PRAGATI ENGINEERING COLLEGE
(AUTONOMOUS)
DEPARTMENT OF INFORMATION TECHNOLOGY

Date: 10-01-2025

CIRCULAR

It is hereby informed to all the Students of III B.Tech. that "CLOUD COMPUTING" club of IT Department in association with Career Guidance cell organizing a seminar on "**CLOUD GAMING**" on 20-01-2025. The students who are interested should register through the following link:

Registration link for the session:
https://forms.gle/3Vv4suFdXRx5HZUq9
Venue: F24
Mode: Offline
Time: 11:00 AM to 12:00 PM

FACULTY CO-ORDINATOR   HOD-IT

Date: 20-01-2025
Day: Monday

 "**CLOUD COMPUTING CLUB**" of IT Department in association with Career Guidance cell organized a seminar on "**CLOUD GAMING**"

Registration link for the session:-
https://forms.gle/3Vv4suFdXRx5HZUq9

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List of students from II&III year have been registered for the Seminar.
Branch wise report is as follows:-

S.No.	NAME	ROLL	BRANCH	YEAR
1	A Sowmya	23A31A4602	CS	III
2	Adabala raghu ram	23A31A4625	CS	III
3	Boddu Ashok Kumar	23a31a4633	CS	III
4	Pamu.sirisha	24a35a4606	CS	III
5	Pepakayala Bhavani Sri Alekhya	22A31A0517	CS	III
6	G. Rohini gayathri	23A31A4605	CS	III
7	Moulika	23A31A4607	CS	III
8	S.R.N.Prasanna Lakshmi	22A31A0519	CS	III
9	G.Deepika	22A31A1209	IT	III
10	M.Pavithra	23A35A1202	IT	III
11	Gadamsetti Manikanta	22A31A1242	IT	III
12	A V Satyanarayana	23A31A4624	CS	III
13	P.Bhargavi	23a31a4615	CS	III
14	Deepak	22A31A1247	IT	III
15	M.Sri Charana	23A31A4642	CS	III
16	Baswa Veera Venkata Sai Chaitanya	23a31a4630	CS	III
17	M.Pravallika	23A31A4608	CS	III
18	Subhakar	24a35a4618	CS	III
19	P.Ramya Sri	23A31A4614	CS	III
20	S.sneha sri	23A31A4618	CS	III
21	Harsha	22A31A0248	EEE	III
22	Lavanya	22A31A0209	EEE	III
23	Nikhil nakka	23A35A0236	EEE	III
24	REDNAM LAKSHMI JAYARAM PRAKASH	22A31A43B0	AI	III
25	IYANAPARTHI SHASHANK KUMAR	22A31A0425	ECE	III
26	DONGARA ABHIRAM	22A31A0435	ECE	III
27	GUNTA SATYANARAYANA	22A31A0439	ECE	III
28	OLETI VIJAY KUMAR	22A31A0454	ECE	III
29	PABBINEEDI SAI SIVA MANI VEERA ADITYA	22A31A0455	ECE	III
30	SIVAKOTI LAKSHMKI SATYANARAYANA	22A31A0462	ECE	III
31	CHILAKA HEMANTH BABU	22A31A0433	ECE	III
32	BUDI RAMNATH	22A31A0431	ECE	III
33	DONGARA ABHIRAM	22A31A0435	ECE	III
34	Navaneeth preetham	22A31A05J3	CSE	III

The session **"CLOUD GAMING"** was taught by K.SAI VARSHITHA(CSE).

Here are the pictures of our offline meeting that we've conducted:-

CLOUD GAMING:

Cloud gaming eliminates the need for local hardware by running games on powerful servers in the cloud. Players interact with the game via their device, which serves as a display and input mechanism, while the actual game processing occurs remotely. Services like NVIDIA GeForce Now, Microsoft Xbox Cloud Gaming, and Google Stadia are pioneers in this space.

**EVOLUTION OF GAMING:**

Traditional Gaming (Pre-2010)

1. Local Hardware: Games were played on local hardware, such as consoles, PCs, or handheld devices.
2. Physical Media: Games were distributed through physical media, like CDs, DVDs, or cartridges.
3. Limited Accessibility: Gaming was limited to specific devices and locations.

Early Cloud Gaming (2010-2014)

1. Cloud Gaming Services: Services like OnLive (2010) and Gaikai (2011) emerged, offering cloud-based game streaming.
2. Game Streaming: Games were streamed from remote servers to users' devices, reducing the need for local hardware.
3. Limited Game Selection: Early cloud gaming services had limited game libraries and compatibility issues.

Advancements in Cloud Gaming (2014-2019)

1. NVIDIA GeForce Now: NVIDIA launched GeForce Now (2015), a cloud gaming service that allowed users to play high-end games on low-end hardware.
2. Google Stadia: Google announced Stadia (2019), a cloud gaming platform that promised high-quality game streaming on various devices.
3. Microsoft xCloud: Microsoft introduced xCloud (2019), a cloud gaming technology that enabled game streaming on Android devices.
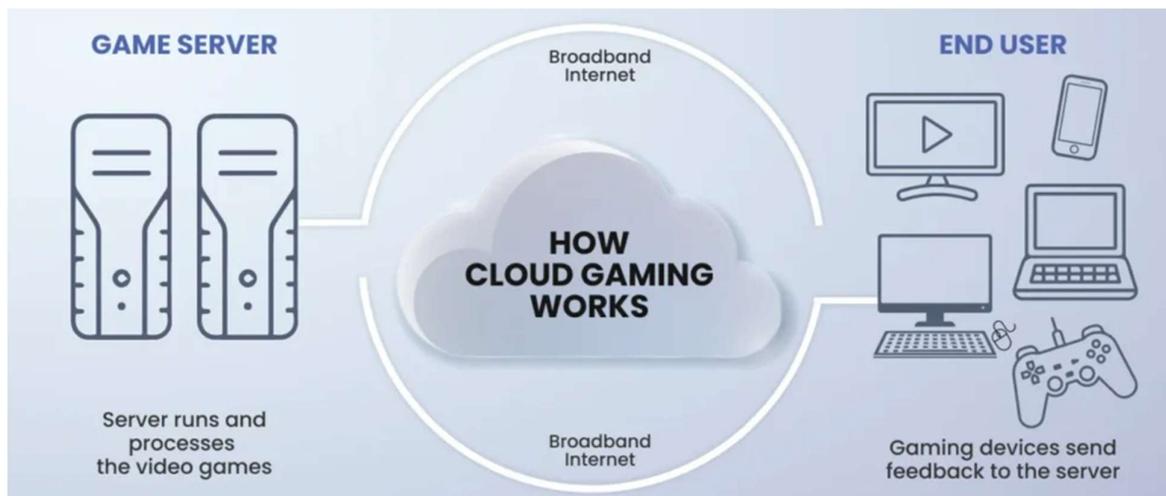
KEY BENEFITS OF CLOUD GAMING:

Accessibility

Play high-quality games on any device, including smartphones, tablets, and low-spec PCs. Access games from anywhere with an internet connection.

Cost-Efficiency

Eliminates the need for expensive gaming hardware and reduces upfront costs through subscription-based models.

Instant Gameplay

No lengthy downloads or installations; players can start gaming instantly. Frequent updates are handled server-side.

JOB OPPORTUNITIES IN CLOUD GAMING:

- Cloud Infrastructure Engineer: Build and maintain scalable gaming servers.
- Game Developer: Design and optimize games for cloud platforms.
- AI/ML Specialist: Develop intelligent NPCs and personalized gaming experiences.
- Network Engineer: Ensure low-latency connections for seamless gameplay.
- Data Analyst: Analyze player behavior to enhance engagement.
- UX/UI Designer: Create intuitive interfaces for cloud gaming platforms.
- DevOps Engineer: Automate deployment and monitor game server performance.

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FEEDBACK:

Link : https://forms.gle/kFRvBudo4Vtufh54d4

S.No.	NAME	ROLL	YEAR	FEEDBACK
1	Gadamsetti Manikanta	22A31A1242	III	Excellent
2	A V Satyanarayana	23A31A4624	II	Excellent
3	P.Bhargavi	23a31a4615	II	Good
4	Deepak	22A31A1247	III	Excellent
5	M.Sri Charana	23A31A4642	II	Excellent
6	Baswa Veera Venkata Sai Chaitanya	23a31a4630	II	Excellent
7	M.Pravallika	23A31A4608	II	Excellent
8	Subhakar	24a35a4618	II	Excellent
9	P.Ramya Sri	23A31A4614	II	Good
10	S.sneha sri	23A31A4618	II	Good
11	A Sowmya	23A31A4602	II	Excellent
12	Adabala raghu ram	23A31A4625	II	Excellent
13	Boddu Ashok Kumar	23a31a4633	II	Excellent
14	Pamu.sirisha	24a35a4606	II	Good
15	Pepakayala Bhavani Sri	22A31A0517	II	Excellent
16	G. Rohini gayathri	23A31A4605	II	Good
17	Moulika	23A31A4607	II	Good
18	S.R.N.Prasanna Lakshmi	22A31A0519	II	Excellent
19	G.Deepika	22A31A1209	III	Excellent
20	M.Pavithra	23A35A1202	III	Excellent
21	V.Nithin	22A31A1266	III	Good

Feedback Analysis Report:

We collected feedback from all the students via online. We have designed a feedback form for this.
Student's feedback on the event is presented below:

FEEDBACK	NO OF STUDENTS
Excellent	14
Good	07
Average	00
Total	**21**

FACULTY CO-ORDINATOR   **HOD-IT**