# PRAGATI ENGINEERING COLLEGE

## (AUTONOMOUS)

## DEPARTMENT OF INFORMATION TECHNOLOGY

# CIRCULAR

It is hereby informed to all the students that "**GAMING CLUB**" "Department of Information Technology" is conducting an offline event on **"Start your game career streaming"** On 29-01-2026. Interested students are informed to register their names and participate in the event.

**Faculty Coordinator :**                                                            **HOD-IT:**

D. Kondababu – Assistant Professor (Department of IT)                    G. Satya Mohan Chowdary

**Student Coordinators:**

P. L. Chaitanya (24A31A1220)

K. Revanth (24A31A1266)

**Event Details:**
**Date:** 29-01-2026
**Mode:** Offline
**Time:** 11:00 AM to 12:00 PM

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**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:**

P. L. Chaitanya (24A31A1220)

K. Revanth (24A31A1266)

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## REGISTRATIONS:

List of students registered for the event on **"Start your game career streaming"**

| Sl.no | Roll Numbers | Name | Branch |
|---|---|---|---|
| 1 | 24A31A1649 | 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 | 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 |

## Attendance:

List of students Attended for the event on **"Start your game career streaming"**

| 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 |

| 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:**



Surampalem, Andhra Pradesh, India
1-378, Adb Road, Surampalem, Andhra Pradesh 533437, India
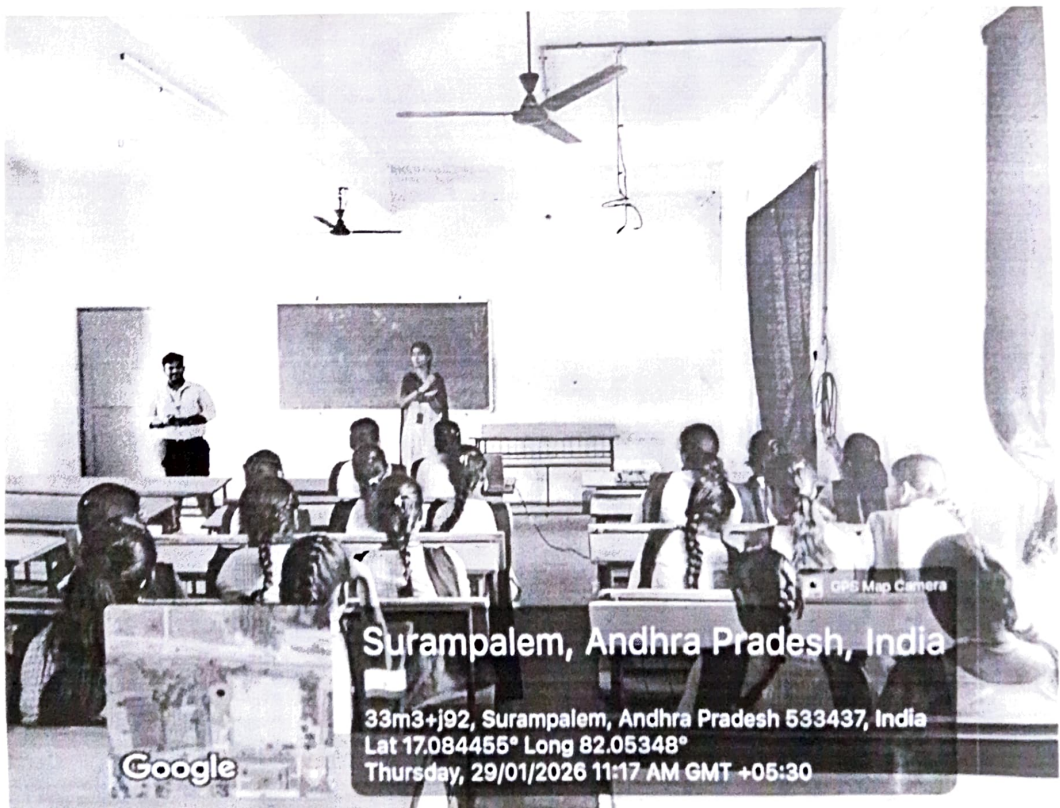Lat 17.084427° Long 82.053413°
Thursday, 29/01/2026 11:19 AM GMT +05:30

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## DEPARTMENT OF INFORMATION TECHNOLOGY



Surampalem, Andhra Pradesh, India
1-378, Adb Road, Surampalem, Andhra Pradesh 533437, India
Lat 17.084427° Long 82.053413°
Thursday, 29/01/2026 11:18 AM GMT +05:30



Surampalem, Andhra Pradesh, India
33m3+j92, Surampalem, Andhra Pradesh 533437, India
Lat 17.084455° Long 82.05348°
Thursday, 29/01/2026 11:17 AM GMT +05:30
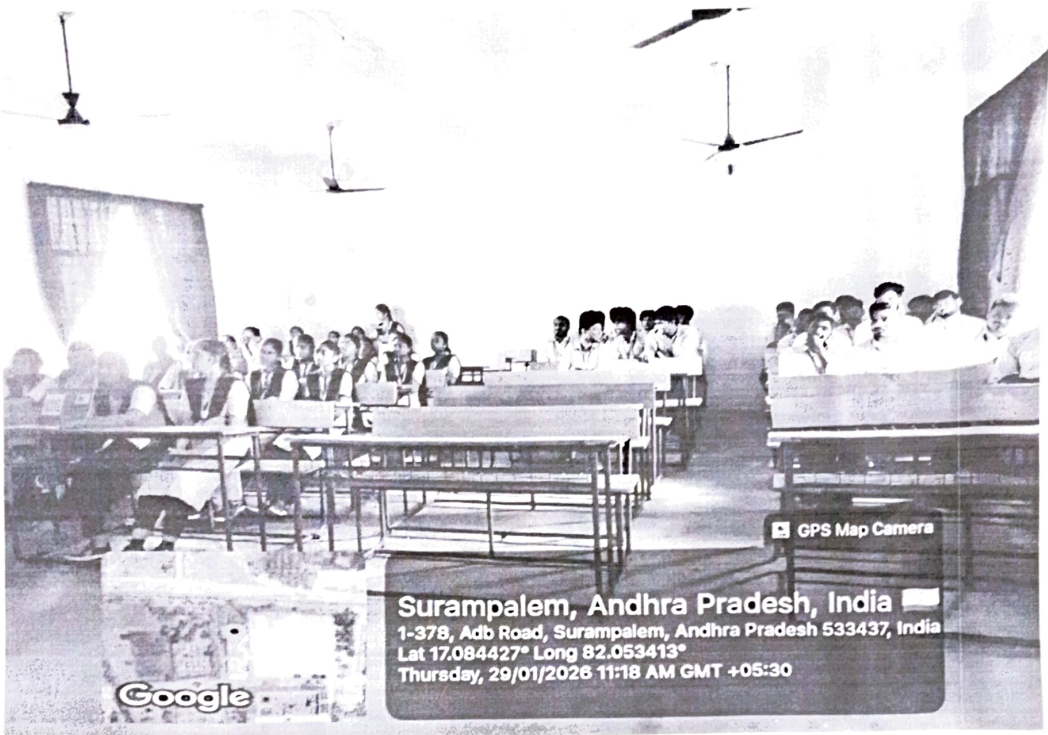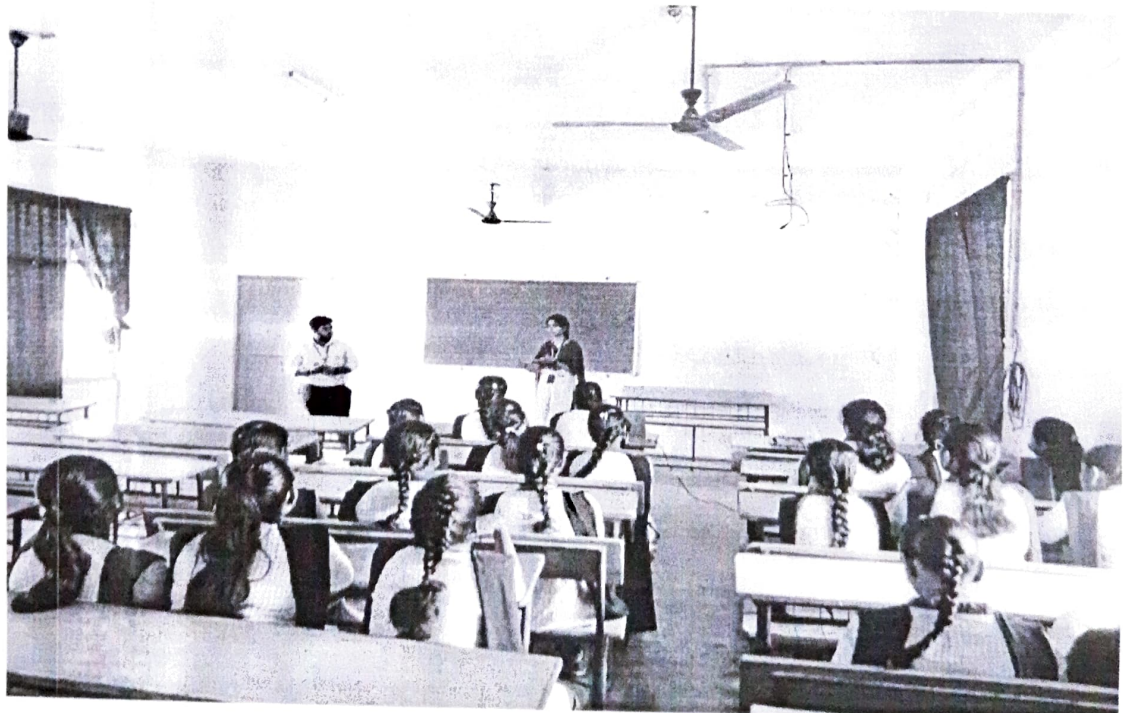
# PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

## DEPARTMENT OF INFORMATION TECHNOLOGY

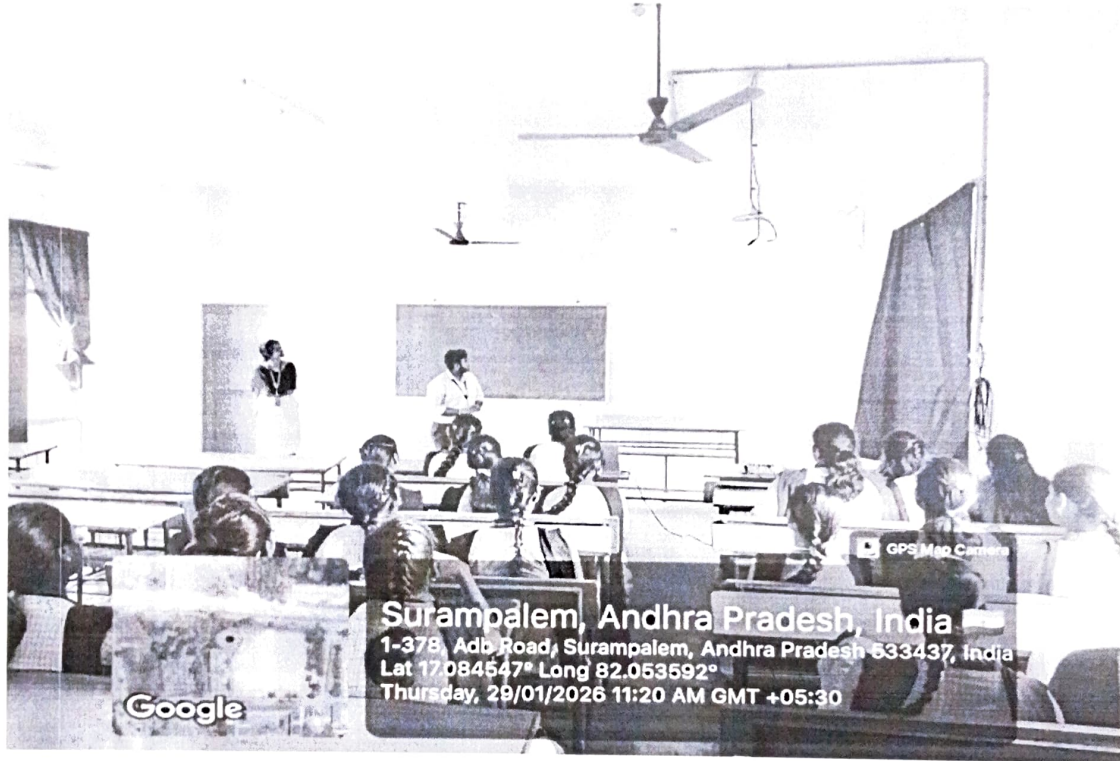**Event Report:** "Start your game career streaming" Seminar
Date: 29-01-2026
Organized by: Gaming Club, Department of Information Technology
In association with: Career Guidance Cell, Pragati Engineering College

## Introduction:

On 29-01-2026, the "Gaming Club" of the Department of Information Technology, in association with the Career Guidance Cell, successfully organized a presentation on **Start your game career streaming** at Pragati Engineering College. The event aimed to introduce students how to start your careers by streaming games.

## Objective:

The core objectives are to first define a unique brand and consistent content strategy that cuts through a saturated market. Next, building a professional yet accessible technical setup is essential to produce a reliable, high-quality broadcast. The true foundation, however, lies in cultivating an engaged, positive community through genuine interaction, which then enables the diversification of income streams. Ultimately, long-term success depends on sustaining this effort by proactively managing the risks of burnout, algorithmic changes, and financial instability inherent to the profession.

## Overview:

This is an offline event organized by the Gaming Club of the IT Department in association with the Career Guidance Cell. Game streaming as a career is a multifaceted entrepreneurial pursuit that blends entertainment, technology, and community management. It begins with a strategic foundation: defining a unique personal brand and a sustainable content plan tailored to a specific niche and audience. Success hinges on mastering the technical setup for quality broadcasts and, more critically, on the deliberate cultivation of a loyal, interactive community.

## Key Topics Covered:

- **Mindset & Strategy:** Shifting from hobbyist to professional, defining a Unique Value Proposition (UVP), and setting realistic goals.
- **Technical Setup:** Essential hardware, streaming software (OBS, Streamlabs), platform selection (Twitch, YouTube), and audio/visual optimization.
- **Brand & Content:** Creating a cohesive channel identity, developing core content pillars, and mastering discoverability via SEO and social media.
- **Community Building:** Fostering an engaged audience through interaction, chat moderation, and platform tools like raids and channel points.
- **Monetization:** Exploring revenue streams (subscriptions, donations, sponsorships, merchandise) and the importance of income diversification.
- **Networking & Growth:** Leveraging collaborations with other creators and building a professional network for opportunities.

- **Sustainability & Challenges:** Managing burnout, dealing with market saturation, mitigating platform risk, and planning for financial instability.

Theme of The Seminar:

**From Player to Professional:** Building Your Streaming Career with Strategy, Not Just Gameplay

This seminar is designed to reframe game streaming as a viable and structured career path. We will move past the myth of overnight success and focus on the core entrepreneurial pillars required to build a sustainable business around your passion. Attendees will leave with a clear, actionable blueprint that balances creative expression with practical business acumen, emphasizing that while playing the game is the medium, **building a community and a brand is the real mission.**

Conclusion:

Launching a successful career in game streaming is a marathon, not a sprint. It requires transforming a passion for gaming into a deliberate professional practice built on **strategy, consistency, and authentic connection**. While mastering the technical setup and crafting compelling content are essential, the true cornerstone of longevity is the **dedicated community** you foster. By approaching streaming with an entrepreneurial mindset—diversifying your revenue, planning for challenges like burnout and market saturation, and continuously adapting—you build a resilient foundation. Remember, the controller is just one tool; your most powerful assets are your unique personality and the engaged audience you grow alongside. Your journey starts not with going viral, but with pressing "Go Live" with a clear plan and the commitment to show up, both for the game and for the people who choose to watch.

Acknowledgments:

I sincerely thank our faculty coordinator Mr. D. Kondababu 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:**

P. L. Chaitanya (24A31A1220)

K. Revanth (24A31A1266)

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## DEPARTMENT OF INFORMATION TECHNOLOGY

**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 VISHAL GUPTA | IT | Good |
| 14 | 24A31A1203 | Bezawada Naga Ramya Harshitha | IT | Excellent |
| 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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| 25 | 24A31A1218 | Sathwika pati | IT | Excellent |
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| 29 | 24A31A1261 | S Guru Murali | IT | Excellent |
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| 31 | 24A31A1251 | NANDIGAM VENKATA PHANI SATYA SRI RAM CHARAN | IT | Good |
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| 40 | 24A31A1233 | Mahindra babu | IT | Average |
| 41 | 24A31A1234 | Ch. Yogendra | IT | Average |
| 42 | 24A31A1256 | P.Subbarao | IT | Good |
| 43 | 24A31A1238 | GUBBALA PAVAN KUMAR | IT | Good |
| | | | | Average |

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## (AUTONOMOUS)

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### Feedback Summary:

| Feedback | Number of Persons |
|---|---|
| Excellent | 27 |
| Good | 11 |
| Average | 5 |