



PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

PEC/CIRCULAR/2024

Date: 18-11-2024

CIRCULAR

It is hereby informed to all the students that “**GAMING CLUB**” of “Department of Information Technology” is conducting an online event on “**LATEST TECHNOLOGIES AND INNOVATION IN GAMING (INCLUDING ML CONCEPTS)**” On 25-11-2024. 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)



PRAGATI ENGINEERING COLLEGE

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DEPARTMENT OF INFORMATION TECHNOLOGY

GAMING CLUB

DATE: 25-11-2024

MODE: ONLINE

TIME : 06:00 P.M TO 07:00 P.M

Here is the official poster of our club:

Pragati Engineering College
(AUTONOMOUS)

GAMING CLUB

OF IT DEPARTMENT IN ASSOCIATION WITH CAREER GUIDANCE CELL ORGANIZES A WEBINAR ON
... LATEST TECHNOLOGY AND INNOVATION IN GAMING...

LINK: <https://forms.gle/D3w4KULXuKSjqp2R8>

EVENT REGISTRATIONS ARE OPEN
(FOR ALL YEAR STUDENTS)

MODE : ONLINE
DATE : 25-11-2024
TIME : 06:00 AM TO 07:00 PM

FACULTY COORDINATOR :
Mr. D. KONDABABU
Assistant professor,
Department of IT

SPEAKERS
T. SAMYUKTHA (22A31A1225)
D. TIRUMALA DEVI (22A31A1204)

PRESIDENT OF THE CLUB :
B.SRI VISHNU (III IT)

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)



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REGISTRATIONS:

Students Registered for event on “LATEST TECHNOLOGIES AND INNOVATION IN GAMING (INCLUDING ML CONCEPTS)”

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
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5	Vinay	23a31a4651	vinaykrishna220@gmail.com	IT	2
6	B.Surya Nageswara Rao	22A31A1238	suryabonda42@gmail.com	IT	3
7	BATHULA VEERALAKSHMI	24LECON4602	veeralakshmib89@gmail.com	CSE(CS)	3
8	M PAVITHRA	23A35A1202	pavithra112004@gmail.com	IT	3
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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;

S.NO :	Name:	Roll No:	Email:	Branch:	Year:
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SCREENSHOTS/SESSION PICTURES:



The Future of Gaming: Gaming: Innovations and Advancements

Gaming has been a transformative force in entertainment, but the future holds even more exciting developments. From immersive experiences to groundbreaking technology, the gaming landscape is constantly evolving, pushing the boundaries of what's possible.

Made with Gamma



The Rise of Immersive Experiences

1 Realistic Graphics

Advanced rendering techniques create stunning visuals, blurring the line between reality and the virtual world.

2 Interactive Storytelling

Games are becoming more dynamic, offering players agency and choice in shaping their narratives.

3 Enhanced Sound Design

Immersive audio creates a more believable and engaging experience, adding depth and realism.

4 Sensory Feedback

Haptic feedback and motion controls provide a more visceral and interactive gaming experience.

Made with Gamma

Machine Learning's Impact on Gaming

AI-Powered Characters

Machine learning enables more intelligent and adaptable opponents, creating more challenging and rewarding gameplay.

Personalized Experiences

AI algorithms analyze player data to create customized content and gameplay, ensuring a more engaging and tailored experience.

Procedural Content Generation

AI can generate levels, environments, and even storylines, offering endless replayability and variety.

Made with Gamma



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Artificial Intelligence in Game Design Design and Development

AI-powered characters	Create more realistic and engaging companions, enemies, and nonplayer characters (NPCs).
Level design	Generate unique and challenging levels that adapt to player skill and progress.
Gameplay mechanics	Develop dynamic and unpredictable gameplay elements, creating more engaging and challenging experiences.

Made with Gamma

The Convergence of Gaming and Emerging Technologies



Blockchain Gaming

Decentralized gaming platforms offer new opportunities for player ownership and monetization.



Internet of Things (IoT)

IoT devices can enhance gameplay, creating more immersive and interactive experiences.



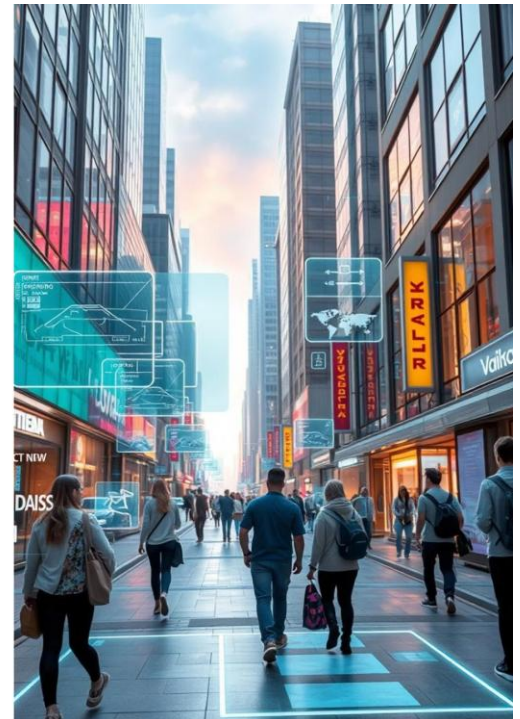
Cloud Computing

Cloud technology enables seamless streaming and multiplayer gaming, expanding access and connectivity.



Biotech Integration

Biotech advancements may offer more immersive and interactive gameplay, blurring the lines between reality and the virtual world.





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REPORT:

On 28-10-2024, The “**Gaming Club**” of Department of Information Technology have Organized a “**LATEST TECHNOLOGIES AND INNOVATION IN GAMING (INCLUDING ML CONCEPTS)**”.

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 Registrations: 53

Number of Attendes: 40

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.



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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 “**LATEST TECHNOLOGIES AND INNOVATION IN GAMING (INCLUDING ML CONCEPTS)**”.

Overview

The gaming industry is at the forefront of technological innovation, integrating cutting-edge advancements to enhance user experiences. From cloud gaming to machine learning (ML), new technologies are revolutionizing how games are developed, played, and enjoyed.

Theme

"Revolutionizing Gaming with Emerging Technologies and AI"
This theme explores how the latest innovations, including machine learning and AI-driven solutions, are transforming the gaming landscape. It highlights the shift towards immersive, intelligent, and personalized gaming experiences.

Topics Covered

a. Cloud Gaming

- **Definition:** Allows players to stream games directly over the internet without high-end hardware.
- **Key Players:** Google Stadia, Xbox Cloud Gaming, NVIDIA GeForce NOW.
- **Advantages:** Reduces the need for expensive gaming setups, enables gaming on any device, and offers seamless updates.
- **Future Potential:** Expanding accessibility and reducing latency through advancements in network technology like 5G.

b. Virtual Reality (VR) & Augmented Reality (AR)

- **VR:** Creates immersive, interactive environments using headsets like Oculus Quest and PlayStation VR.
- **AR:** Enhances real-world environments with digital overlays, as seen in Pokémon GO and AR-based puzzle games.
- **Advancements:** Introduction of haptic feedback and mixed reality (MR) for deeper engagement.
- **Impact:** Transforming gaming into fully immersive experiences that blur the lines between real and virtual worlds.

c. Machine Learning in Gaming

- **Dynamic Difficulty Adjustment (DDA):** AI adjusts game difficulty based on player behavior to maintain engagement.
- **AI-Driven NPCs:** Non-playable characters learn and adapt to player strategies, offering more realistic interactions.
- **Personalization:** Recommends in-game items, quests, and content based on individual play styles.
- **Cheat Detection:** ML models analyze player behavior to detect and prevent cheating in



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multiplayer games.

d. Procedural Content Generation

- **Description:** Uses algorithms to create game assets like levels, terrains, and characters.
- **Examples:** Games like *No Man's Sky* dynamically generate entire universes with billions of unique planets.
- **Benefits:** Reduces development time and allows for infinite content, enhancing replayability.

e. Ray Tracing Technology

- **Feature:** Simulates how light interacts with objects, producing realistic lighting, reflections, and shadows.
- **Adoption:** Widely used in modern games such as *Cyberpunk 2077* and *Minecraft*.
- **Impact:** Enhances visual realism, providing a cinematic experience for players.

f. Haptic Feedback and Advanced Controllers

- **Technology:** Enhances tactile experiences through devices like the PlayStation DualSense controller.
- **Usage:** Provides physical sensations that mimic in-game actions, such as vibrations for explosions or tension in trigger pulls.
- **Impact:** Increases immersion by engaging multiple senses.

g. Blockchain and NFTs in Gaming

- **Concept:** Players own in-game assets as digital collectibles.
 - **Examples:** Games like *Axie Infinity* and *The Sandbox* use blockchain for trading and ownership.
 - **Benefits:** Enables play-to-earn models and secure in-game economies.
-

Session Takeaway

- Understanding the latest technologies shaping the gaming industry.
- Insights into how machine learning enhances game development and player experiences.
- Knowledge of how innovations like cloud gaming and VR/AR are driving the future of gaming.
- Awareness of the potential for personalized and immersive gaming through AI-driven solutions.

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.N O :	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	22A31A1221	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	24LECO460 1	mounikan237@gmail.com	CSE(CS)	Excellent
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18	deekshith Neelapu	23A31A1252	deekshithneelapu1@gmail.com	CSE(CS)	Good
19	K Sandeep Kumar	22A31A1248	sandeep3166k@gmail.com	IT	Excellent
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23	M PAVITHRA	23A35A1202	pavithra112004@gmail.com	IT	Excellent
24	Jonnada Durga Anjali	22A31A1213	anjaliyonnada112@gmail.com	IT	Good
25	Padmaja Valluri	22A31A1230	Padmajavalluri123@gmail.com	IT	Excellent



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31	Nikhitha Chandra kala	23A31A4603	nikhithachandrakala2@gmail.com	CSE(CS)	Excellent
32	Vinay	23a31a4651	vinaykrishna220@gmail.com	CSE(CS)	Good



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Feedback Summary

Feedback	Number of Persons
Excellent	22
Good	10
Average	1
Bad	0



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