PEC/CIRCULAR/2024   Date: 16-12-2024

CIRCULAR

It is hereby informed to all the students that "**GAMING CLUB**" of "Department of Information Technology" is conducting an online event on "**AR & VR IN GAMING**" On 23-12-2024. Interested students are informed to register their names and participate in the event.

Faculty Coordinator :   HOD - IT

D.Kondababu – Assistant Professor (Department of IT)

Student Coordinators:

B. Sri Vishnu(22A31A1237)
M. Rama Suresh(23A35A1203)

GAMING CLUB

DATE: 23-12-2024
MODE: ONLINE
TIME : 07:00 P.M TO 08:00 P.M

Here is the official poster of our Event:

FACULTY CO-ORDINATOR:

Mr **.**D .Konda Babu (Asst. professor, IT Department)

STUDENT CO-ORDINATORS:

B.Sri Vishnu (3rd year IT)

M. Rama Suresh (3rd year IT)

PRAGATI ENGINEERING COLLEGE
(AUTONOMOUS)
DEPARTMENT OF INFORMATION TECHNOLOGY

REGISTRATIONS:

Students Registered for event on "**AR & VR IN GAMING**)"

S.NO :	Name:	Roll No:	Email:	Branch:	Year:
1	D.Gopichand	23A31A4637	mahigopi177@gmail.com	IT	2
2	Pranathi Attili	22a31a1201	pranathiattili1203@gmail.com	IT	2
3	Keerthi Meghana	23A31A4616	keerthimeghana01@gmail.com	IT	2
4	Nikhitha Chandra kala	23A31A4603	nikhithachandrakala2@gmail.com	CSE(CS)	2
5	Vinay	23a31a4651	vinaykrishna220@gmail.com	IT	2
6	B.Surya Nageswara Rao	22A31A1238	suryabonda42@gmail.com	IT	3
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15	N. Vasavi	22A31A1219	narkidimillivasavi1234@gmail.com	IT	3
16	A V Satyanarayana	23A31A4624	purnith662a@gmail.com	CSE(CS)	2
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24	Keerthi Meghana	23A31A4616	keerthimeghana01@gmail.com	CSE(CS)	2
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31	Renuka Chowdary	22A31A1218	renukachowdarymuppana3105@gmail.com	IT	3
32	RONGALA LEELA VISHNU VARDHAN	24LECS4613	rongalaleelavishnuvardhan@gmail.com	CSE(CS)	2
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ATTENDENCE:

We later posted the event link at the time of commencement that we've informed the responses and scores are as follows;

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SCREENSHOTS/SESSION PICTURES:

AR & VR in Gaming

Explore the transformative potential of augmented reality (AR) and virtual reality (VR) in the gaming industry.

Popular AR and VR Gaming Applications

Action and Adventure

Games like "Pokémon Go" and "Minecraft Earth" have successfully brought the excitement of adventure to the real world through AR.

Simulation and Racing

VR racing games deliver an unparalleled sense of speed and realism, immersing players in the heart of the action.

Puzzles and Problem Solving

VR puzzles offer unique challenges and solutions, engaging players in a whole new level of interactive problem-solving.
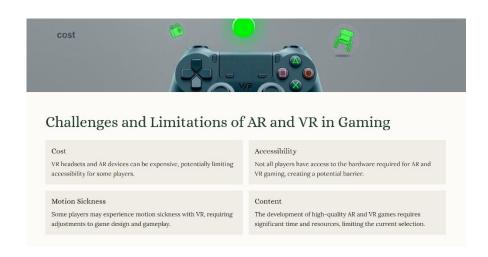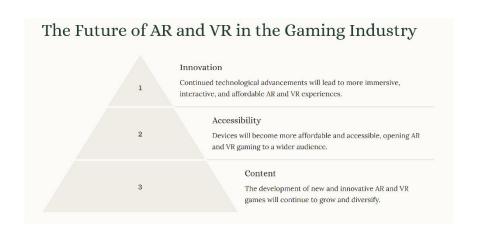

Enhancing the Gaming Experience with AR and VR

1   **Immersion**

AR and VR transport players into the game world, creating a more engaging and immersive experience.

2   **Interaction**

These technologies enable players to interact with the game environment in more natural and intuitive ways.

3   **Socialization**

AR and VR facilitate social interaction in the gaming world, fostering new levels of collaboration and competition.

cost

Challenges and Limitations of AR and VR in Gaming

Cost
VR headsets and AR devices can be expensive, potentially limiting accessibility for some players.

Accessibility
Not all players have access to the hardware required for AR and VR gaming, creating a potential barrier.

Motion Sickness
Some players may experience motion sickness with VR, requiring adjustments to game design and gameplay.

Content
The development of high-quality AR and VR games requires significant time and resources, limiting the current selection.

The Future of AR and VR in the Gaming Industry

1

Innovation
Continued technological advancements will lead to more immersive, interactive, and affordable AR and VR experiences.

2

Accessibility
Devices will become more affordable and accessible, opening AR and VR gaming to a wider audience.

3

Content
The development of new and innovative AR and VR games will continue to grow and diversify.

REPORT:

On 23-12-2024, The "**Gaming Club**" of Department of Information Technology have Organized a "**AR & VR IN GAMING**"

This event is conducted to create awareness among students about complete detail about gaming and it's career. And also awareness on career as Game developer in the market.

The Resource Persons of this Event are:
1. **V.Sameera (3rd year IT)**
2. **R.Sri Ram (3rd year IT)**

Faculty Coordinator;
1. **D. Konda Babu (Assistant Professor- Department of IT)**

Students from all the branches have attended the session and joined into the Gaming Club. Also the students from other colleges are joined the session and want to be part of Gaming Club Community.
Number of Registations**: 47**
Number of Attendes**: 45**
Number of Telegram Group Members: **220**
Number of WhatsApp Group Members: **333**
Number of Instagram page Members: **82**

At last, The event completed Successfully by giving an complete and informative session to students.

THEME OF THE EVENT:

We conduct a event based on gaming career. Let's delve into a detailed explanation of this topic for students who have interest in gaming.

Detailed Overview: Comprehensive Overview about "**AR & VR IN GAMING**".

Overview:
Augmented Reality (AR) and Virtual Reality (VR) are transforming the gaming industry by providing immersive, interactive experiences. AR blends digital elements with the real world, while VR fully immerses players in a virtual environment. Both technologies offer new gameplay mechanics, pushing the boundaries of how games are played. As the technology advances, AR and VR are shaping the future of gaming with more engaging and dynamic experiences.

Theme:
Exploring Immersive Realities: The Role of AR and VR in the Future of Gaming" – This session delves into how AR and VR are redefining gaming, offering unique, real-time interactions. It highlights the challenges and potential of these technologies, providing insights into their evolving impact. From blending physical and digital worlds to complete virtual immersion, AR and VR are setting new trends in gaming innovation.

Topics Covered
Augmented Reality (AR) in Gaming
- Definition: AR overlays digital content (images, sounds, etc.) onto the real world.
- Technology: Uses smartphones, tablets, and AR glasses to interact with the environment.
- Examples:
  - Pokémon GO: Virtual Pokémon are seen and caught in real-world locations.
  - Ingress: A location-based AR game where players interact with their surroundings.
- Gameplay: Combines the real and digital worlds, encouraging players to move and engage with the environment.
- Unique Features:
  - Enhances real-world interaction with virtual elements.
  - Allows for collaborative play in shared real-world spaces.
- Benefits:
  - Encourages outdoor activity and exploration.
  - Blends the physical and virtual worlds for an immersive experience.

Virtual Reality (VR) in Gaming
- Definition: VR immerses players in a fully digital environment, blocking out the real world.
- Technology: Requires specialized hardware, such as VR headsets (Oculus Rift, HTC Vive), motion controllers, and sometimes motion trackers.
- Examples:
  - Half-Life: Alyx: A fully immersive VR game where players interact in a virtual world.
  - Beat Saber: A rhythm game that uses VR to create a dynamic, engaging experience.
- Gameplay: Offers 360-degree interaction with the game environment, making players feel like they're part of the virtual world.
- Unique Features:

- o Complete immersion in a virtual environment.
- o High interactivity through controllers and motion sensors.
- Benefits:
  - o Deepens immersion and realism in games.
  - o Provides intense, interactive experiences where players can move and manipulate the virtual world.

Impact of AR and VR on Gaming

- Immersion: Both technologies provide a sense of being "inside" the game world, increasing player engagement.
  - o AR keeps players grounded in reality while adding virtual elements.
  - o VR offers a total escape into a fully virtual world.
- New Gameplay Mechanics:
  - o AR adds elements to real-world environments (e.g., virtual characters or objects).
  - o VR offers interaction in a 3D environment, allowing full movement and exploration.
- Social Interaction:
  - o VR allows players to meet and interact in virtual spaces.
  - o AR often encourages social play in physical locations, like multiplayer experiences in real-world settings.

Challenges in AR and VR Gaming

- Cost: High-quality AR and VR systems can be expensive, limiting accessibility.
  - o VR headsets, gaming PCs, and consoles can be costly for many users.
- Accessibility: Not all players have access to the required hardware (e.g., AR glasses, VR headsets).
- Motion Sickness: Some players may experience discomfort due to the disconnect between their movement and the virtual environment.
- Space Requirements: VR games often require space to move freely, which may be a constraint in small areas.

Future of AR and VR in Gaming

- Technological Advancements:
  - o Improved hardware will make AR and VR more affordable and accessible.
  - o Developers will continue refining the technology to minimize issues like motion sickness.
- Enhanced Gaming Experiences:
  - o AR will create even more dynamic and interactive gaming environments by incorporating real-world data.
  - o VR will continue to push the boundaries of immersion, offering lifelike environments and realistic gameplay.

Resource Persons:
1. **T. Samyuktha (3rd year IT)**
2. **D. Tirumala Devi (3rd year IT)**
3. **U. Naveen Satya Sai (3rd year IT)**

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Feed Back Report:

List of students given the feedback :

S.NO :	Name:	Roll No:	Email:	Branch:	Rate the Session:
1	M PAVITHRA	23A35A1202	pavithra112004@gmail.com	IT	Excellent
2	A V Satyanarayana	23A31A4624	purnith662a@gmail.com	CSE(CS)	Excellent
3	Tarun Sasupalli	23A31A4645	tharunsasupalli@gmail.com	CSE(CS)	Excellent
4	P Kanya Gowri	2231A1221	gowripilli1710@gmail.com	IT	Good
5	Gadamsetti Manikanta	22A31A1242	gadamsettimanikanta888@gmail.com	IT	Good
6	Gadamsetti Manikanta	22A31A1242	manikantaswamy0402@gmail.com	IT	Good
7	Bheemeswar	21a31a1264	bhimeshvenus@gmail.com	IT	Good
8	D Thirumala Devi	22A31A1205	thirumaladungala@gmail.com	IT	Excellent
9	BODDU SRI VISHNU	22A31A1237	boddusrivishnu1234@gmail.com	IT	Good
10	Keerthi Meghana	23A31A4616	keerthimeghana01@gmail.com	CSE(CS)	Excellent
11	Y.N.Mounika	24LECO4601	mounikan237@gmail.com	CSE(CS)	Excellent
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21	Sanjay Kumar	23A35A1206	sanjaykumaryadla64@gmail.com	IT	Good
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24	Jonnada Durga Anjali	22A31A1213	anjalijonnada112@gmail.com	IT	Good
25	Padmaja Valluri	22A31A1230	Padmajavalluri123@gmail.com	IT	Excellent

26	M.Ramasuresh	23A35A1203	ramsureshmallipamu@gmail.com	IT	Average
27	Revathi Gundarapu	23A31A1209	revathig3527@gmail.com	IT	Excellent

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Feedback Summary :

Feedback	Number of Persons
Excellent	19
Good	8
Average	1
Bad	0