



PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

PEC CIRCULAR/2025

Date: 20-12-2025

CIRCULAR

It is hereby informed to all the students that “GAMING CLUB” “Department of Information Technology” is conducting an offline event on “Add AI to your Games” On 23-12-2025. Interested students are informed to register their names and participate in the event.

Faculty Coordinator :

D. Kondababu – Assistant Professor (Department of IT)

HOD-IT:

G. Satya Mohan Chowdary



Student Coordinators:

V. Sudheeksha (23A31A1230)

Event Details:

Date: 23-12-2025

Mode: Offline

Time: 10:00 AM to 11:30 AM



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OFFICIAL POSTER OF THE EVENT WILL BE PLACED HERE:

Pragati Engineering College
(AUTONOMOUS)

GAMING CLUB

OF IT DEPARTMENT IN ASSOCIATION WITH CAREER GUIDANCE CELL ORGANIZES A WEBINAR ON
... ZERO TO YOUR GAME ...

EVENT REGISTRATIONS ARE OPEN
(FOR II YEAR STUDENTS)

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

SPEAKERS
V. Sudheeksha (23A31A1230)

MODE : OFFLINE
DATE : 23-12-2025
TIME : 10:00 AM TO 11:00 AM

PRESIDENT OF THE CLUB :
V. Sudheeksha (III IT)

Faculty Coordinator: 

D. Kondababu – Assistant Professor

HOD-IT: 

G. Satya Mohan Chowdary

Student Coordinator:

V. Sudheeksha (23A31A1230)



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REGISTRATIONS:

List of students registered for the event on “Add AI to your Games”

Sl.no	Roll Numbers	Name	Branch
1	24A31A4649	Kouluri Mohan ponnadhar	CS
2	24A31A4663	Vinti Jyothi Charan	CS
3	24A31A4626	Divya sree peruri	CS
4	24A31A4618	Pravalika	CS
5	24A31A4637	D Likhith Kumar	CS
6	24A31A4638	Dutta Hema Naga Sai Manikanta	CS
7	24A31A4657	S.sunny	CS
8	24A31A4605	B gayatri	CS
9	24A31A1223	Sabbineedi Anjali Devi	IT
10	24A31A1228	Vanaparthi kavya sri	IT
11	24A31A1227	Temmanaboina sirisha	IT
12	24A31A1250	Nitesh Raj namburi	IT
13	24A31A1259	POTTA VISHALGUPTA	IT
14	24A31A1203	Bezawada Naga Ramya Harshitha	IT
15	24A31A1215	Maddela Anitha	IT
16	24A31A1214	Mallavarapu Gayathri sri lakshmi kamala	IT
17	24A31A1211	KOMALI PAVANI NAGA MANI	IT
18	24A31A1204	B.L.L.MANI DURGA	IT
19	24A31A1229	Meghana	IT
20	24A31A1207	SUHITHA GANDI	IT
21	24A31A1224	Kavya Varshini Gayatri Sankuru	IT
22	25A35A1201	Vetsa.Sri Pushpa	IT
23	24A31A1230	Varada V L B V Kamakshi	IT
24	24A31A1201	Akula Sai Narasimhalakshmi	IT
25	24A31A1218	Sathwika pati	IT
26	24A31A1206	E Mamatha	IT
27	24A31A1213	Praneetha Kothuri	IT
28	24A31A1221	R. Pujitha Ramani	IT
29	24A31A1261	S Guru Murali	IT
30	25A35A1202	Pravalika pothula	IT
31	24A31A1251	NANDIGAM VENKATA PHANI SATYA SRI RAM CHARAN	IT
32	25A35A1204	Boddani Atchi RajKumar	IT
33	24A31A1257	PINJALA VENKATESH	IT
34	24A31A1249	M.Manikanta karthik	IT
35	24A31A1229	LAKSHMI CHAITANYA PIDUGU	IT
36	24A31A1253	Ganesh Ponnamanda	IT



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37	24A31A1217	Satya Anusha Nathipam	IT
38	24A31A1264	Teja	IT
39	24A31A1235	Ch.sanjay	IT
40	24A31A1233	Mahindra babu	IT
41	24A31A1234	Ch. Yogendra	IT
42	24A31A1256	P.Subbarao	IT
43	24A31A1238	GUBBALA PAVAN KUMAR	IT

Attendance:

List of students Attended for the event on “Add AI to your Games”

Sl.no	Roll Number	Name	Branch
1	24A31A4649	Kouluri Mohan ponnadhar	CS
2	24A31A4663	Vinti Jyothi Charan	CS
3	24A31A4626	Divya sree peruri	CS
4	24A31A4618	Pravalika	CS
5	24A31A4637	D Likhith Kumar	CS
6	24A31A4638	Dutta Hema Naga Sai Manikanta	CS
7	24A31A4657	S.sunny	CS
8	24A31A4605	B gayatri	CS
9	24A31A1223	Sabbineedi Anjali Devi	IT
10	24A31A1228	Vanaparthi kavya sri	IT
11	24A31A1227	Temmanaboina sirisha	IT
12	24A31A1250	Nitesh Raj namburi	IT
13	24A31A1259	POTTA VISHALGUPTA	IT
14	24A31A1203	Bezawada Naga Ramya Harshitha	IT
15	24A31A1215	Maddela Anitha	IT
16	24A31A1214	Mallavarapu Gayathri sri lakshmi kamala	IT
17	24A31A1211	KOMALI PAVANI NAGA MANI	IT
18	24A31A1204	B.L.L.MANI DURGA	IT
19	24A31A1229	Meghana	IT
20	24A31A1207	SUHITHA GANDI	IT
21	24A31A1224	Kavya Varshini Gayatri Sankuru	IT
22	25A35A1201	Vetsa.Sri Pushpa	IT
23	24A31A1230	Varada V L B V Kamakshi	IT
24	24A31A1201	Akula Sai Narasimhalakshmi	IT
25	24A31A1218	Sathwika pati	IT
26	24A31A1206	E Mamatha	IT
27	24A31A1213	Praneetha Kothuri	IT
28	24A31A1221	R. Pujitha Ramani	IT
29	24A31A1261	S Guru Murali	IT



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30	25A35A1202	Pravalika pothula	IT
31	24A31A1251	NANDIGAM VENKATA PHANI SATYA SRI RAM CHARAN	IT
32	25A35A1204	Boddani Atchi RajKumar	IT
33	24A31A1257	PINJALA VENKATESH	IT
34	24A31A1249	M.Manikanta karthik	IT
35	24A31A1220	LAKSHMI CHAITANYA PIDUGU	IT
36	24A31A1258	Ganesh Ponnamanda	IT
37	24A31A1217	Satya Anusha Nathipam	IT
38	24A31A1264	Teja	IT
39	24A31A1235	Ch.sanjay	IT
40	24A31A1233	Mahindra babu	IT
41	24A31A1234	Ch. Yogendra	IT
42	24A31A1256	P.Subbarao	IT
43	24A31A1238	GUBBALA PAVAN KUMAR	IT

Photos of the Event:

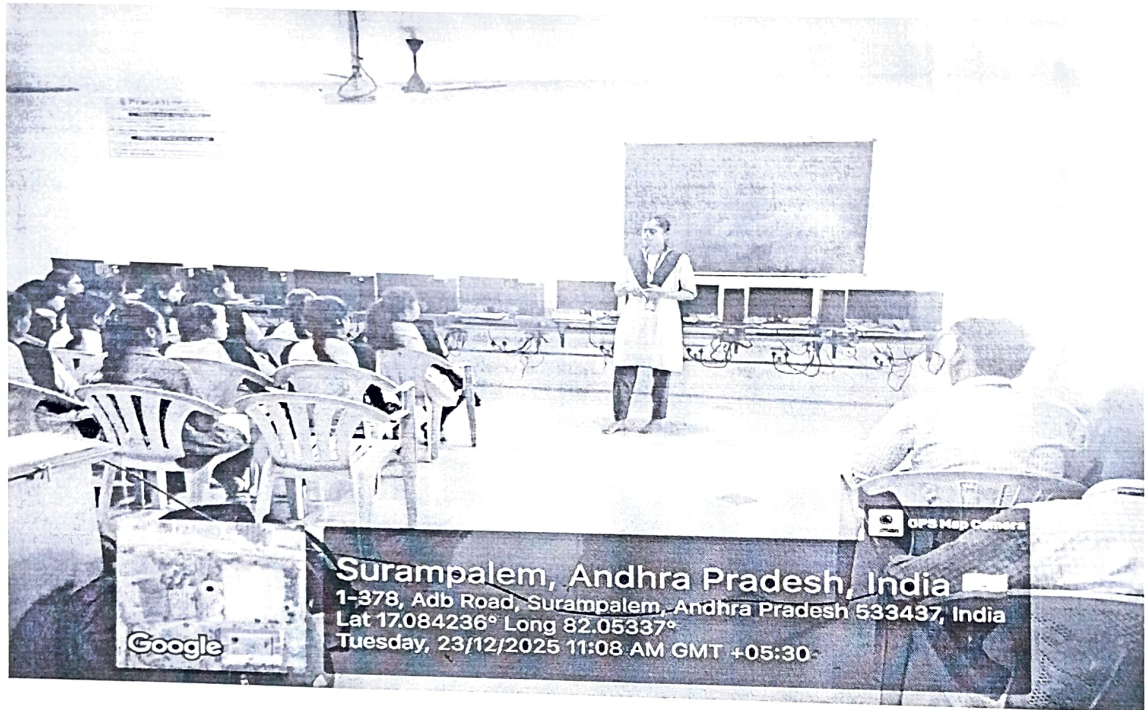




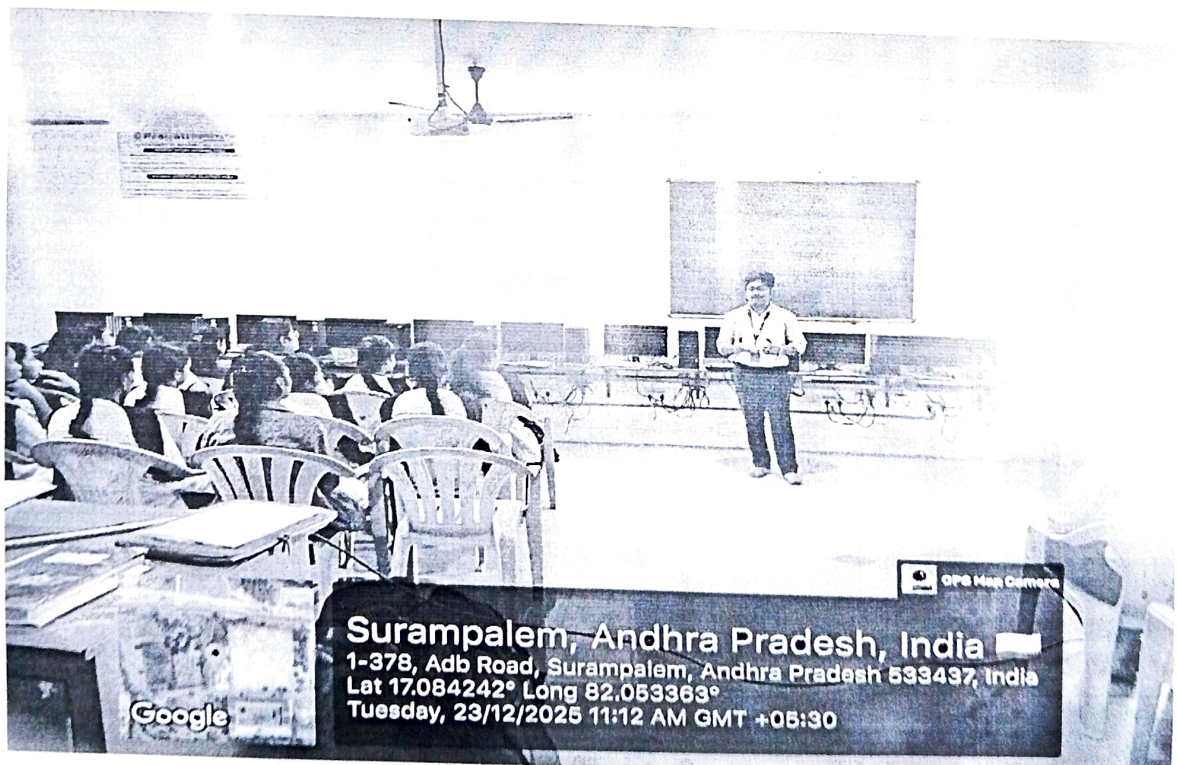
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Surampalem, Andhra Pradesh, India
1-378, Adb Road, Surampalem, Andhra Pradesh 533437, India
Lat 17.084236° Long 82.05337°
Tuesday, 23/12/2025 11:08 AM GMT +05:30



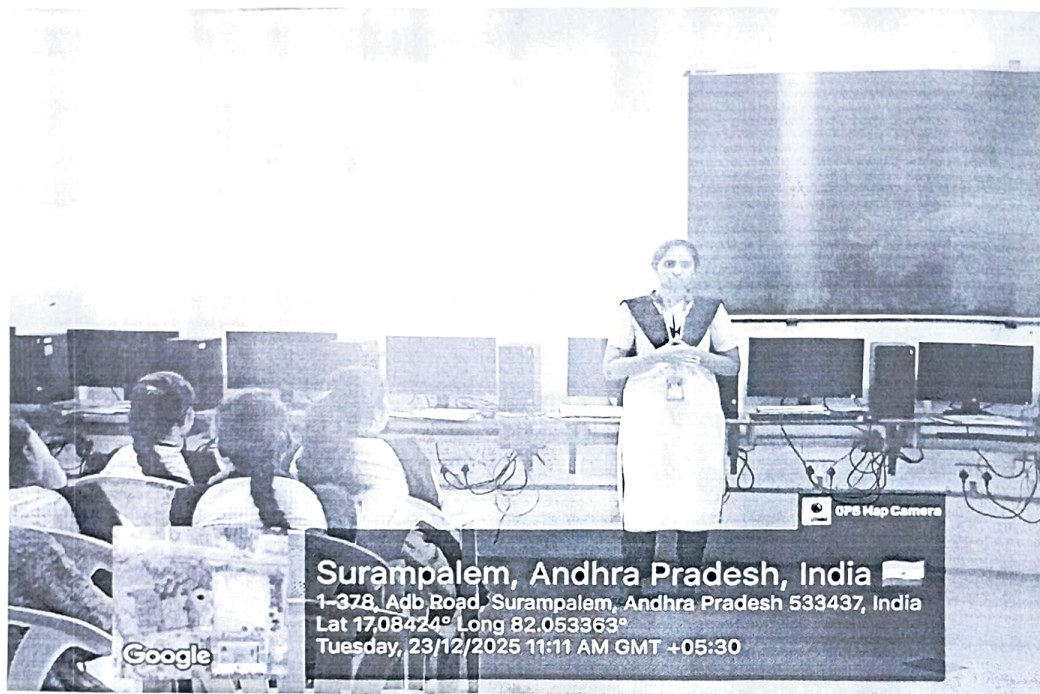
Surampalem, Andhra Pradesh, India
1-378, Adb Road, Surampalem, Andhra Pradesh 533437, India
Lat 17.084242° Long 82.053363°
Tuesday, 23/12/2025 11:12 AM GMT +05:30



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Event Report: "Add AI to your Games" Seminar

Date: 23-12-2025

Organized by: Gaming Club, Department of Information Technology

In association with: Career Guidance Cell, Pragati Engineering College

Introduction:

On 23-12-2025, the "Gaming Club" of the Department of Information Technology, in association with the Career Guidance Cell, successfully organized a presentation on **Add AI to your Games** at Pragati Engineering College. The event aimed to introduce students to the thrilling world of competitive gaming using AI.

Objective:

The primary objective of this webinar is to enhance player engagement through dynamic and adaptive gameplay experiences, to automate testing and balance game mechanics using intelligent simulation, to enable personalized content and smarter non-player character behaviors..

Overview:

This is an offline event organized by the Gaming Club of the IT Department in association with the Career Guidance Cell. Incorporating Artificial Intelligence (AI) into game development fundamentally transforms design, interactivity, and player experience. AI enables more immersive and adaptive gameplay through intelligent non-player characters (NPCs), procedural content generation, and personalized player interactions. From pathfinding and decision-making to dynamic difficulty adjustment and real-time analytics, AI systems enhance both development efficiency and gameplay depth. Implementing AI not only automates testing and balancing but also drives innovation in player engagement, making games more responsive, challenging, and uniquely tailored to individual users.

Key Topics Covered:

- **Foundations of Game AI** – Core techniques like Finite State Machines (FSMs), Behavior Trees, and pathfinding algorithms (A*, NavMesh).
- **Advanced NPC Behavior** – Implementing adaptive enemy AI, crowd simulation, and believable character interactions using machine learning.
- **Procedural Content Generation (PCG)** – Using AI algorithms to dynamically create levels, maps, quests, and narrative elements.
- **Player Experience Personalization** – Adaptive difficulty systems, player modeling, and real-time content tailoring based on behavior.
- **AI-Driven Testing & Balancing** – Automating QA, playtesting, and game balancing through simulation and reinforcement learning.
- **Tools & Integration** – Overview of AI middleware, game engine integration (Unity ML-Agents, Unreal Engine AI tools), and best practices for implementation.
- **Ethical & Design Considerations** – Addressing fairness, addiction risks, and balancing AI autonomy with gameplay design intentions.



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Theme of the Seminar:

This theme emphasizing how modern artificial intelligence can transform games from static entertainment into dynamic, adaptive, and deeply engaging interactive experiences. By bridging foundational AI techniques with cutting-edge innovations—such as adaptive NPCs, procedural content generation, and player-centric personalization—the seminar demonstrates how developers can use AI not only to automate tasks and enhance realism but also to craft smarter, more responsive, and uniquely tailored gameplay that evolves with the player.

Conclusion:

This session successfully integrated Artificial intelligence into game development is no longer a futuristic concept but a transformative and accessible approach to modern game design. This seminar highlighted how AI can elevate player immersion through adaptive NPCs, intelligent procedural generation, and personalized gameplay—while also streamlining development with automated testing and balancing tools. The journey from foundational techniques like behavior trees and pathfinding to advanced applications in machine learning and data-driven personalization illustrates a clear path toward richer, more dynamic gaming experiences.

Acknowledgments:

I sincerely thank our faculty coordinator Mr. D. Konda babu 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	Feedback
1	24A31A4649	Kouluri Mohan ponnadhar	CS	Excellent
2	24A31A4663	Vinti Jyothi Charan	CS	Good
3	24A31A4626	Divya sree peruri	CS	Excellent
4	24A31A4618	Pravalika	CS	Excellent
5	24A31A4637	D Likhith Kumar	CS	Excellent
6	24A31A4638	Dutta Hema Naga Sai Manikanta	CS	Average
7	24A31A4657	S.sunny	CS	Good
8	24A31A4605	B gayatri	CS	Excellent
9	24A31A1223	Sabbineedi Anjali Devi	IT	Excellent
10	24A31A1228	Vanaparthi kavya sri	IT	Excellent
11	24A31A1227	Temmanaboina sirisha	IT	Excellent
12	24A31A1250	Nitesh Raj namburi	IT	Excellent
13	24A31A1259	POTTA VISHALGUPTA	IT	Good
14	24A31A1203	Bezawada Naga Ramya Harshitha	IT	Excellent



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15	24A31A1215	Maddela Anitha	IT	Excellent
16	24A31A1214	Mallavarapu Gayathri sri lakshmi kamala	IT	Good
17	24A31A1211	KOMALI PAVANI NAGA MANI	IT	Excellent
18	24A31A1204	B.L.L.MANI DURGA	IT	Excellent
19	24A31A1229	Meghana	IT	Good
20	24A31A1207	SUHITHA GANDI	IT	Excellent
21	24A31A1224	Kavya Varshini Gayatri Sankuru	IT	Excellent
22	25A35A1201	Vetsa Sri Pushpa	IT	Excellent
23	24A31A1230	Varada V L B V Kamakshi	IT	Excellent
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27	24A31A1213	Praneetha Kothuri	IT	Excellent
28	24A31A1221	R. Pujitha Ramani	IT	Excellent
29	24A31A1261	S Guru Murali	IT	Excellent
30	25A35A1202	Pravalika pothula	IT	Excellent
31	24A31A1251	NANDIGAM VENKATA PHANI SATYA SRI RAM CHARAN	IT	Good
32	25A35A1204	Boddani Atchi RajKumar	IT	Excellent
33	24A31A1257	PINJALA VENKATESH	IT	Excellent
34	24A31A1249	M.Manikanta karthik	IT	Excellent
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40	24A31A1233	Mahindra babu	IT	Average
41	24A31A1234	Ch. Yogendra	IT	Good
42	24A31A1256	P.Subbarao	IT	Good
43	24A31A1238	GUBBALA PAVAN KUMAR	IT	Average

Feedback Summary:

Feedback	Number of Persons
Excellent	27
Good	11
Average	5

Dub
FACULTY CO-ORDINATOR

