PEC/CIRCULAR/2025   Date: 22-08-2025
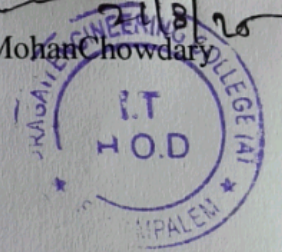
CIRCULAR

It is hereby informed to all the students that "**GAMING CLUB**" "Department of Information Technology" is conducting an offline event on "**AI in Gaming**" On 22-08-2025. Interested students are informed to register their names and participate in the event

FacultyCoordinator: HOD-IT:

D.Kondababu–AssistantProfessor(DepartmentofIT)   G.SatyaMohanChowdary

StudentCoordinators:

I.V.NaveenKumar(23A31A4638)

V.Sudheeksha(23A31A1230)

EventDetails:
Date:22-08-2025
Mode:Offline
Time:11:00AMto12:00PM

PRAGATIENGINEERINGCOLLEGE
(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

OFFICIALPOSTEROFTHEEVENTWILLBEPLACEDHERE:

FacultyCoordinator:

D.Kondababu–AssistantProfessor(DepartmentofIT)

HOD-IT:

G.SatyaMohanChowdary

StudentCoordinators:

I.V.NaveenKumar(23A31A4638)

V. Sudheeksha(23A31A1230)

PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

REGISTRATIONS:

List of students registered for the event on **"AI in Gaming"**

Sl.no	Roll Numbers	Name	Branch	Year of Studying
1	23A31A1209	Revathi Gundarapu	IT	3rd Year
2	23A31A1229	Vennela Nunna	IT	3rd Year
3	23A31A1215	Rajitha Karella	IT	3rd Year
4	23A31A1217	K. Swathi Sri	IT	3rd Year
5	24A35A1203	Pavani Jyothi	IT	3rd Year
6	23A31A1207	G. Hari Chandana	IT	3rd Year
7	23A31A1202	Sai Devi Pallavi Bandaru	IT	3rd Year
8	23A31A1219	N. Pavani	IT	3rd Year
9	23A31A1225	Talla Soumya Sree	IT	3rd Year
10	23A31A1230	Sudheeksha Vydadi	IT	1st Year
11	23A31A1227	V Krishna Mounika	IT	3rd Year
12	23A31A1239	G Durga Preetham	IT	3rd Year
13	23A31A1206	Sri Venkata Lakshmi	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	V Sree Chandrika	IT	3rd Year
18	23A31A1212	Madhu Priya Guthula	IT	3rd Year
19	23A31A1240	Gorantla Siva	IT	3rd Year
20	23A31A1242	Gumma Vamsi	IT	3rd Year
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	T 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

PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

38	23A31A1252	Neelapu Deekshith	IT	3rd Year
39	23A31A1201	Navya Anjuri	IT	3rd Year
40	23A31A1232	Yarra Syamala	IT	3rd Year
41	23A31A1231	Pravallika Yaramati	IT	3rd Year
42	23A31A1213	G. Harika	IT	3rd Year
43	23A31A1224	Bhargavi Sripathi	IT	3rd Year
44	23A31A1221	Puramsetti. Hamsini	IT	3rd Year
45	24A35A1204	Sunkara Ashritha Rama Krishna	IT	3rd Year
46	23A31A1226	Tangi. Anjali	IT	3rd Year
47	23A31A1211	Navya Deepthi Gurani	IT	3rd Year
48	23A31A1203	Beera Vennela	IT	3rd Year
49	23A31A1204	Dasari Kiranmayi Sai Lakshmi	IT	3rd Year
50	23A31A4602	A Sowmya	CS	2nd Year
51	23a31a4639	Katta Sai Swarup	CS	3rd Year
52	23A31A4623	Yerrapothu Vyshnavi	CS	3rd Year
53	24a35a4606	Pamu. sirisha	CS	3rd Year
54	23A31A4624	Achutha Venkata Satyanarayana	CS	3rd Year
55	23A31A4606	K Geethika	CS	3rd Year
56	23A31A4622	V. Sujana	CS	3rd Year
57	23A31A4625	Adabala Raghu Ram	CS	3rd Year

Attendance:

NO OF students Attended for the event on **"AI in Gaming"**

Sl.no	Roll Number	Name	Branch	Year of Studying
1	23A31A1209	Revathi Gundarapu	IT	3rd Year
2	23A31A1229	Vennela Nunna	IT	3rd Year
3	23A31A1215	Rajitha Karella	IT	3rd Year
4	23A31A1217	K. Swathi Sri	IT	3rd Year
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6	23A31A1207	G. Harichandana	IT	3rd Year
7	23A31A1202	Sai Devi Pallavi Bandaru	IT	3rd Year
8	23A31A1219	N. Pavani	IT	3rd Year
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13	23A31A1206	Sri Venkata Lakshmi	IT	3rd Year
14	23A31A1205	D. Pujitha	IT	3rd Year
15	23A31A1222	R. Navya	IT	3rd Year

PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

16	23A31A1254	Hemanth	IT	3rd Year
17	23A31A1228	V Sree Chandrika	IT	3rd Year
18	23A31A1212	Madhu Priya Guthula	IT	3rd Year
19	23A31A1240	Gorantla Siva	IT	3rd Year
20	23A31A1242	Gumma Vamsi	IT	3rd Year
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	T Tarak Sai	IT	3rd Year
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27	23A31A1235	DALU NIKESH	IT	3rd Year
28	23A31A1241	G V Somaraju	IT	3rd Year
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37	23A31A1220	Pedapati Devi Sri Varsha	IT	3rd Year
38	23A31A1252	Neelapu Deekshith	IT	3rd Year
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43	23A31A1224	Bhargavi Sripathi	IT	3rd Year
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52	23A31A4623	Yerrapothu Vyshnavi	CS	3rd Year
53	24a35a4606	Pamu. Sirisha	CS	3rd Year
54	23A31A4624	Achutha Venkata Satyanarayana	CS	3rd Year
55	23A31A4606	K Geethika	CS	3rd Year
56	23A31A4622	V Sujana	CS	3rd Year
57	23A31A4625	Adabala Raghu Ram	CS	3rd Year

Beyond the Screen: AI's Impact on Player Experience

- **Personalized Recommendations** AI analyzes your preferences to suggest games, content, and experiences tailored just for you.

- **Dynamic Storytelling** Narratives evolve based on your choices and actions, creating truly unique and replayable adventures.

- **Realistic Opponent Behavior** AI opponents learn and adapt, providing formidable and engaging challenges that feel like playing against another person.

- **Immersive Virtual Assistants** AI coaches and guides offer real-time advice, enhancing learning and immersion within the game world.

The Horizon: Future of AI in Gaming

The future of AI in gaming promises unprecedented levels of realism, personalization, and creative freedom.

1 Fully AI-Generated Games

Imagine entire games created dynamically by AI, from story to mechanics, offering infinite new experiences.

2 Hyper-Personalized Experiences

Games will adapt not just to skill, but to mood, preferences, and even emotional states for truly bespoke gameplay.

3 Smarter Multiplayer Bots

AI bots will provide challenging, human-like opponents or teammates, revolutionizing online multiplayer environments.

4 Integration with VR/AR & Metaverse

AI will seamlessly blend virtual and augmented realities, creating deeply immersive and interconnected gaming ecosystems.

AI in Action: Modern Gaming Examples

The Last of Us

Showcases advanced AI companions and enemies with realistic behaviors and emotional depth.

FIFA

Features adaptive AI teams that learn and adjust their strategies based on player performance, creating dynamic matches.

Minecraft

Utilizes procedural generation to create infinite, diverse worlds for players to explore and build within.

OpenAI9s Dota 2 Bot

A groundbreaking AI that has defeated professional players, demonstrating superior strategic thinking and micro-management.

AI's Influence: Beyond Gaming

Training & Simulations

AI creates highly realistic scenarios for military, medical, and industrial training, preparing professionals for real-world challenges.

Virtual Reality & Metaverse

AI is the backbone of immersive VR experiences and the evolving Metaverse, creating dynamic and interactive digital worlds.

Gamified Education

AI transforms learning into engaging games, adapting content and challenges to individual student needs and progress.

Esports Analytics

AI analyzes vast amounts of game data to provide insights into player performance, strategies, and team dynamics, enhancing competitive play.

Event Report: "AI in Gaming" Presentation

Date: 22-08-2025
Organized by: Gaming Club, Department of Information Technology
In association with: Career Guidance Cell, Pragati Engineering College

Introduction:

On 22-08-2025, the "Gaming Club" of the Department of Information Technology, in association with the Career Guidance Cell, successfully organized a presentation on **AI in Gaming** at Pragati Engineering College. The event aimed to introduce students to the thrilling world of competitive gaming using AI.

Objective:

The primary goal of this event was to create awareness about the games using **Artificial Intelligence** and to give students a real-time feel of competitive gameplay. The event was designed to nurture teamwork, strategy, and quick decision-making skills through structured gaming competitions and to spark interest in games as a potential career and community.

Overview:

The seminar "Add AI to Your Games" was conducted by the Gaming Club at Pragati Engineering College to highlight the role of Artificial Intelligence in modern game development. The session covered the importance of AI in making games smarter and more engaging, explained key techniques like pathfinding, decision trees, and machine learning, and showcased examples from popular games such as Pac-Man, FIFA, PUBG, and GTA V. The seminar also explored how developers can integrate AI into their own projects, the benefits and challenges of AI in gaming, and its future potential. Overall, the event provided valuable insights to students and encouraged them to explore AI-driven innovations in game development.

Key Topics Covered:

- Unlocking the Power of AI: A New Era in Gaming
- A Journey Through Time: The Evolution of AI in Games
- Behind the Scenes: AI in Game Development
- Level Up Your Play: AI in Gameplay
- Beyond the Screen: AI's Impact on Player Experience
- AI in Action: Modern Gaming Examples
- The Horizon: Future of AI in Gaming
- Conclusion: AI 3 The Ultimate Game Changer

Theme of The Seminar:

The theme of the seminar "Add AI to Your Games" revolved around exploring how Artificial Intelligence can transform gaming experiences. The focus was on understanding the use of AI techniques to make games more interactive, realistic, and adaptive to player behavior. By combining technical concepts like pathfinding, decision-making algorithms, and machine learning with practical examples from popular games, the event emphasized the growing importance of AI in shaping the future of the Gaming industry

Conclusion:

The seminar on "Add AI to Your Games" was successful in providing valuable knowledge on the role of AI in modern gaming. It helped students gain insights into AI concepts, tools, and practical applications in game development. The session inspired participants to look forward to the future possibilities of AI in the gaming industry.

Acknowledgments:

I sincerely thank our faculty coordinator [Sir's Name] and the Gaming Club, Pragati Engineering College for giving me this opportunity to present the seminar. I also thank all the participants for their active involvement, which made the seminar a success.

The Resource Person of this event was:

V. Sudheeksha (III Year - IT)

Feedback Report:

List of students given the feedback:

Sl.no	Roll Number	Name	Branch	Year of Studying	Feedback
1	23A31A1209	Revathi Gundarapu	IT	3rd Year	Excellent
2	23A31A1229	Vennela Nunna	IT	3rd Year	Good
3	23A31A1215	Rajitha Karella	IT	3rd Year	Excellent
4	23A31A1217	K. Swathi Sri	IT	3rd Year	Excellent
5	24A35A1203	Pavani Jyothi	IT	3rd Year	Excellent
6	23A31A1207	G. Harichandana	IT	3rd Year	Average
7	23A31A1202	Sai Devi Pallavi Bandaru	IT	3rd Year	Good
8	23A31A1219	N. Pavani	IT	3rd Year	Excellent
9	23A31A1225	Talla Soumyasree	IT	3rd Year	Excellent
10	23A31A1230	Sudheeksha Vydadi	IT	3rd Year	Excellent
11	23A31A1227	Vakapalli Krishna Mounika	IT	3rd Year	Excellent
12	23A31A1239	Ganni Durga Preetham	IT	3rd Year	Excellent
13	23A31A1230	Sudheeksha Vydadi	IT	3rd Year	Good
14	23A31A1205	D. Pujitha	IT	3rd Year	Excellent
15	23A31A1222	R. Navya	IT	3rd Year	Excellent
16	23A31A1254	Hemanth	IT	3rd Year	Good
17	23A31A1228	V Sreechandrika	IT	3rd Year	Excellent
18	23A31A1212	Madhu Priya Guthula	IT	3rd Year	Excellent
19	23A31A1240	Gorantla Siva	IT	3rd Year	Good

PRAGATI ENGINEERING COLLEGE

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DEPARTMENT OF INFORMATION TECHNOLOGY

20		23A31A1242	Gumma Vamsi	IT	3rd Year	Excellent
21		23A31A1247	Mannem Vamsi	IT	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
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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
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41		23A31A1231	Pravallika Yaramati	IT	3rd Year	Good
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47		23A31A1211	Navya Deepthi Gurani	IT	3rd Year	Excellent
48		23A31A1203	Beera Vennela	IT	3rd Year	Excellent
49		23A31A1204	Dasari Kiranmayi Sai Lakshmi	IT	3rd Year	Good
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57		23A31A4625	Adabala Raghu Ram	CS	3rd Year	Excellent

PRAGATI ENGINEERING COLLEGE

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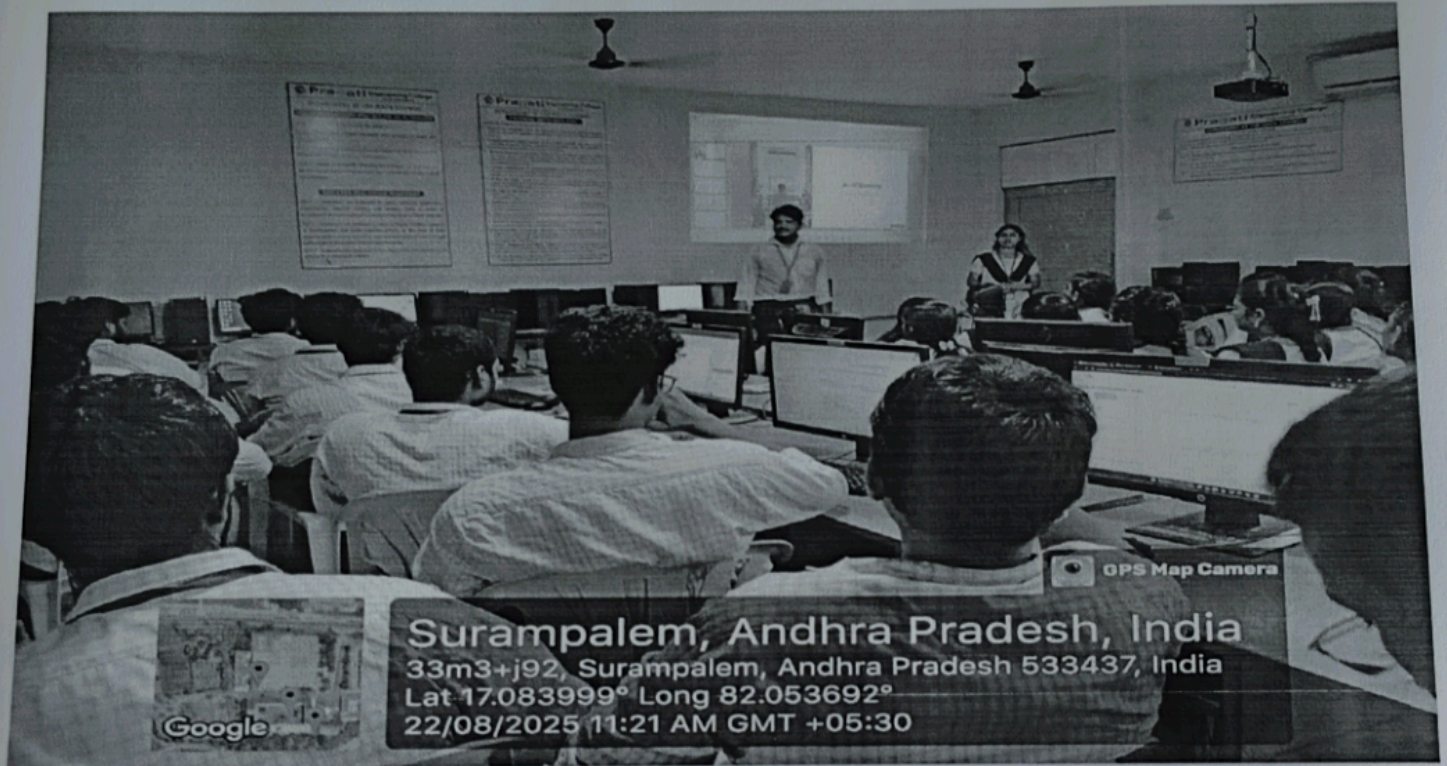
Feedback Summary:

Feedback	Number of Persons
Excellent	36
Good	13
Average	7
Bad	0

Surampalem, Andhra Pradesh, India
33m3+j92, Surampalem, Andhra Pradesh 533437, India
Lat 17.083999° Long 82.053692°
22/08/2025 11:21 AM GMT +05:30

Surampalem, Andhra Pradesh, India
1-378, Surampalem, Andhra Pradesh 533437, India
Lat 17.083718° Long 82.053978°
22/08/2025 11:24 AM GMT +05:30

Surampalem, Andhra Pradesh, India
33m3+j92, Surampalem, Andhra Pradesh 533437, India
Lat 17.084243° Long 82.053461°
22/08/2025 11:28 AM GMT +05:30

PRAGATI ENGINEERING COLLEGE

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Surampalem, Andhra Pradesh, India
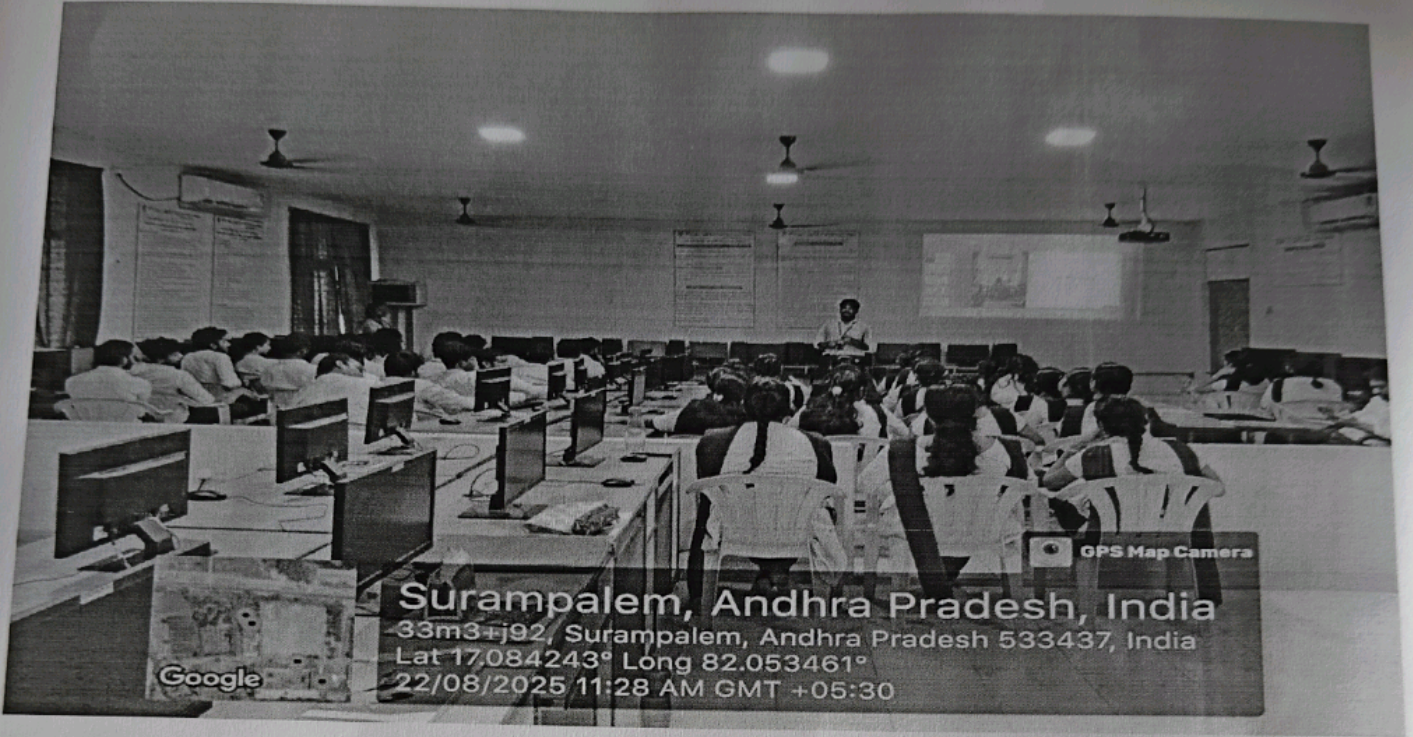1-378, Surampalem, Andhra Pradesh 533437, India
Lat 17.083455° Long 82.054168°
22/08/2025 11:23 AM GMT +05:30