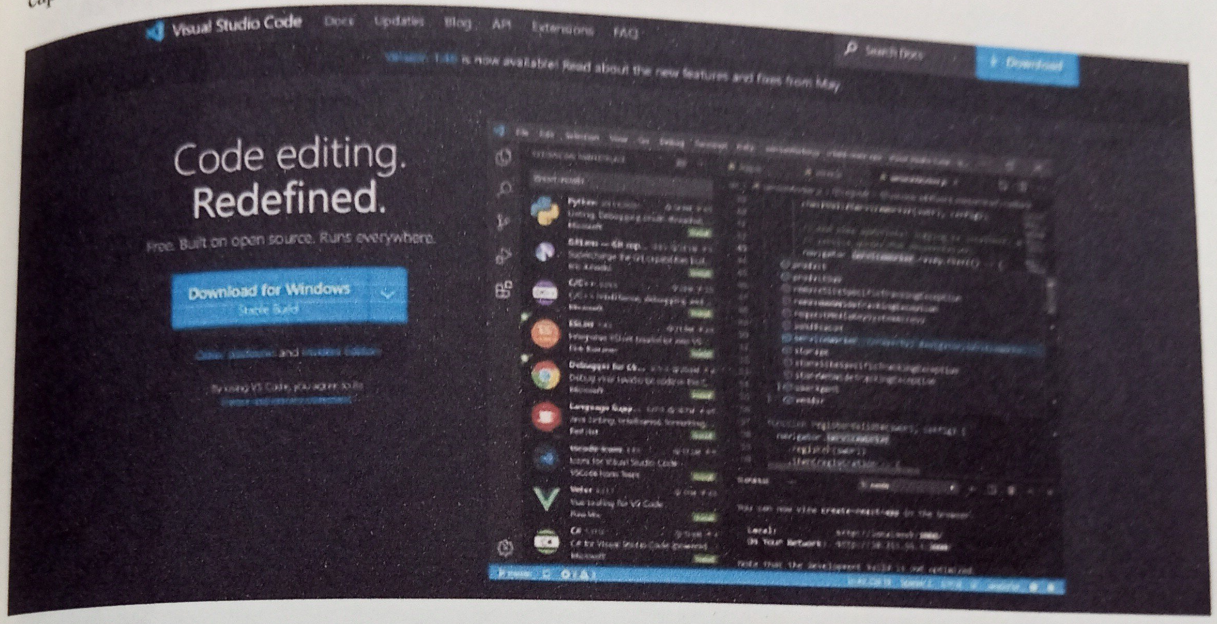
| Test case | Element Name | Element Type | Input | Expected Result | Actual Result | Test Result |
|---|---|---|---|---|---|---|
| L1.1 | user Credentials | Textbox | Wrong/invalid email and password | Displays error | Error displayed | Passed |
| L1.2 | user Credentials | Textbox | amit@gmail.com ******** | Login successfully | Logged in successfully | Passed |
| L2.1 | Give Feedback | Feedback form (login by user is mandatory) | No input or not all the required fieldsare filled | Error displays (fill mandatory fields) | Error shown | Passed |

# CHAPTER 5
# IMPLEMENTATION

# CHAPTER 5: IMPLEMENTATIOIN

## Step:1 Getting a text Editor

Use Microsoft's visual studio code as the text editor because it comes with the number of built-in terminal capabilities and plugins.




## Step:2 Installing Node in the local machine

Implementing Node.js involves setting up a development environment and writing JavaScript code to create server-side applications. Here are some of the outlines:

i. **Install Nodejs**: First I install the Nodejs on the system by following the instruction given on official website.

ii. **Setup the project directory**: Using your terminal or command prompt, create a new directory for your Node.js project and navigate inside it.

iii. **Launch a new Nodejs project:** Initiate a package.json file in your project directory by running 'npm init'. This file will contain metadata about your project and any dependencies you use.

iv. **Install the necessary packages:** Depending on my project requirement I install the various additional packages using' npm install' this command installs the express.js framework.

v. **Write your Node.js code:** Create a JavaScript file (egg. App.js) in project directory and start writing Node.js code.

vi. **Launch Nodejs application:** Save app.js file and then use the Node.js application using the node app.js command to launch your Node.js application. After running the command, the terminal should display the message "Server is running on port 3000" on Node.js server.

vii. **Test your application:** After opening a web browser, browser. You should see the "Hello World".

viii.

## Step:3 Installing Express and React

As we have first installed nodejs. The nodejs contains npm Node package manager which already contains various open-source libraries. The expressjs is one of the libraries included in it.

Use the command in the terminal to install expresjs.

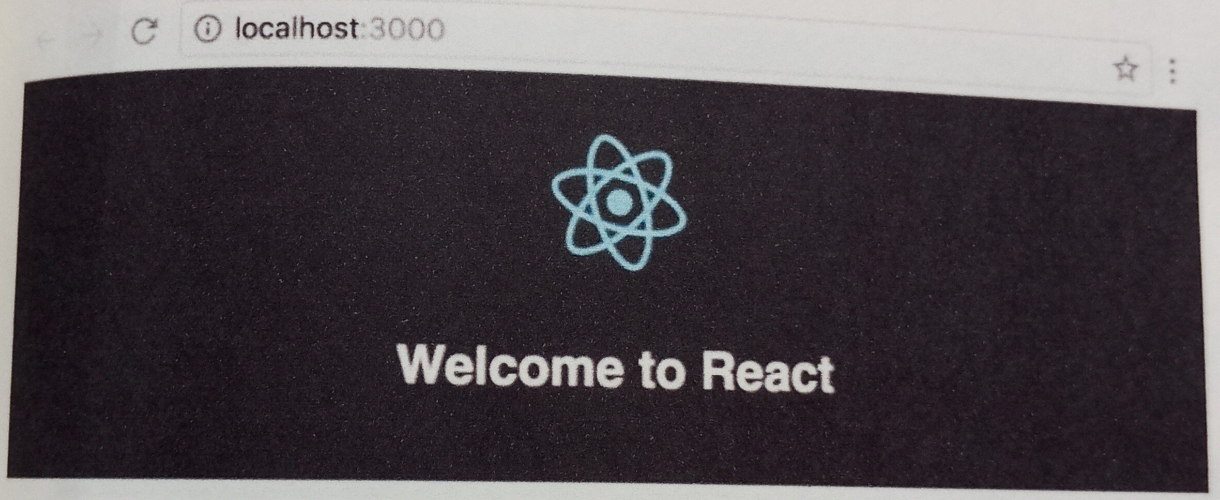
Command to install express: -

**Command: - npm install express**

Command to create react app with all dependencies: -

**Command:** -npx create react-app<folder name>

This command will react app and some dependencies with it.




To get started, edit `src/App.js` and save to reload.

## Step:4 Setting up MongoDB

Setting up MongoDB and connecting to it involves a few steps. First, you need to install MongoDB, then start the MongoDB server (MongoDB), and finally connect to it using the MongoDB shell MongoDB driver in your preferred programming language. A detailed guide is provided here: -

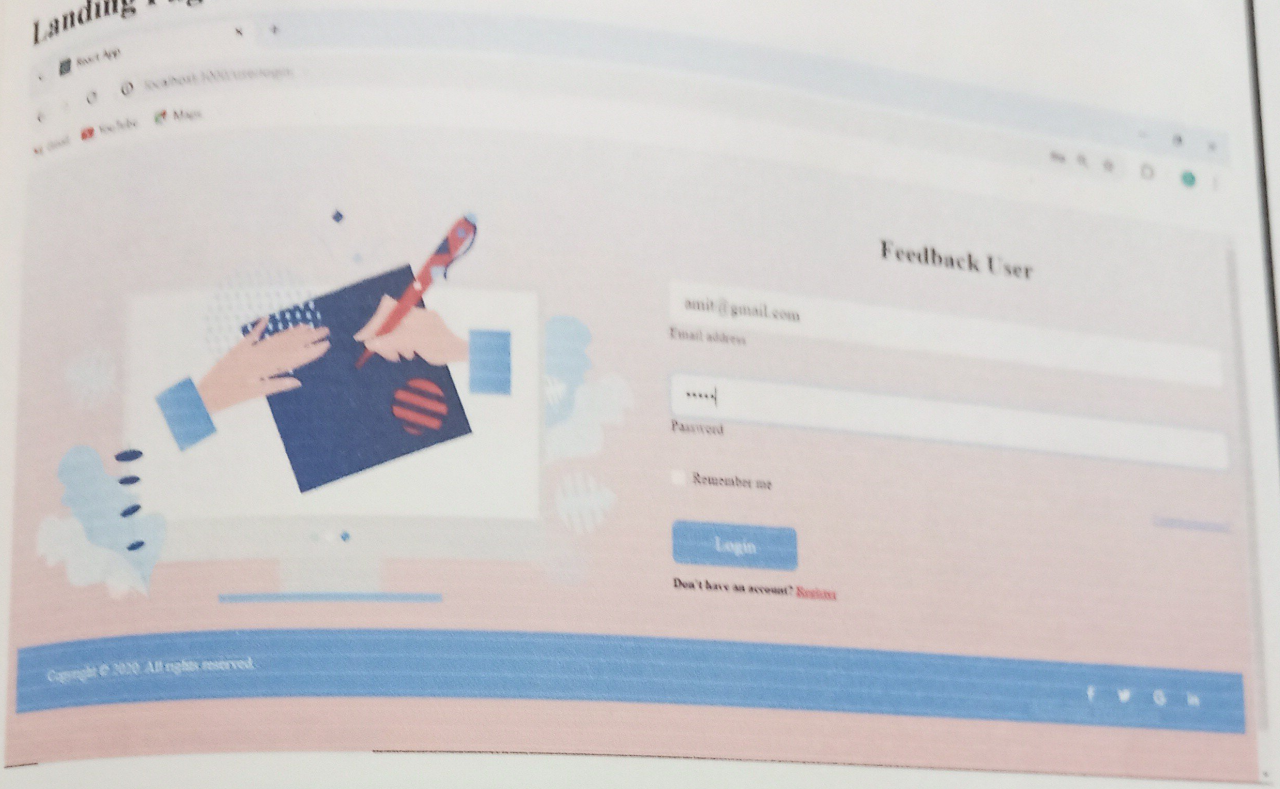
i. **Install MongoDB:** Visit the MongoDB website and follow the installation instruction for your operating system.

ii. **Start the MongoDB server:** After installing MongoDB, you need to start the MongoDB server. Open the terminal and run the following command:

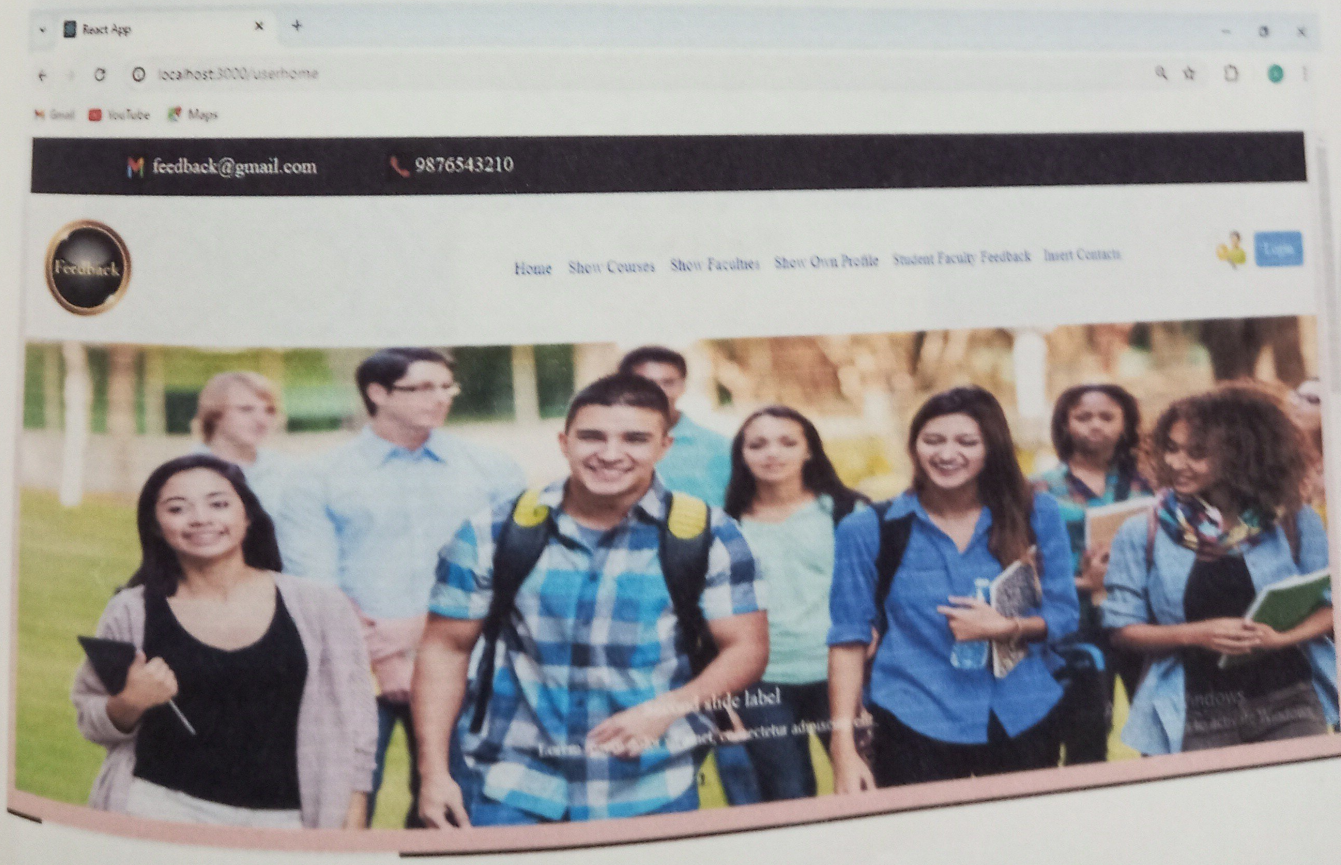
# CHAPTER 6
# SAMPLE FORMS AND REPORTS

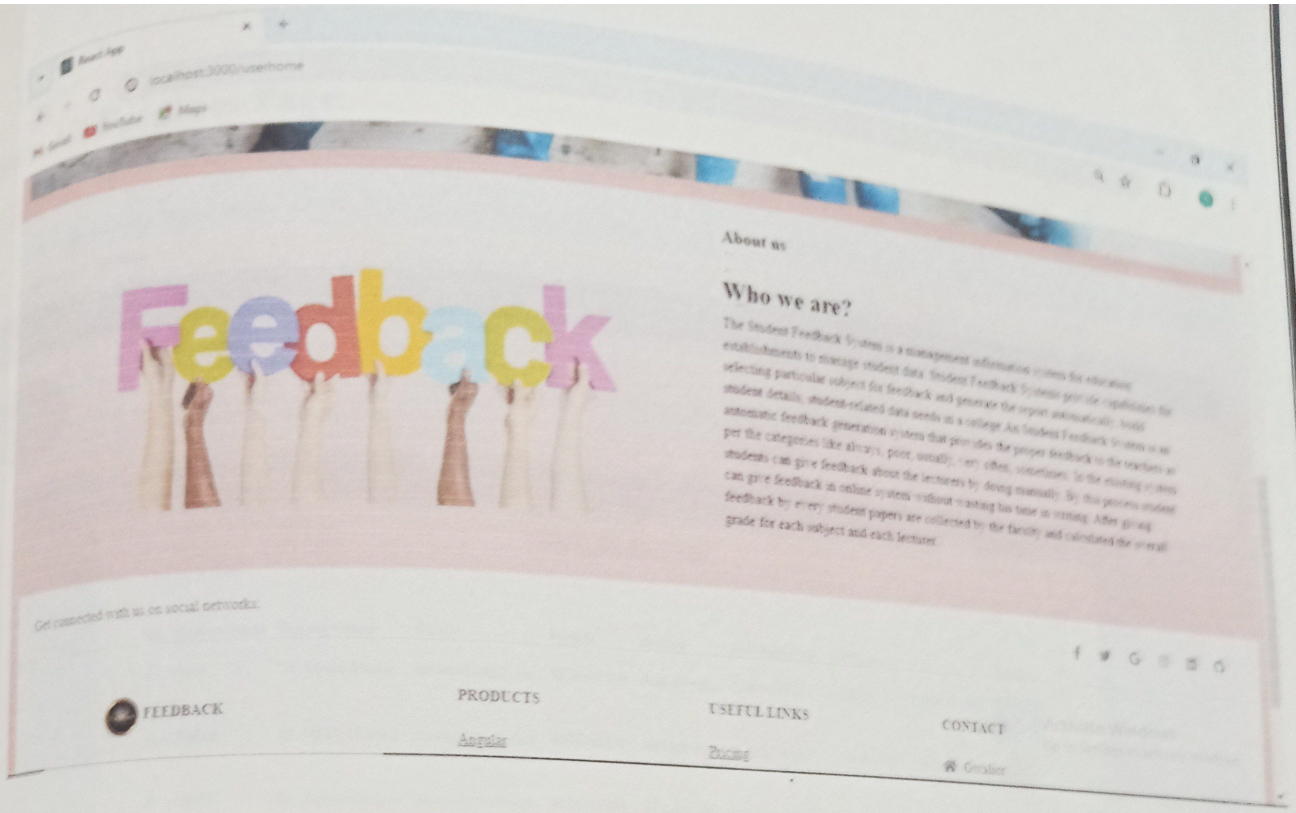
# CHAPTER 6: SAMPLE FORMS AND REPORTS

## Landing Page:

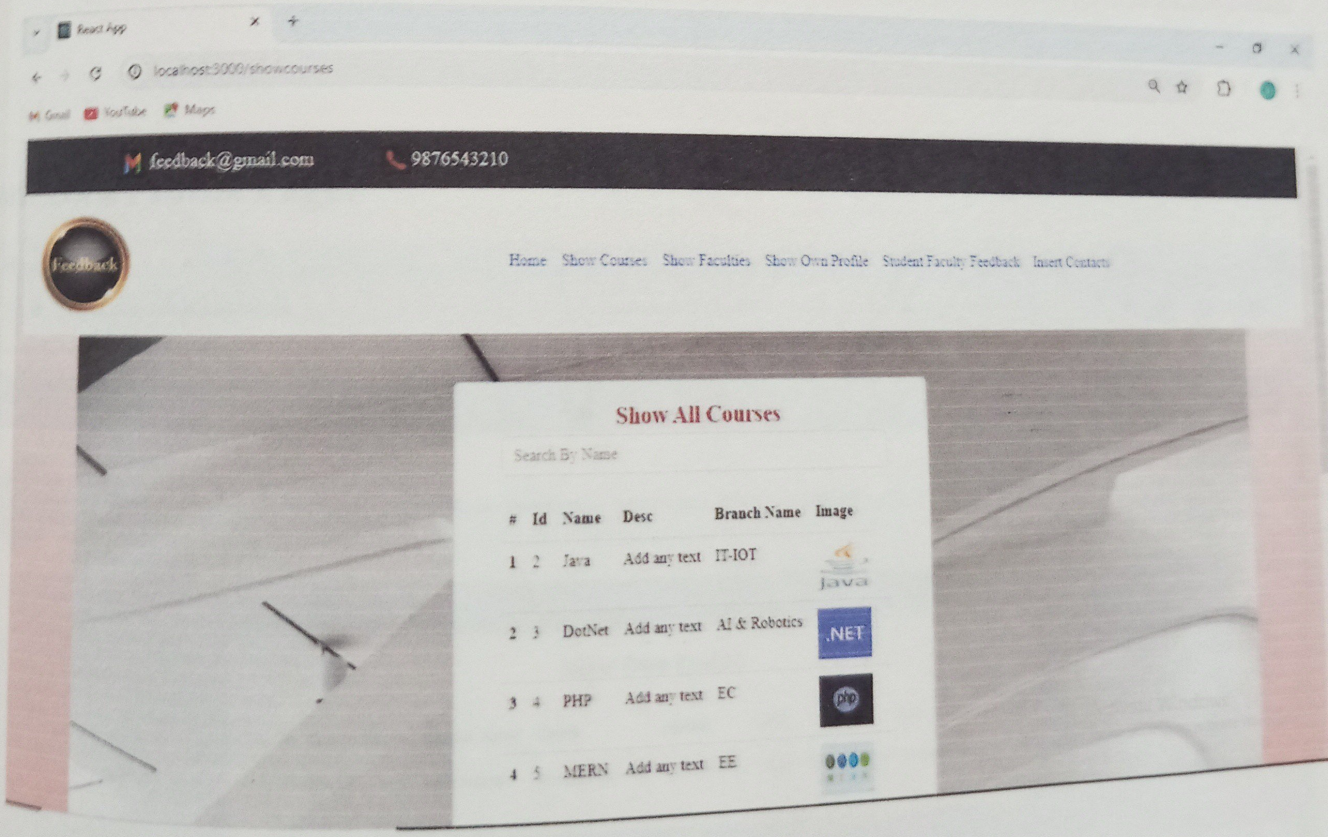



## Home page:

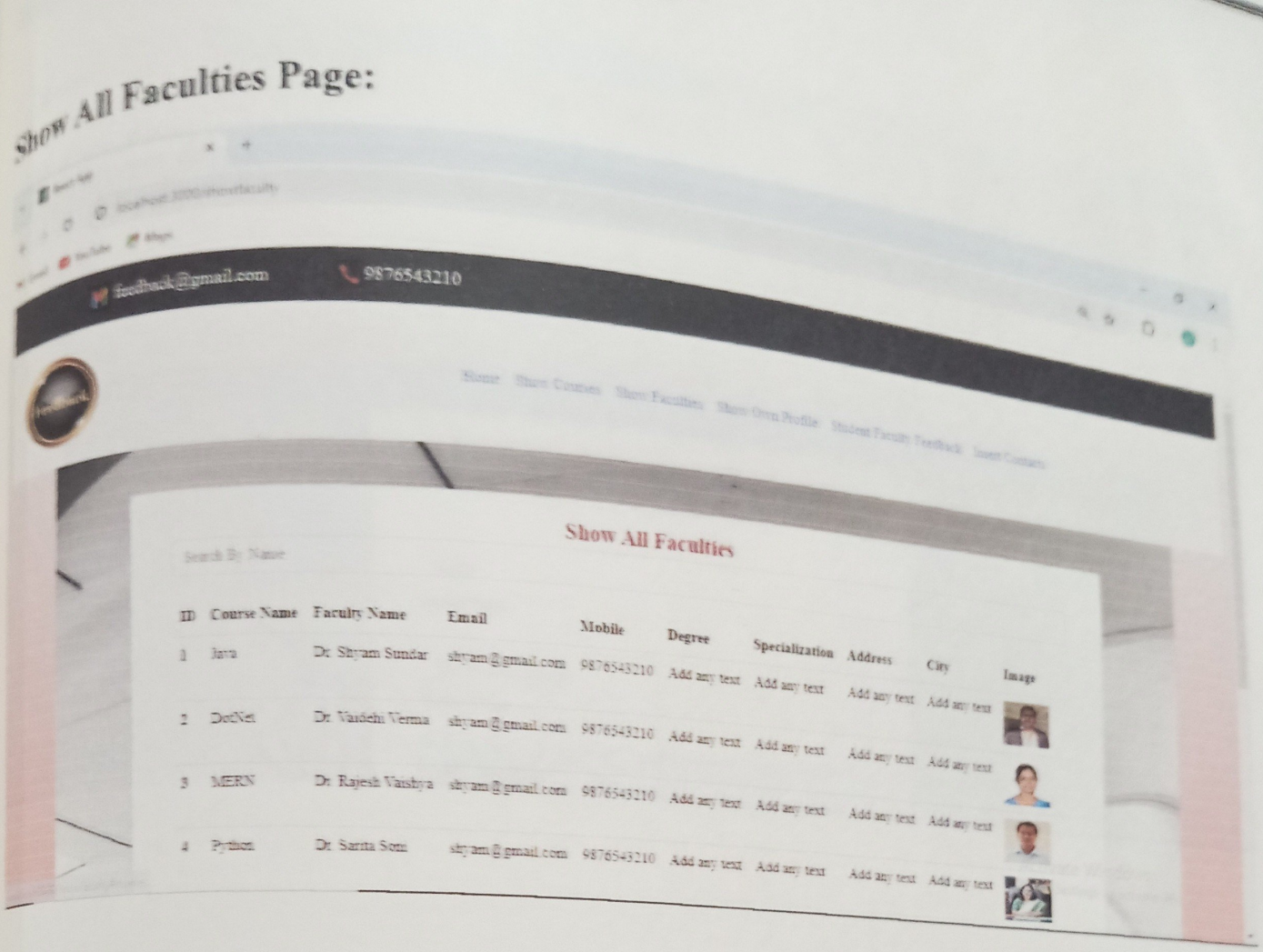




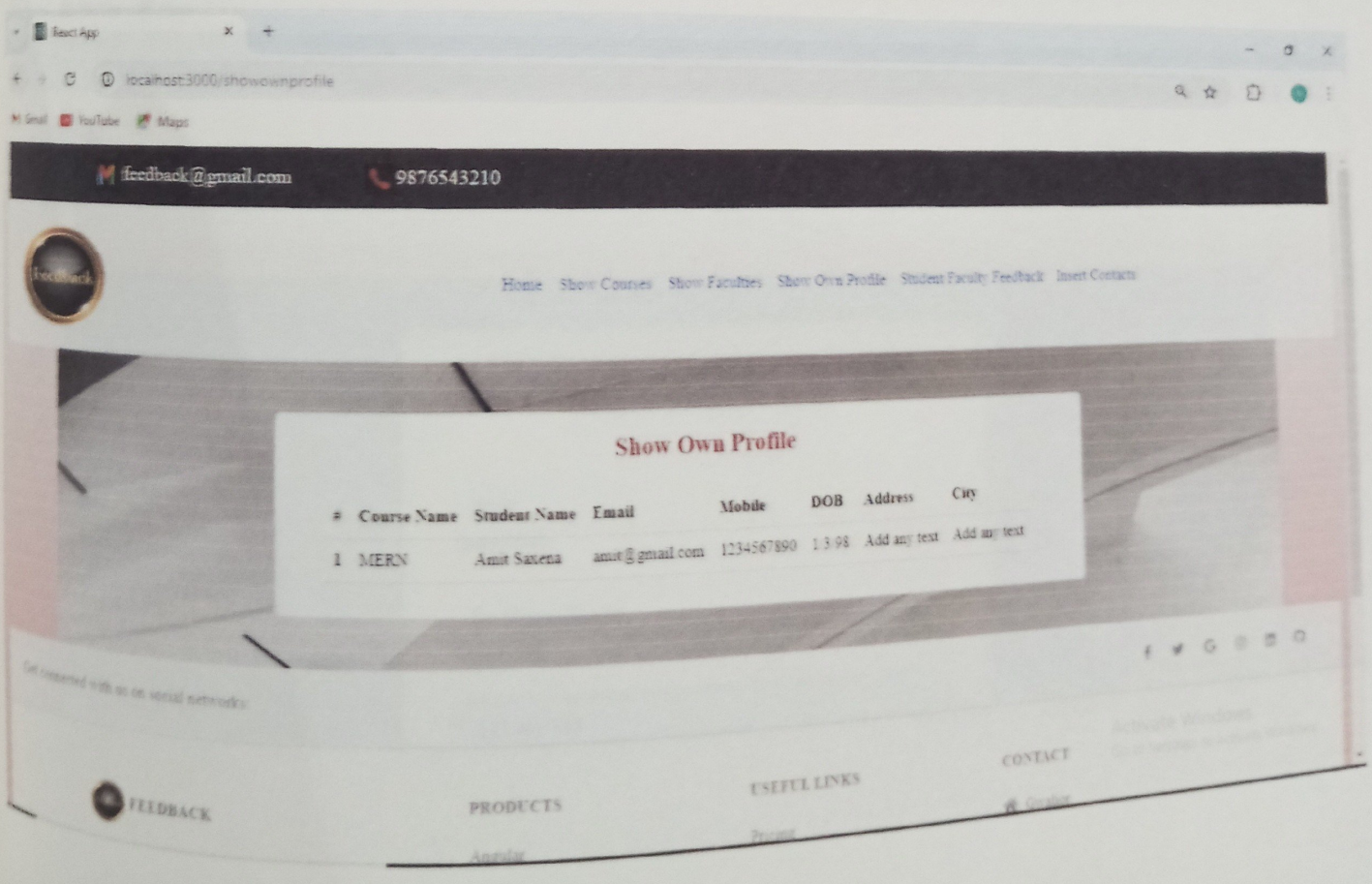

## Show All Courses Page:



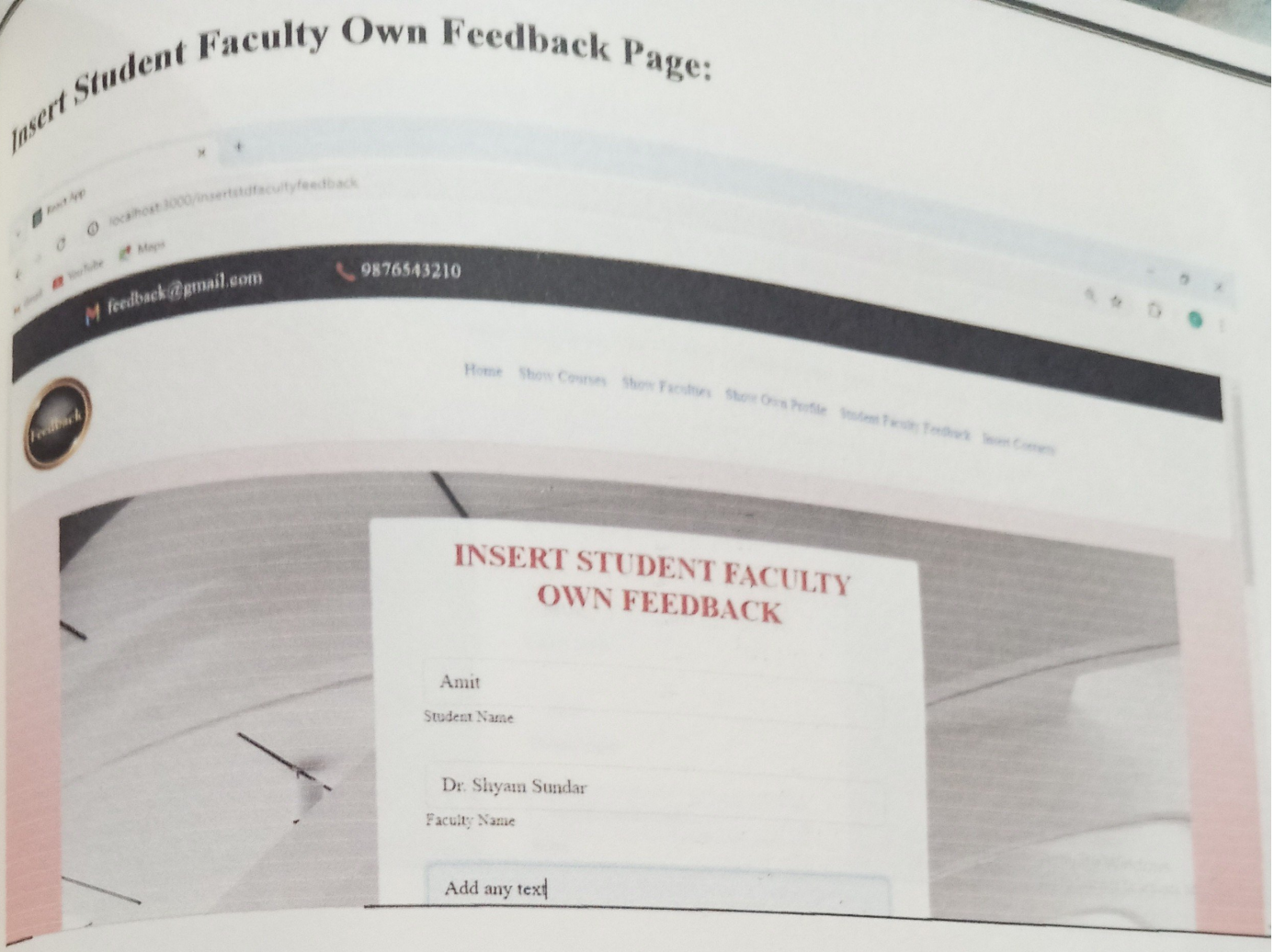
## Show All Faculties Page:




## Show Own Profile Page:

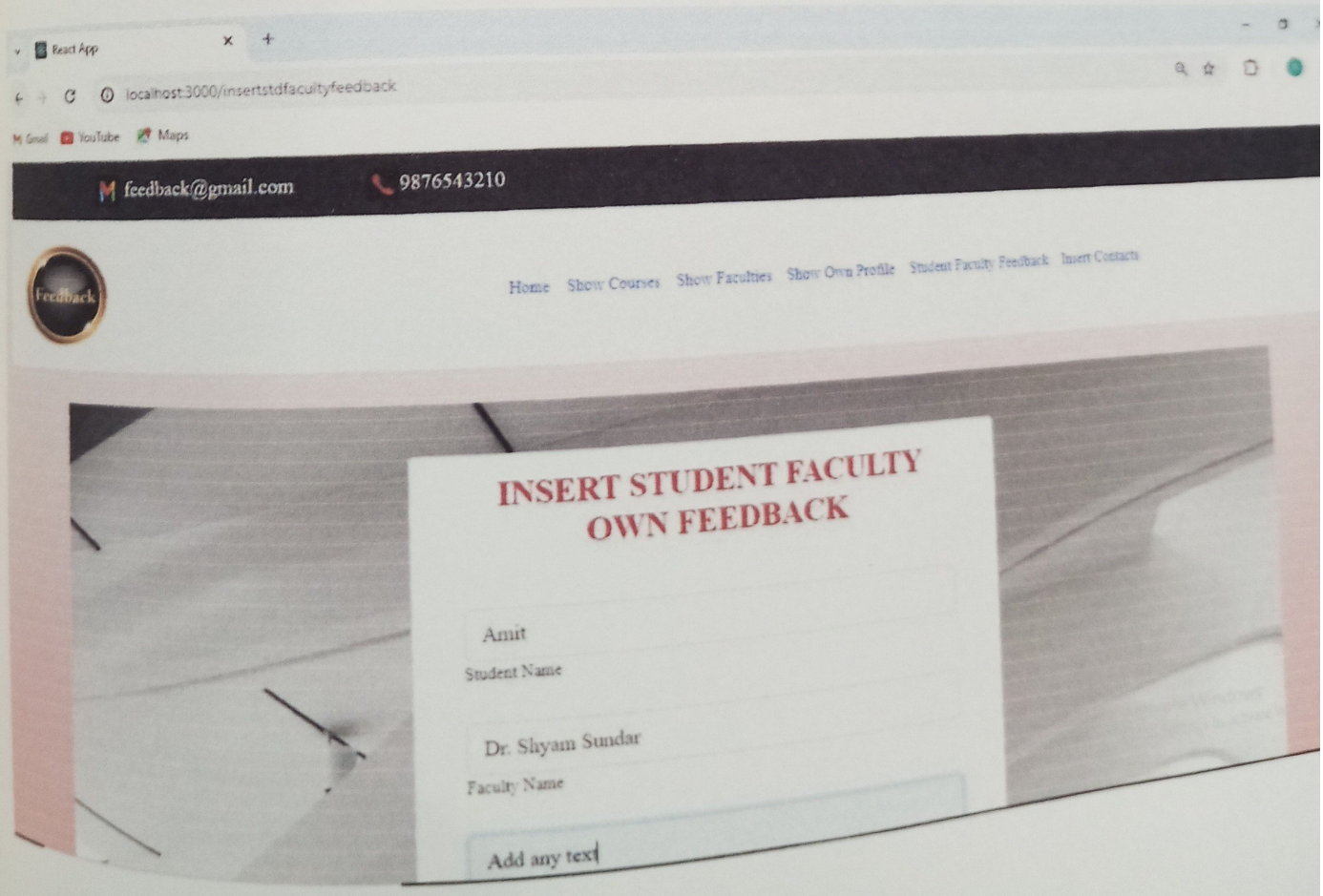


# Insert Student Faculty Own Feedback Page:

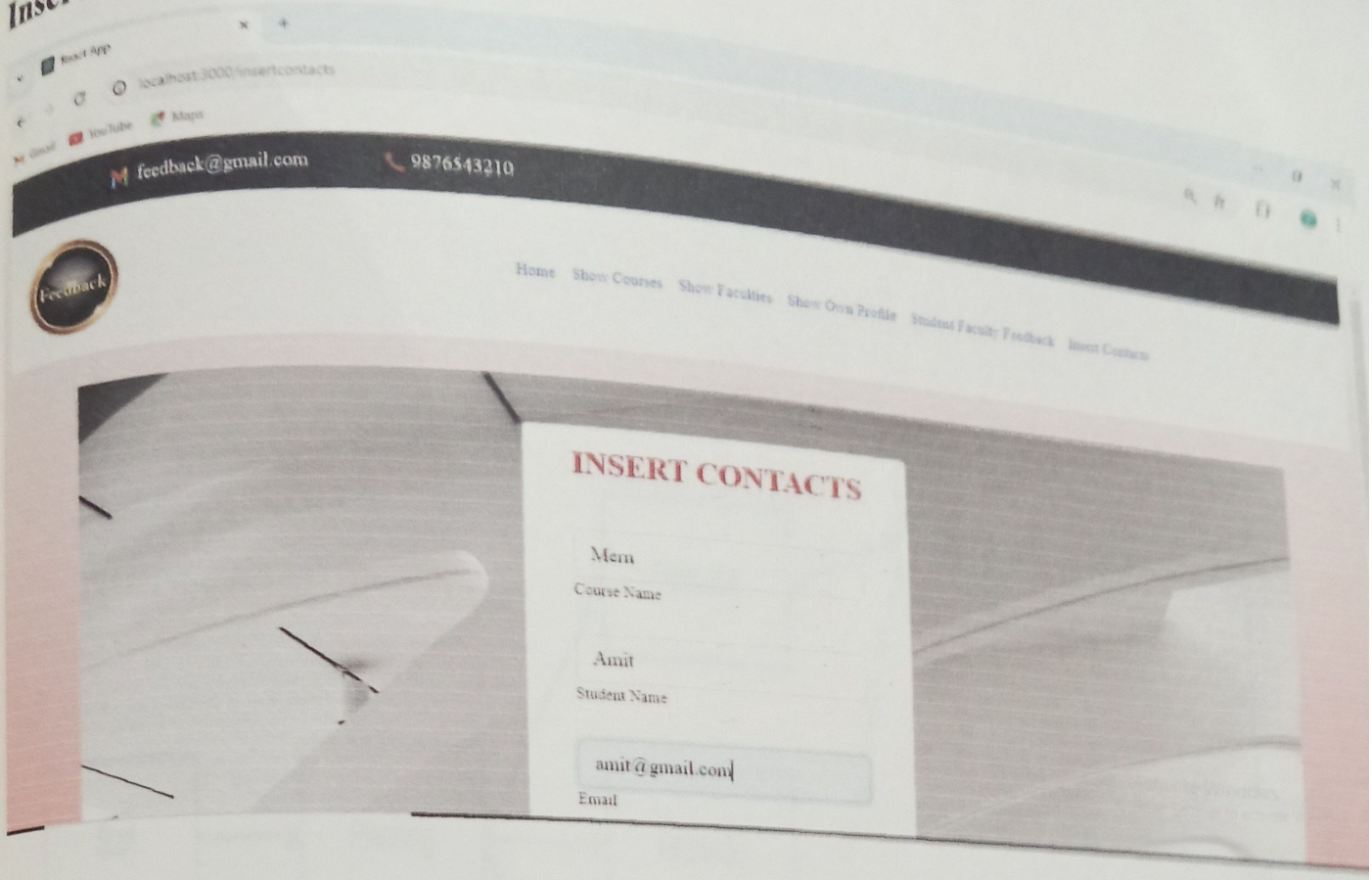




# Insert Student Faculty Own Feedback Page:

# Insert Contacts Page:



# CHAPTER 7
# CONCLUSION

# CHAPTER 7: CONCLUSION

In conclusion, the adoption and implementation of a Faculty Feedback Management System signify a pivotal juncture in the trajectory of educational institutions, heralding a paradigm shift towards enhanced operational efficacy, elevated academic standards, and an enriched student journey. This innovative system, which harmonizes technological advancements with pedagogical principles, stands as a beacon of progress, streamlining the feedback process and fostering a culture of transparency and collaborative growth within the academic ecosystem.

By virtue of its seamless integration into the educational framework, this system not only facilitates the efficient collection, analysis, and utilization of feedback but also serves as a catalyst for transformative change. It empowers faculty members and students alike to actively engage in the iterative process of educational enhancement, thereby cultivating a dynamic learning environment that is responsive to evolving needs and aspirations.

Moreover, the multifaceted benefits of a Faculty Feedback Management System extend far beyond mere administrative expediency. It emerges as a cornerstone of institutional resilience and adaptability, providing stakeholders with invaluable insights and actionable data to drive informed decision-making and strategic planning initiatives. Through its collaborative ethos and emphasis on continuous improvement, it engenders a sense of ownership and investment in the collective pursuit of academic excellence.

In essence, the adoption of such a system represents not merely a technological upgrade but a fundamental reimagining of the educational landscape—one that is characterized by transparency, accountability, and a relentless commitment to nurturing the intellectual growth and holistic development of every member of the academic community. Thus, as educational institutions embark on this transformative journey, they stand poised to realize the full potential of a Faculty Feedback Management System as a catalyst for positive change and enduring educational impact.

# FUTURE WORKS

Here are some potential future works and enhancements for a Faculty Feedback Management System (FFMS):

1. **Integration with Learning Management Systems (LMS):** Integrate the FFMS with popular Learning Management Systems such as Moodle, Canvas, or Blackboard. This integration would streamline the feedback process by allowing students to provide feedback directly within the LMS environment.

2. **Advanced Analytics and Reporting**: Enhance the analytics capabilities of the FFMS to provide more detailed insights into faculty performance and areas for improvement. Implement advanced data visualization techniques to present feedback data in a more actionable format for faculty and administrators.

3. **Machine Learning for Sentiment Analysis:** Incorporate machine learning algorithms to perform sentiment analysis on feedback comments. This would enable the system to automatically categorize feedback as positive, negative, or neutral, providing faculty with quick insights into overall sentiment trends.

4. **Customizable Feedback Forms:** Allow institutions to customize feedback forms based on their specific requirements and evaluation criteria. This flexibility would enable institutions to tailor the feedback process to different courses, departments, or teaching styles.

5. **Anonymous Feedback Options:** Implement anonymous feedback options to encourage students to provide honest and constructive feedback without fear of repercussions. This feature would enhance the reliability and authenticity of the feedback data collected by the system.

6. **Mobile Accessibility:** Develop mobile applications or optimize the FFMS for mobile browsers to allow students to conveniently provide feedback from their smartphones or tablets. This would increase participation rates and make the feedback process more accessible to students.

7. **Feedback Loop Closure Mechanism:** Establish a feedback loop closure mechanism to ensure that faculty members receive actionable insights from the feedback they receive and have opportunities to address student concerns or suggestions for improvement.

These future works aim to enhance the functionality, usability, and effectiveness of the Faculty Feedback Management System, ultimately facilitating continuous improvement in teaching quality and student satisfaction.

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| Punctuality / Timely completion of assigned work | | | | ✓ | |
| Learning capacity / Knowledge up gradation | | | ✓ | | |
| Performance / Quality of work | | | ✓ | | |
| Behavior / Discipline / Teamwork | | | | ✓ | |
| Sincerity / Hard work | | | ✓ | | |
| Comment on nature of work done / Area / Topic | Learn HTML, CSS and JavaScript ✓ | | | | |
| **OVERALL GRADE** (Any One) | **POOR / AVERAGE / GOOD / VERY GOOD / EXCELLENT** | | | | |
| **Name of Industry Mentor** | Sweety Gupta | | | | |
| **Signature of Industry Mentor** | Gupta | | | | |

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|---|---|---|---|---|---|
| Industry/Organization | Praedico Global Research Pvt. Ltd. | | Date/Duration | 16/01/24 - 31/01/24 | |
| **Criterion** | **Poor** | **Average** | **Good** | **Very Good** | **Excellent** |
| Punctuality/Timely completion of assigned work | | | | ✓ | |
| Learning capacity/Knowledge up gradation | | | ✓ | | |
| Performance/Quality of work | | | ✓ | | |
| Behaviour/Discipline/Team work | | | | ✓ | |
| Sincerity/Hard work | | | ✓ | | |
| Comment on nature of work done/Area/Topic | Learn BootStrap, Advance Javascript (ES6), Introduction of React | | | | |
| **OVERALL GRADE (Any one)** | **POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT** ✓ | | | | |
| **Name of Industry Mentor** | Sweety Gupta | | | | |
| **Signature of Industry Mentor** | Gupta | | | | |

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| **Criterion** | **Poor** | **Average** | **Good** | **Very Good** | **Excellent** |
| Punctuality/Timely completion of assigned work | | | | ✓ | |
| Learning capacity/Knowledge up gradation | | | ✓ | | |
| Performance/Quality of work | | | ✓ | | |
| Behaviour/Discipline/Team work | | | | ✓ | |
| Sincerity/Hard work | | | ✓ | | |
| Comment on nature of work done/Area/Topic | React setup, Components, Hooks, Props and React Bootstrap Integration | | | | |
| **OVERALL GRADE (Any one)** | **POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT** ✓ | | | | |
| **Name of Industry Mentor** | Sweety Gupta | | | | |
| **Signature of Industry Mentor** | Gupta | | | | |

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| **Criterion** | **Poor** | **Average** | **Good** | **Very Good** | **Excellent** |
| Punctuality/Timely completion of assigned work | | | | ✓ | |
| Learning capacity/Knowledge up gradation | | | ✓ | | |
| Performance/Quality of work | | | ✓ | | |
| Behaviour/Discipline/Team work | | | | ✓ | |
| Sincerity/Hard work | | | | ✓ | |
| Comment on nature of work done/Area/Topic | Working on Frontend Development using React and Bootstrap | | | | |
| **OVERALL GRADE (Any one)** | **POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT** ✓ | | | | |
| **Name of Industry Mentor** | Sweety Gupta | | | | |
| **Signature of Industry Mentor** | Gupta | | | | |

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| Punctuality/Timely completion of assigned work | | | ✓ | | |
| Learning capacity/Knowledge up gradation | | | | ✓ | |
| Performance/Quality of work | | | ✓ | | |
| Behaviour/Discipline/Team work | | | ✓ | | |
| Sincerity/Hard work | | | ✓ | | |
| Comment on nature of work done/Area/Topic | Worked on NodeJS, ExpressJS, Mongoose for Backend & DataBase | | | | |
| **OVERALL GRADE (Any one)** | **POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT** ✓ | | | | |
| **Name of Industry Mentor** | Sweety Gupta | | | | |
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| **Criterion** | **Poor** | **Average** | **Good** | **Very Good** | **Excellent** |
| Punctuality/Timely completion of assigned work | | | ✓ | | |
| Learning capacity/Knowledge up gradation | | | | ✓ | |
| Performance/Quality of work | | | ✓ | | |
| Behaviour/Discipline/Team work | | | ✓ | | |
| Sincerity/Hard work | | | ✓ | | |
| Comment on nature of work done/Area/Topic | Worked on Project using MERN Technology. | | | | |
| **OVERALL GRADE (Any one)** | **POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT** ✓ | | | | |
| **Name of Industry Mentor** | Sweety Gupta | | | | |
| **Signature of Industry Mentor** | Gupta | | | | |

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| **Criterion** | **Poor** | **Average** | **Good** | **Very Good** | **Excellent** |
| Punctuality/Timely completion of assigned work | | | | ✓ | |
| Learning capacity/Knowledge up gradation | | | | | ✓ |
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| Behaviour/Discipline/Team work | | | | ✓ | |
| Sincerity/Hard work | | | | ✓ | |
| Comment on nature of work done/Area/Topic | Worked on Project | | | | |
| **OVERALL GRADE (Any one)** | **POOR/AVERAGE/GOOD/VERY GOOD/EXCELLENT** | | | | |
| **Name of Industry Mentor** | Sweety Gupta | | | | |
| **Signature of Industry Mentor** | Gupta | | | | |

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