



PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

PEC/CIRCULAR/2026

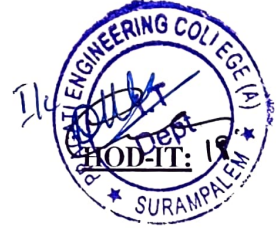
Date: 19-07-2026

CIRCULAR

It is hereby informed to all the students that “**GAMING CLUB**” “Department of Information Technology” is conducting an offline event on “**WHY MY FAVORITE GAME DESERVES THE SPOTLIGHT**” On 22-07-2026. Interested students are informed to register their names and participate in the event


Faculty Coordinator :

D.Kondababu – Assistant Professor



G.Satya Mohan Chowdary

Student Coordinators:

K.Revanth Venkat (24A31A1260)

P.Lakshmi Chaitanya (24A31A1220)

Event Details:

Date: 22-07-2026

Mode: Offline

Time: 2:00 PM to 3:00 PM



PRAGATI ENGINEERING COLLEGE (AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

OFFICIAL POSTER OF THE EVENT WILL BE PLACED HERE:



Pragati Engineering College

(Autonomous)



GAMING CLUB

OF IT DEPARTMENT IN ASSOCIATION WITH CAREER GUIDANCE CELL IS ORGANIZING AN EVENT ON
"WHY MY FAVORITE GAME DESERVES THE SPOTLIGHT"

EVENT REGISTRATIONS ARE OPEN
(FOR II & III YEAR STUDENTS)

REGISTRATION LINK: <https://forms.gle/1YekS89Vzdtkeco9>

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

MODE : OFFLINE
DATE : 22-07-2026
TIME : 2:00 PM - 3:00 PM

PRESIDENT OF THE CLUB :
K.Revanth Venkat (III IT)

24THUB
Pragati Advanced Technology Hub

Faculty Coordinator:

D. Kondababu

HOD-IT:

G. Satya Mohan Chowdary

Student Coordinators:

K.Revanth Venkat (24A31A1260)

P.Lakshmi Chaitanya (24A31A1220)



PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

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REGISTRATIONS:

List of students registered for the event on "WHY MY FAVORITE GAME DESERVES THE SPOTLIGHT"

Sl.No	Name of the student	Roll number	Year	Branch
1	Reddy Pujitha Ramani	24A31A1221	III	IT
2	Bezawada Naga Ramya Harshitha	24A31A1203	III	IT
3	M.Sneha sri	24A31A1216	III	IT
4	R.Teja sri	24A31A1222	III	IT
5	Anitha Maddela	24A31A1215	III	IT
6	Pravalika	24A31A1226	III	IT
7	Suhitha Gandhi	24A31A1207	III	IT
8	UPPALAPU P CH P S SURYA PRAKASHRAO	24A31A4661	III	CS
9	V.Bhaskar	25A31A1261	II	IT
10	G.maha Lakshmi	25A31A1210	II	IT
11	Kothavalasa Vighneswari	25A31A1215	II	IT
12	Sri Varsha Manam	24A31A4620	III	CS
13	Gowtham Sai Satya	24A31A4640	III	CS
14	B.L.L.MANI DURGA	24A31A1204	III	IT
15	Pidugu Lakshmi Chaitanya	24A31A1220	III	IT
16	Sathwika pati	24A31A1218	III	IT
17	Kouluri Mohan ponnadhar	24a31a4649	III	CS
18	Vanaparthi Kavya Sri	24A31A1228	III	IT
19	Sirisha	24A31A1227	III	IT
20	k.varma	25a35a1205	III	IT
21	Sabbineedi Anjali Devi	24A31A1223	III	IT
22	P.Charan Sri Ram	24A31A1253	III	IT
23	V meghana	24A31A1229	III	IT
24	Akshay Keerthi.kali	24A31A4614	III	CS
25	Praneetha Kothuri	24A31A1213	III	IT
26	CHIKILE JNANA PRIYA DARSHINI	24A31A1205	III	IT
27	Sanjay guna vardhan kiran chappa	24A31A1235	III	IT
28	Satwik adapa	24A31A4666	III	CS
29	Dhanusha	24A31A4602	III	CS
30	Abhiroop chinthala	24A31A1236	III	IT

Attendance:

NO OF students Attended for the event on "Why My Favorite Game Deserves the Spotlight"



Learning is Superior Duty

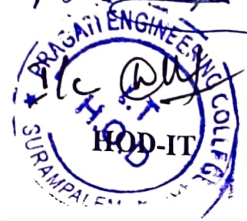
PRAGATI ENGINEERING COLLEGE

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S.No.	Roll Number	Name Of The Student	Branch	Signature
1	24A31A1239	Gunasekhar.K	IT	G. Gunasekhar
2	24A31A1252	N. Satya Srihantha	IT	N. Satya Srihantha
3	25A35A1204	B.A. Rajkumar	IT	B. Raj
4	25A35A1206	N. V. Ananth Laksh	IT	N. V. Ananth Laksh
5	24A31A1266	K. Yavan	IT	K. Yavan
6	24A31A1248	M. Vijay	IT	M. Vijay
7	24A31A1264	T. Vishnu Teja	IT	T. Vishnu Teja
8	24A31A1261	S. Guruswami	IT	S. Guruswami
9	24A31A1251	N. V. S. S. Ram Chandra	IT	N. V. S. S. Ram Chandra
10	24A31A1257	P. Venkatesh	IT	P. Venkatesh
11	24A31A1256	P. Subbu	IT	P. Subbu
12	24A31A1258	P. Ganesh	IT	P. Ganesh
13	24A31A1250	N. Nitesh	IT	N. Nitesh
14	24A31A1249	M. M. Karthik	IT	M. M. Karthik
15	24A31A1247	M. K. R. Yash	IT	M. K. R. Yash
16	24A31A1246	I. Achuth	IT	I. Achuth
17	24A31A1245	K. Karun Kumar	IT	K. Karun Kumar
18	24A31A1243	K. B. Anil Raju	IT	K. B. Anil Raju
19	24A31A1241	J. Ajay	IT	J. Ajay
20	24A31A1238	G. Pawan	IT	G. Pawan
21	24A31A1237	T. Sai Ram	IT	T. Sai Ram
22	24A31A1236	A. Ashwini	IT	A. Ashwini
23	24A31A1232	B. Salman Puri	IT	B. Salman Puri
24	24A31A1233	B. Mahindra Babu	IT	B. Mahindra Babu
25	24A31A1214	M. Gayathri	IT	M. Gayathri
26	24A31A1228	V. Karthi	IT	V. Karthi
27	24A31A1227	T. Srilakshmi	IT	T. Srilakshmi
28	24A31A1229	V. Illegana	IT	V. Illegana
29	25A35A1201	N. Sri pushpa	IT	N. Sri pushpa
30	25A35A1202	P. Pravalika	IT	P. Pravalika

COORDINATOR





PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

CLUB NAME:

TOPIC:

DATE:

S.No.	Roll Number	Name Of The Student	Branch	Signature
31.	24A31A1209	K. Tejaswini	IT	Teja
32.	24A31A1260	K. Revanth	IT	Revanth
33.	24A31A1253	P. Charan Sri Ram	IT	P. Charan
34.	24A31A1242	K. Lakshman Raj	IT	K. Laksh
35.	24A31A1203	B. N. R. Harshitha	IT	Harsha
36.	24A31A1204	B. L. L. Mani Durga	IT	B. L. L. Mani Durga
37.	24A31A1205	CH. J. P. Darshini	IT	CH. J. P. Darshini
38.	24A31A1210	K. Nayana	IT	K. Nayana
39.	24A31A1207	G. R. L. Subitha	IT	G. Subitha
40.	25A35A1203	S. Dillewari	IT	S. Dillewari
41.	24A31A1208	J. Akshaya	IT	J. Akshaya
42.	24A31A1202	B. TRINY	IT	B. Trinny
43.	24A31A1223	S. ANJALI	IT	S. Anjali
44.	24A31A1213	K. PRANEETHA	IT	K. Praneetha
45.	24A31A1206	E. MAMATHA	IT	E. Mamatha
46.	24A31A1215	M. Anitha	IT	M. Anitha
47.	24A31A1224	S. Kanya Varshini	IT	S. Kanya
48.	24A31A1217	N. Anusha	IT	N. Anusha
49.	24A31A1218	P. Sathwika	IT	P. Sathwika
50.	24A31A1220	P. L. Chaitanya	IT	P. L. Chaitanya
51.	24A31A1221	R. Pujitha Ramani	IT	R. Pujitha Ramani
52.	24A31A1201	A. Sai Narasimha Lakshmi	IT	A. Lakshmi
53.	24A31A1222	P. Teja Sai	IT	P. Teja Sai
54.	24A31A1216	M. Sneha Sri	IT	M. Snehasri
55.	24A31A1225	TALLA PRAVALIKA	IT	T. Pravalika
56.	24A31A1226	T. Pravalika	IT	T. Pravalika
57.	24A31A1252	T. Harsha Varalakshmi	IT	T. Harsha Varalakshmi



PRAGATI ENGINEERING COLLEGE

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WHY MY FAVORITE GAME

DESERVES THE SPOTLIGHT SUBWAY SURFERS

GENRE

**Endless Runner /
Arcade**

DEVELOPER

SYBO Games

RELEASE YEAR

2012

SUBWAY SURFERS • GAMING CLUB SPOTLIGHT

1

WHY I CHOSE THIS GAME

HOW IT STARTED

I first played it on a long car ride when someone handed me their phone to pass the time. One quick swipe to dodge an oncoming train and I was already chasing a new high score.

WHY IT'S MY FAVORITE

It's the perfect pick-up-and-play game — quick runs during a break, easy one-thumb controls, and a new city to explore every season keeps it from ever feeling stale.

A MEMORABLE EXPERIENCE

I remember the exact run where I finally beat my friend's high score — dodging three trains in a row on a hoverboard with only a sliver of time left before I missed a jump. My hands were actually shaking.

— my proudest Subway Surfers moment

SUBWAY SURFERS • GAMING CLUB SPOTLIGHT

2



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GAMEPLAY



Main Objective

Run down the subway tracks for as long as possible, dodging trains and obstacles while collecting coins and staying just ahead of Inspector Zeus and his dog.



Game Modes

Mostly a single endless-run mode, refreshed with a rotating World Tour that moves the setting to a new real-world city every few weeks, plus limited-time score challenges.



Controls & Mechanics

Simple swipe controls — up to jump, down to roll, left/right to switch lanes — plus power-ups like jetpacks, hoverboards, and score/coin multipliers.



What Makes It Unique

Its one-thumb, pick-up-and-play simplicity paired with constant visual reinvention — the same core run always looks and feels fresh in a new city.

SUBWAY SURFERS • GAMING CLUB SPOTLIGHT

BEST FEATURES



Graphics

Bright, cartoonish 3D visuals with smooth animation that read instantly at a glance, even at full sprint.



Story

A light narrative — graffiti artists Jake, Tricky, and Fresh tag subway trains and outrun Inspector Zeus and his dog.



Characters

A growing roster of playable runners and boards, with new seasonal characters unlocked through World Tour events.



Music

An upbeat, high-energy loop that keeps pace with the run and shifts slightly with each city's update theme.



Multiplayer

No real-time multi-player, but friend leaderboards and shared high scores keep the competition social.



Updates & Events

A new World Tour city almost every month, each with fresh scenery, limited-time characters, and special missions.



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PROS & CONS

PROS — What I Love Most

- Easy one-thumb controls anyone can pick up instantly
- Quick runs that fit perfectly into short breaks
- Colorful, ever-changing World Tour cities
- Free to play with optional, non-required purchases
- Huge, long-running global fanbase and community

CONS — Room to Improve

- Core gameplay loop can feel repetitive over time
- Frequent ads break up the pace of play
- In-app purchases speed up progress noticeably
- No real-time multiplayer or head-to-head racing
- Story stays very light and rarely develops further

SUBWAY SURFERS • GAMING CLUB SPOTLIGHT

FUN FACTS

1B+

Downloads on Google Play alone, making it one of the most installed mobile games ever

2012

Year SYBO Games first launched Subway Surfers

100+

Real-world cities the World Tour has visited since launch

COMMUNITY, NOT COMPETITION

Subway Surfers doesn't run official esports tournaments — Instead, its competitive scene lives on social media and friend leaderboards, where players race to top each other's weekly high scores.

Trivia: the game's three original playable characters — Jake, Tricky, and Fresh — are all named after the graffiti-artist trio the story follows.



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Event Report: "Why My Favorite Game Deserves the Spotlight" Presentation

Date: 22-07-2026

Organized by: Gaming Club, Department of Information Technology

In association with: Career Guidance Cell, Pragati Engineering College

Introduction:

On 22-07-2026, the "Gaming Club" of the Department of Information Technology, in association with the Career Guidance Cell, successfully organized a presentation on **"Why My Favorite Game Deserves the Spotlight"** 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 presentation was to introduce students to one of the most popular mobile games, **Subway Surfers**, and explain why it remains a favorite among millions of players worldwide. The session aimed to analyze the game's gameplay, features, strengths, and impact on the gaming community while encouraging students to appreciate game design, creativity, and player engagement.

Overview

The presentation titled **"Why My Favorite Game Deserves the Spotlight – Subway Surfers"** was conducted by the Gaming Club at Pragati Engineering College. It introduced **Subway Surfers**, an endless runner game developed by **SYBO Games** and released in **2012**. The presentation covered the game's origin, engaging gameplay mechanics, unique features, graphics, storyline, characters, music, updates, and community impact. Students also learned about the game's advantages and limitations, interesting facts, and the reasons behind its long-lasting popularity. Overall, the session provided valuable insights into what makes Subway Surfers one of the most successful mobile games ever created.

Key Topics Covered

- Introduction to **Subway Surfers**
- Why Subway Surfers is My Favorite Game
- Gameplay Mechanics and Objectives
- Controls, Power-ups, and Game Features
- Graphics, Characters, Story, and Music
- World Tour Updates and Community Engagement
- Pros and Cons of the Game
- Fun Facts and Global Popularity
- Personal Game Rating and Review

Theme of the Presentation



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The theme of the presentation was **"Why My Favorite Game Deserves the Spotlight."** It focused on understanding what makes **Subway Surfers** an engaging and successful mobile game. The presentation highlighted its simple controls, colorful graphics, exciting gameplay, regular updates, and worldwide popularity while demonstrating how good game design creates an enjoyable player experience.

Conclusion

The presentation on **"Why My Favorite Game Deserves the Spotlight – Subway Surfers"** was successful in providing students with a deeper understanding of the game's design, gameplay, and popularity. It showcased how a simple yet well-designed game can remain relevant for years through continuous updates, engaging mechanics, and a strong player community. The session encouraged students to explore different aspects of game development and appreciate the creativity involved in designing successful games.

Acknowledgments

I sincerely thank our **Faculty Coordinator, Mr.D.Kondababu**, the **Gaming Club**, and **Pragati Engineering College** for providing me with the opportunity to present this topic. I also express my gratitude to all the participants for their active involvement and encouragement, which contributed to the success of this presentation.

The Resource Person of this event was:

P.Lakshmi Chaitanya (III Year - IT)



PRAGATI ENGINEERING COLLEGE

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Feedback Report:

of students given the feedback:

o	Roll Number	Name of the student	Branch	Year of Studying	Feedback
	24A31A1221	Reddy Pujitha Ramani	III	IT	Excellent
	24A31A1203	Bezawada Naga Ramya Harshitha	III	IT	Good
	24A31A1216	M.Sneha sri	III	IT	Excellent
	24A31A1222	R.Teja sri	III	IT	Excellent
	24A31A1215	Anitha Maddela	III	IT	Excellent
	24A31A1226	Pravalika	III	IT	Good
	24A31A1207	Subitha Gandhi	III	IT	Good
	24A31A4661	UPPALAPU P CH P S SURYA PRAKASHRAO	III	CS	Excellent
	25A31A1261	V.Bhaskar	II	IT	Excellent
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8	24A31A1228	Vanaparathi Kavya Sri	III	IT	Excellent
9	24A31A1227	Sirisha	III	IT	Good
0	25a35a1205	k.varma	III	IT	Excellent
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6	24A31A1205	CHIKILE JNANA PRIYA DARSHINI	III	IT	Excellent
7	24A31A1235	Sanjay guna vardhan kiran chappa	III	IT	Excellent
8	24A31A4666	Satwik adapa	III	CS	Excellent
9	24A31A4602	Dhanusha	III	CS	Excellent
0	24A31A1236	Abhiroop chinthala	III	IT	Excellent



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Feedback Summary:

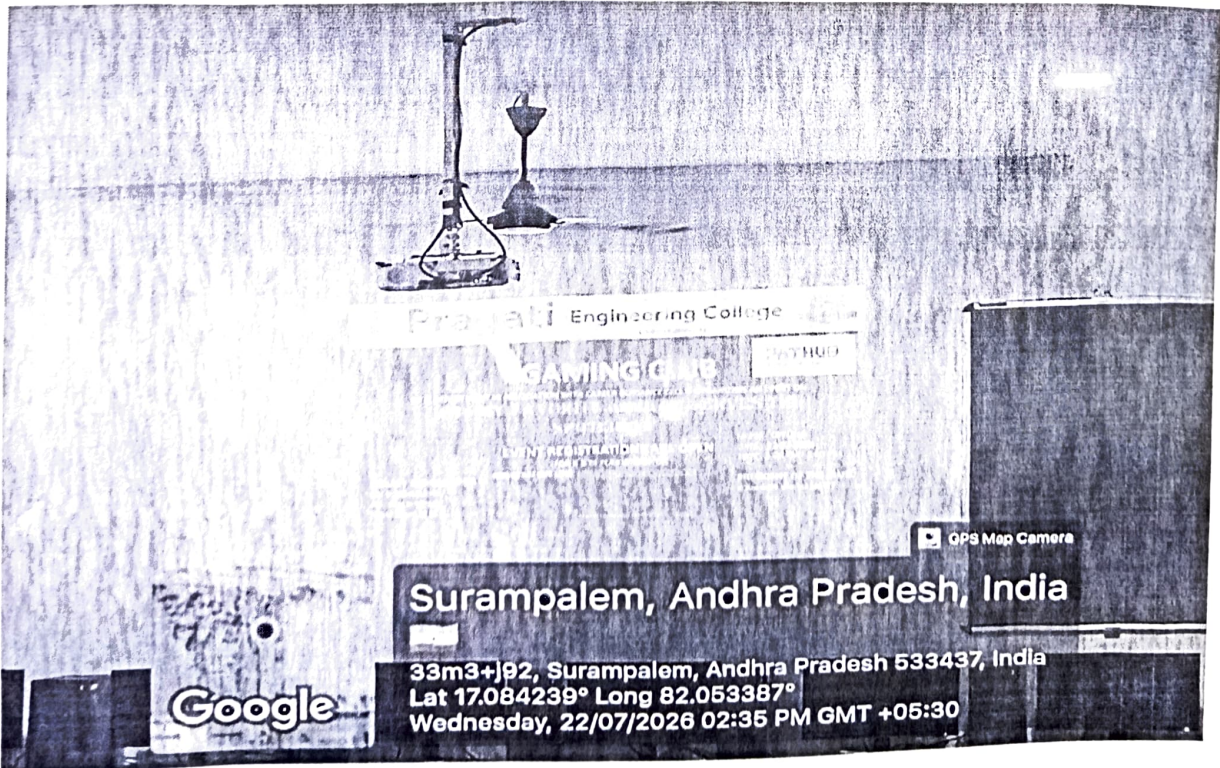
Feedback	Number of Persons
Excellent	23
Good	7
Average	0
Bad	0



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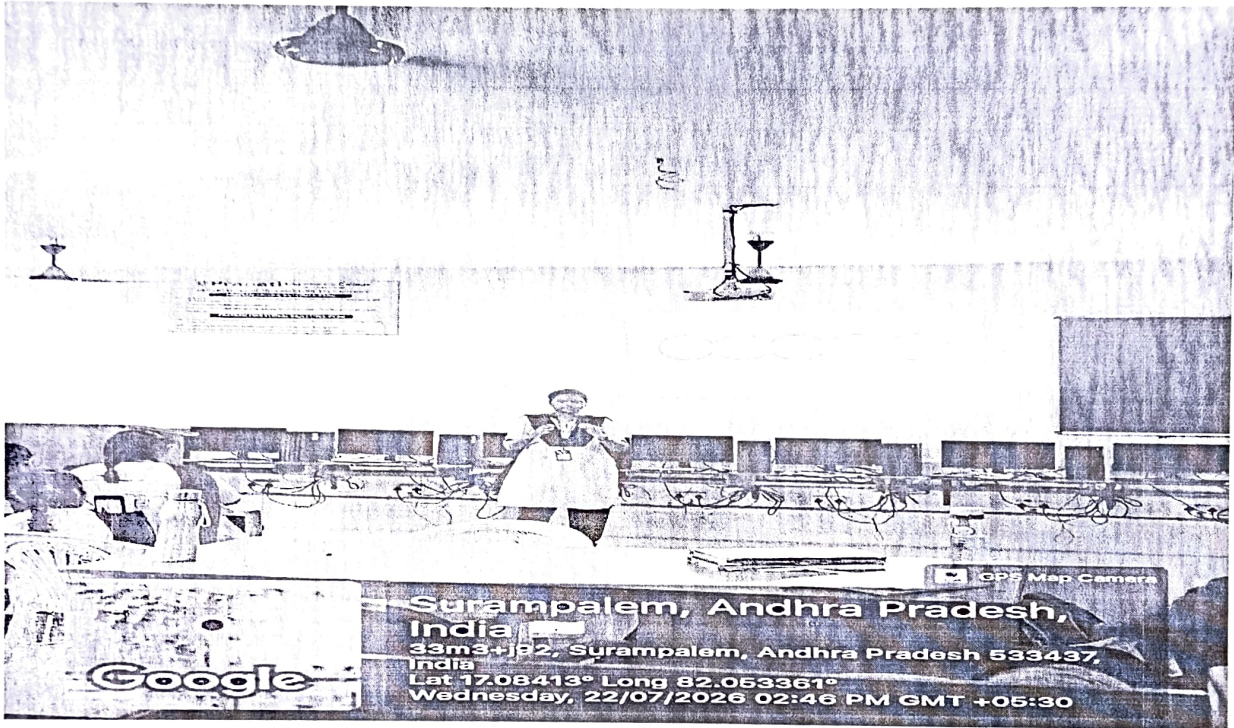




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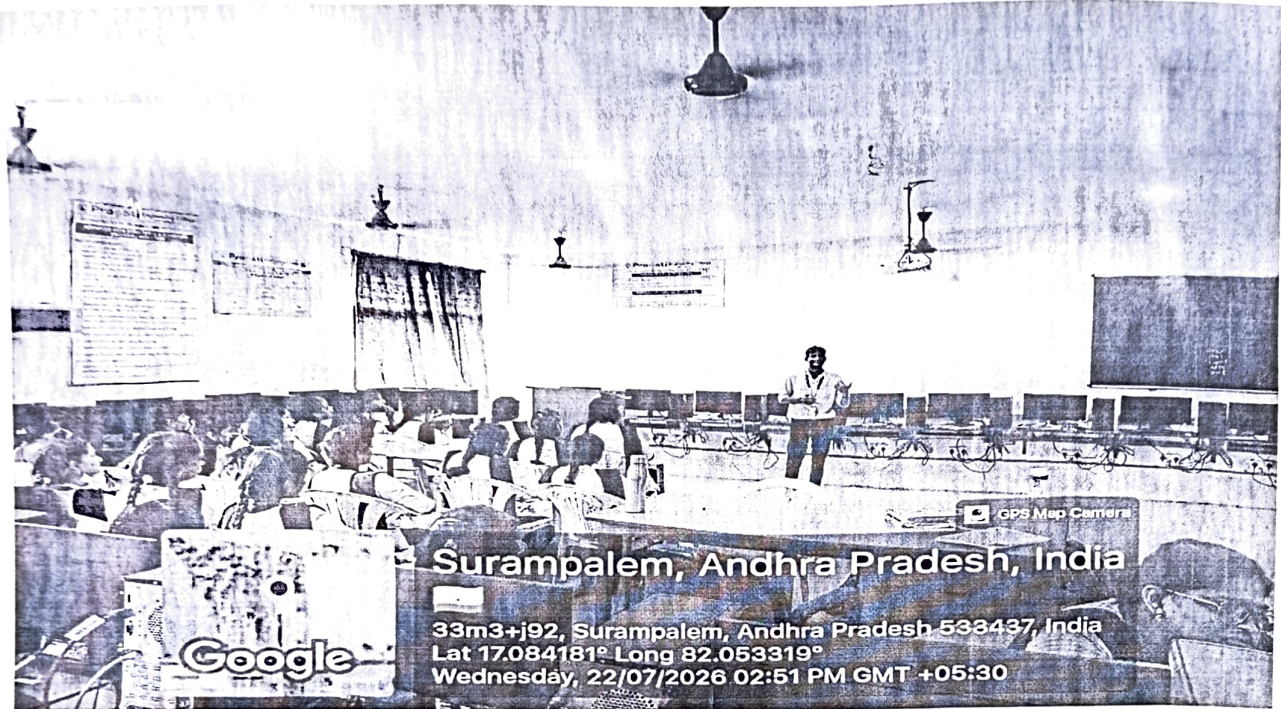




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