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DEPARTMENT OF INFORMATION TECHNOLOGY

PEC/CIRCULAR/2025

Date: 20-06-2025

CIRCULAR

It is hereby informed to all the students that "GAMING CLUB" "Department of Information Technology" is conducting an online event on "...WELCOME TO THE WORLD OF GAMING ..." On 28-06-2025. Interested students are informed to register their names and participate in the event.

Faculty Coordinator : () D. Kondababu – Assistant Professor (Department of IT)

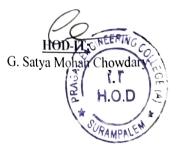
Student Coordinators:

I.V.NAVEEN Kumar(23A31A4638)

V.Sudheeksha(23A31A1230)

M.L.Supriya(23A31A4609)

Prasanth(23A31A1249)



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DEPARTMENT OF INFORMATION TECHNOLOGY

Event Details:

Date: 26-06-2025 Mode: Offline Time: 1:00 PM to 2:00 PM

OFFICIAL POSTER OF THE EVENT WILL BE PLACED HERE



Faculty Coordinator :

D.Kondababu - Assistant Professor (Department of IT)

HOD-IT:

G. Satya Mohan Chowdary

Student Coordinators:

I.V.Naveen Kumar(23A31A4638) Prasanth (23A31A1249) V. Sudiksha(23A31A1230) M.L.Supriya(23A31A4609)

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REGISTRATIONS:

List of students registered for the event on "Welcome To The World Of Gaming"

23A31A1209 23A31A1229 23A31A1215 23A31A1217 23A31A1217 24A35A1203	Revathi Gundarapu Vennela Nunna Rajitha Karella K. Swathi Sri	IT IT IT	3rd Year 3rd Year
23A31A1215 23A31A1217	Rajitha Karella		3rd Year
23A31A1217	×	IT	
	K. Swathi Sri		3rd Year
24 4 25 4 1203	In Strucht St.	IT	3rd Year
24A55A1205	Pavani Jyothi	IT	3rd Year
23A31A1207	G. Harichandana	IT	3rd Year
23A31A1202	Sai Devi Pallavi Bandaru	IT	3rd Year
23A31A1219	N. Pavani	IT	3rd Year
23A31A1225	Talla Soumyasree	IT	3rd Year
23A31A1230	Sudheeksha Vydadi	IT	1st Year
23A31A1227	Vakapalli Krishna Mounika	IT	3rd Year
23A31A1239	Ganni Durga Preetham	IT	3rd Year
	Sudheeksha Vydadi	IT	3rd Year
			3rd Year
			3rd Year
			3rd Year
23A3TA1240			3rd Year
	23A31A1230 23A31A1205 23A31A1222 23A31A1254 23A31A1228 23A31A1228 23A31A1212 23A31A1240	23A31A1230 Sudheeksha Vydadi 23A31A1205 D. Pujitha	23A31A1230Sudheeksha VydadiIT23A31A1205D. PujithaIT23A31A1205D. PujithaIT23A31A1222R. NavyaIT23A31A1254HemanthIT23A31A1228V. SreechandrikaIT23A31A1212Madhu Priya GuthulaIT23A31A1240Gorantla SivaIT

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21	23A31A1247	Mannem Vamsi	IT	3rd Year
22	23A31A1237	G. V. Lokesh	IT	3rd Year
23	23A31A1208	Urmila Girada	IT	3rd Year
24	23A31A1250	N. Sai Tejaswara Reddy	IT	3rd Year
25	24A35A1211	Tanagala Tarak Sai	IT	3rd Year
26	23A31A1257	Shaik Nagur Basha	IT	3rd Year
27	23A31A1235	Dalu Nikesh	IT	3rd Year
28	23A31A1241	G. V. Somaraju	IT	3rd Year
29	23A31A1243	Iddumani Govinda Yadav	IT	3rd Year
30	23A31A1246	Sudheer Kumar Kuparala	IT	3rd Year
31	24A35A1206	G. Pavan	IT	3rd Year
32	23A31A1255	Bhavani Shankar	IT	3rd Year
33	24A35A1210	P. Mohan Durga Prasad	IT	3rd Year
34	23A31A1244	K. Bhanu Prakash	IT	3rd Year
35	23A31A1238	G. V. Rakesh	IT	3rd Year
36	23A31A1216	K. Sneha	IT	3rd Year
37	23A31A1220	Pedapati Devi Sri Varsha	IT	3rd Year
38	23A31A1252	Neelapu Deekshith	IT	3rd Year
39	23A31A1201	Navya Anjuri	IT	3rd Year
		Yarra Syamala	IT	3rd Year
40	23A31A1232		IT	3rd Year
41	23A31A1231	Pravallika Yaramati		
42	23A31A1213	G. Harika	IT	3rd Year
43	23A31A1224	Bhargavi Sripathi	IT	3rd Year
44	23A31A1221	Puramsetti Hamsini	IT	3rd Year



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24A35A1204	Sunkara Ashritha Rama Krishna	IT	3rd Year
23A31A1226		IT	3rd Year
		IT	3rd Year ,
	Beera Vennela	IT	3rd Year
	Dasari Kiranmayi Sai Lakshmi	IT	3rd Year
		CS	2nd Year
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		CS	3rd Year
	24A35A1204 23A31A1226 23A31A1211 23A31A1203 23A31A1204 23A31A1204 23A31A4602 23A31A4602 23A31A4623 24A35A4606 23A31A4624 23A31A4622 23A31A4622 23A31A4625	23A31A1226Tangi Anjali23A31A1211Navya Deepthi Gurani23A31A1203Beera Vennela23A31A1204Dasari Kiranmayi Sai Lakshmi23A31A4602A. Sowmya23A31A4639Katta Sai Swarup23A31A4623Yerrapothu Vyshnavi23A31A4624Achutha Venkata Satyanarayana23A31A4606K. Geethika23A31A4622V. Sujana	24A35A1204Sunkara Asimina Rama Rama Rama Rama Rama Rama Rama Ra

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Attendance:

NO OF students Attedended for the event on "Welcome To The World Of Gaming"

S.No	Roll Number	Name	Branch	Year of Studying
5.NO		Revathi Gundarapu	IT	3rd Year
1	23A31A1209 23A31A1229	Vennela Nunna	IT	3rd Year
2	23A31A1215	Rajitha Karella	IT	3rd Year
4	23A31A1217	K. Swathi Sri	IT	3rd Year
5	24A35A1203	Pavani Jyothi	IT	3rd Year
6	23A31A1207	G. Harichandana	IT	3rd Year
7	23A31A1202	Sai Devi Pallavi Bandaru	IT	3rd Year
8	23A31A1219	N. Pavani	IT	3rd Year
9	23A31A1225	Talla Soumyasree	IT	3rd Year
10	23A31A1230	Sudheeksha Vydadi	IT	1st Year
11	23A31A1227	Vakapalli Krishna Mounika	IT	3rd Year
12	23A31A1239	Ganni Durga Preetham	IT	3rd Year
13	23A31A1230	Sudheeksha Vydadi	IT	3rd Year
14	23A31A1205	D. Pujitha	IT	3rd Year
15	23A31A1222	R. Navya	IT	3rd Year '
16	23A31A1254	Hemanth	IT	3rd Year
17	23A31A1228		IT	3rd Year
18	23A31A1212		IT	3rd Year
19	23A31A1240		IT	3rd Year
20	23A31A1242	,	IT	3rd Year



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21	23A31A1247	Mannem Vamsi	T	3rd Year	Excellent
22	23A31A1237	G. V. Lokesh	IT	3rd Year	Excellent
23	23A31A1208	Urmila Girada	IT	3rd Year	Excellent
24	23A31A1250	N. Sai Tejaswara Reddy	IT	3rd Year	Good
25	24A35A1211	Tanagala Tarak Sai	IT	3rd Year	Excellent
26	23A31A1257	Shaik Nagur Basha	IT	3rd Year	Excellent
27	23A31A1235	Dalu Nikesh	IT	3rd Year	Excellent
28	23A31A1241	G V Somaraju	IT	3rd Year	Excellent
29	23A31A1243	Iddumani Govinda Yadav	IT	3rd Year	Excellent
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35	23A31A1238	G. V. Rakesh	IT	3rd Year	Excellent
36	23A31A1216	K. Sneha	IT	3rd Year	Good
37	23A31A1220	Pedapati Devi Sri Varsha	IT	3rd Year	Average
38	23A31A1252	Neelapu Deekshith	IT	3rd Year	Good
39	23A31A1201	Navya Anjuri	IT	3rd Year	Average
40	23A31A1232	Yarra Syamala	IT	3rd Year	Average
41	23A31A1231	Pravallika Yaramati	IT	3rd Year	Good
42	23A31A1213	G. Harika	IT	3rd Year	Good
	23A31A1224	Bhargavi Sripathi	IT	3rd Year	Average
43	23A31A1224 23A31A1221	Puramsetti Hamsini	IT	3rd Year	Average
44	25/15/11/221				

PRAGATI ENGINEERING COLLEGE (AUTONOMOUS)



DEPARTMENT OF INFORMATION TECHNOLOGY

				and the second se	
45	24A35A1204	Sunkara Ashritha Rama Krishna	IT	3rd Year	Average
46	23A31A1226	Tangi Anjali	IT	3rd Year	Average
47	23A31A1211	Navya Deepthi Gurani	IT	3rd Year	Exceller
48	23A31A1203	Beera Vennela	IT	3rd Year	Exceller
49	23A31A1204	Dasari Kiranmayi Sai Lakshmi	IŤ	3rd Year	Good
50	23A31A4602	A Sowmya	CS	2nd Year	Exceller
51	23A31A4639	Katta Sai Swarup	CS	3rd Year	Exceller
52	23A31A4623	Yerrapothu Vyshnavi	CS	3rd Year	Good
53	24A35A4606	Pamu Sirisha	CS	3rd Year	Excelle
54	23A31A4624	Achutha Venkata Satyanarayana	CS	3rd Year	Good
55	23A31A4606	K Geethika	CS	3rd Year	Excelle
56	23A31A4622	V Sujana	CS	3rd Year	Excelle
57	23A31A4625	Adabala Raghu Ram	CS	3rd Year	Excelle

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Feedback Summary:-

Feedback	Number of Persons
Excellent	36
Good	15
Average	6
Bad	0

DEPARTMENT OF INFORMATION TECHNOLOGY

Session Slides:-



About the Gaming Club



Our Mission

Fostering a vibrant community for gamers of all levels.



Established to unite gaming enthusiasts and promote skill development.



Who Can Join?

Open to all students passionate about gaming.

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Types of Games We Love

- FPS (Valorant, COD)
- MOBA (Dota 2, LoL)
- RPG, Simulation, Sports
- Indie games and Game Jams

Why Gaming Matters

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Esports & Culture

rising eSports.

Recognized as a sport, art, and

growing cultural phenomenon with



Skill Development

Enhances focus, teamwork, strategy, and problem-solving abilities.

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Game Development A thriving industry offering creative and technical opportunities.





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Club Activities

Weekly Events

Tournaments, leaderboards, game nights; and themed events.

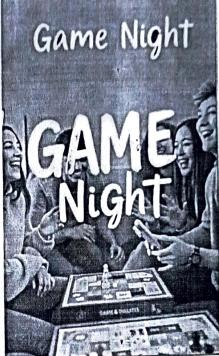


Workshops

Learn Game Design, Streaming, Unity, and more.

Collaborations

Partner with other clubs for unique experiences.



Competitions and Achievements

1st

Past Wins

Highlighting our winning teams and individuals from previous events.



Future Contests Prepare for inter-college and online tournaments.





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Learn & Create

- Game Dev
- Workshops
- Hands-on sessions for aspiring game creators.

Unity/Unreal Engine Master industry-standard tools for game development.

Student Projects Collaborate on creating 2D/3D games.



Join the Club!

- Easy registration process.
- Exclusive membership perks.
- Volunteer and leadership opportunities.

Scan the QR code to join our WhatsApp/Discord group!





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Behavior Trees in Games

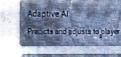
Flexible Structure

dular tasks and conditions

Game Engine Support Used in Unity, Unreal Common Workflow

Check player \rightarrow Chase \rightarrow Attack \rightarrow Retreat

Machine Learning in Games



Dynamic Difficulty Challenges scale with skill level

Procedural Generation Creates unique levels and content Lianenges Stale Witt Skin fere

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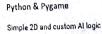
Popular Tools and Engines

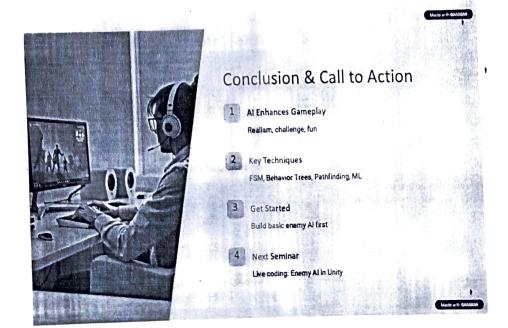
Unity Al Tools

NavMesh, FSMs, Al plugins



Behaviors Trees, Blackboards, Al Controllers







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Event Report: "Welcome to the Gaming World" Seminar

Date: 26-06-2025 Organized by: Gaming Club, Department of Information Technology In association with: Career Guidance Cell, Pragati Engineering College

Introduction:

On 26-06-2025, the "Gaming Club" of the Department of Information Technology, in association with the Career Guidance Cell, successfully organized a seminar titled "Welcome to the Gaming World" at Pragati Engineering College. The event aimed to introduce students to the exciting world of gaming and to shed light on the various career opportunities within the industry.

Objective:

The primary goal of this seminar was to provide students with valuable insights into the rapidly growing gaming industry. It was designed to explore various aspects of gaming, such as game development, game design, esports, virtual reality (VR) gaming, game streaming, and content creation. Additionally, the seminar aimed to educate students about the career opportunities in these fields and to guide them in choosing the right career path based on their interests and strengths.

Session Overview:

The session was led by industry experts and faculty members, who provided an overview of the gaming industry and discussed the skills, tools, and platforms required for various roles within the gaming world. Topics covered during the seminar included:

- Game Development & Game Design: Key aspects of creating and designing video games, including
 programming, graphics, and storytelling.
- Esports: The growing world of competitive gaming, career opportunities, and professional gaming leagues.
- Virtual Reality (VR) Gaming: How VR is transforming the gaming experience and new career roles emerging from it.
- Game Streaming & Content Creation: Platforms like Twitch and YouTube, and how students can build careers around game streaming, commentary, and content creation.

Career Opportunities:

The seminar also highlighted various career paths in the gaming industry, including roles such as:

- Game Developer
- Game Designer

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- AI Engineer for Games
- Esports Manager
- Content Creator and Streamer

Each of these career paths requires specific skills and tools, and the session provided detailed insights into how students can begin preparing for these careers through education, internships, and hands-on experience.

The seminar witnessed enthusiastic participation from students, reflecting their strong interest in exploring gaming as both a career and a creative outlet. Students actively engaged in the discussions, asking questions and showing a deep curiosity about the rapidly evolving gaming industry.

Acknowledgments:

The Principal of Pragati Engineering College, Dr. G. Naresh, expressed his appreciation for the success of the event and congratulated the coordinators for their efforts in organizing the seminar. Special mention was made of the faculty coordinator, Mr. D. Konda Babu (Assistant Professor, Department of IT), and the student coordinators for their commitment in ensuring the smooth execution of the program.

Conclusion:

The seminar was a great success in achieving its objective of educating students about the gaming industry and the career opportunities within it. The Gaming Club, along with the Career Guidance Cell, extended its heartfelt gratitude to all the participants, speakers, and contributors who played an essential role in making this event a memorable and informative experience.

The Resource Person of this event was:

I.V. Naveen Kumar (III Year - CSE CS)

Faculty Coordinator :

1. D.Kondababu - Assistant Professor (Department of IT)

Students from various branches attended the session and expressed keen interest in joining the Gaming Club Community.

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Event Statistics;

- Number of Registrations: 57

- Number of Attendees: 57

THEME OF THE EVENT:

The seminar focused on the future of gaming hardware and the integration of Artificial Intelligence into gaming technologies.

Key Highlights:

- Evolution of gaming hardware beyond traditional consoles.

- Cloud gaming platforms such as NVIDIA GeForce NOW, Xbox Cloud Gaming, and PlayStation Plus Premium.

- The application of AI techniques like Finite State Machines, Behavior Trees, Pathfinding algorithms.
- Role of AI in adaptive gameplay, procedural generation, and immersive experiences.

Conclusion:

The seminar successfully provided participants with a comprehensive understanding of the role of Artificial Intelligence in gaming. The event concluded with an interactive Q&A session, positive feedback from attendees, and valuable insights into future career opportunities in gaming and cloud technologies.

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The Resource Person of this event was:

I.V. Naveen Kumar (III Year - CSE CS)

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Feedback Report:

Contrast of a second	CONTRACTOR DE			Y .	And the second of the second o
	students given the f	feedback: Name	Branch	Year of Studying	Feedback
S.No	Roll Number		IT	Studying 3rd Year	Good
1	23A31A1209	Revathi Gundarapu	IT IT	3rd Year	Good
2	23A31A1229	Vennela Nunna	IT	3rd Year	Excellent
3	23A31A1215	Rajitha Karella	IT	3rd Year	Excellent
4	23A31A1217	K. Swathi Sri	IT	3rd Year	Excellent
5	24A35A1203	Pavani Jyothi	IT	3rd Year	Average
6	23A31A1207	G. Harichandana		3rd Year	Good
7	23A31A1202	Sai Devi Pallavi Bandaru	IT	3rd Year	Excellent
8	23A31A1219			3rd Year	Excellent
9	23A31A1225		IT	1st Year	Excellent
10	23A31A1230		IT	3rd Year	Excellent
11	23A31A1227		IT		Excellent
12	23A31A1239	Ganni Durga Preetham	IT	3rd Year	Good
13	23A31A1230		IT	3rd Year	Excellent
14	23A31A1205		IT	3rd Year	Excellent
14	23A31A1222		IT	3rd Year	Good
	23A31A1254		IT	3rd Year	
16	23A31A1228		IT	3rd Year	Excellen
17		- Cuthula	IT	3rd Year	Exceller
18	23A31A1212		IT	3rd Year	Good
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21	2343141247	Mannem Vamsi	Π	3rd Year
22	23A31A1237	G. V. Lokesh	Π	3rd Year
23	23A31A1208	Urmila Girada	П	3rd Year
	23A31A1250	N. Sai Tejaswara Reddy	IT	3rd Year
24	24A35A1211	Tanagala Tarak Sai	IT	3rd Year
25	23A31A1257	Shaik Nagur Basha	IT	3rd Year
26	23A31A1235	Dalu Nikesh	IT	3rd Year
27	23A31A1233	G. V. Somaraju	IT	3rd Year
28	23A31A1241		IT	3rd Year
29	23A31A1245	W W	IT	3rd Year
30	24A35A1206		IT	3rd Year
31	23A31A1255		IT	3rd Year
32	24A35A1210		IT	3rd Year
33	23A31A124	D luch	IT	3rd Year
34	23A31A123		IT	3rd Year
35	23A31A1230		IT	3rd Year
36	23A31A121		IT	3rd Year
37	23A31A122 23A31A125		IT	3rd Year
38	23A31A125 23A31A120		IT	3rd Year
39	23A31A120 23A31A123		IT	3rd Year
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41			IT	3rd Year
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15	24A35A1204	Sunkara Ashritha Rama Krishna	IT	3rd Year
16	23A31A1226	Tangi Anjali	IT	3rd Year
47	23A31A1211	Navya Deepthi Gurani		3rd Year
48	23A31A1203	Beera Vennela	IT	3rd Year
49	23A31A1204	Dasari Kiranmayi Sai Lakshmi	IT	2nd Year
50	23A31A4602	A. Sowmya	CS	3rd Year
51	23A31A4639	Katta Sai Swarup	CS	
52	23A31A4623	Yerrapothu Vyshnavi	CS	3rd Year
	24A35A4606	Pamu Sirisha	CS	3rd Year
53	23A31A4624	A Marketa Satyanarayana	CS	3rd Year
54			CS	3rd Year
55	23A31A4606		CS	3rd Year
56	23A31A4622	De la Rem	CS	3rd Year
57	23A31A4625	Adabala Raghu Ram		

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Session Images :-





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Surampalem, Andhra Pradesh, India 33m3+8v4, Surampalem, Andhra Pradesh 533437, India at 17.083188° Long 82.054394° 26/06/2025 01:34 PM GMT +05:30 ٠