



PRAGATI ENGINEERING COLLEGE

(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY

PEC/CIRCULAR/2026

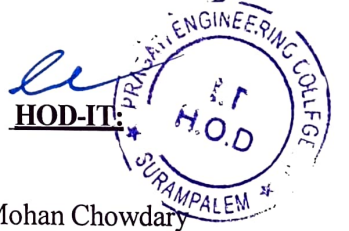
Date: 23-08-2026

CIRCULAR

It is hereby informed to all the students that “GAMING CLUB” “Department of Information Technology” is conducting an offline event on “From Player to Game Developer: How Games Are Actually Made” On 25-08-2026. 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: 25-08-2026

Mode: Offline

Time: 2:00 PM to 3:00 PM



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OFFICIAL POSTER OF THE EVENT WILL BE PLACED HERE:



Pra^{ati} Engineering College

(Autonomous)



GAMING CLUB

OF IT DEPARTMENT IN ASSOCIATION WITH CAREER GUIDANCE CENTER ORGANIZING AN EVENT ON

From Player to Game Developer How Games Are Actually Made

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

REGISTRATION LINK: <https://forms.gle/9W1K351ADW19LCO9>

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

MODE : OFFLINE
DATE : 25-08-2026
TIME : 2:00 PM - 3:00 PM

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

PATHUB
Pragati Advanced Technology Hub

Faculty Coordinator:

D. Kondababu

HOD-IT:

G. Satya Mohan Chowdary

Student Coordinators:

K.Revanth Venkat (24A31A1260)

P.Lakshmi Chaitanya (24A31A1220)



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REGISTRATIONS:

List of students registered for the event on “From Player to Game Developer: How Games Are Actually Made”

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 "From Player to Game Developer: How Games Are Actually Made" on 25-8-2026.



Learning is Supreme Duty

PRAGATI ENGINEERING COLLEGE

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DEPARTMENT OF INFORMATION TECHNOLOGY

CLUB NAME: Gaming club

TOPIC: "From player to Game Developer: How games are Actually made"

DATE: 25-08-2022

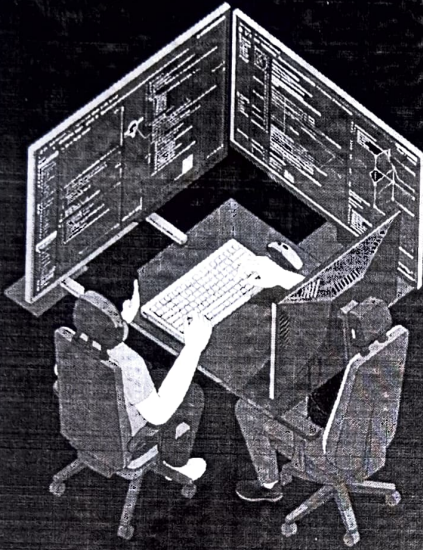
S.No.	Roll Number	Name Of The Student	Branch	Signature
1	24A31A1240	G. Prem Kumar	IT	G. Prem
2	24A31A1253	P. Charan Sri Ram	IT	P. Charan
3	24A31A1252	N. Satya Sriharsha	IT	N. Satya Sriharsha
4	24A31A1242	K. Lakshman	IT	K. Lakshman
5	24A31A1266	K. Yaman	IT	K. Yaman
6	24A31A1262	T. Harsha Varadhan Varma	IT	T. Harsha
7	24A31A1244	K. Karthik	IT	K. Karthik
8	24A31A1265	V. Tanish	IT	Tanish
9	24A31A1246	J. Achuth	IT	J. Achuth
10	24A31A1254	P. Nookesh	IT	P. Nookesh
11	24A31A1255	P. Teja Vishwasal	IT	P. Teja
12	24A31A1264	T. Teja	IT	T. Teja
13	24A31A1237	D. Sarvam	IT	D. Sarvam
14	24A31A1249	M. M. Kofflik	IT	M. M. Kofflik
15	24A31A1238	G. Pavan Kumar	IT	G. Pavan Kumar
16	24A31A1241	J. Ajay	IT	J. Ajay
17	24A31A1245	K. Karun Kumar	IT	K. Karun Kumar
18	25A35A1204	B. Raj Kumar	IT	B. Raj Kumar
19	24A31A1261	S. Gurusuraj	IT	S. Gurusuraj
20	24A31A1257	P. Venkatesh	IT	P. Venkatesh
21	24A31A1206	N. Vasanth Babu	IT	N. Vasanth Babu
22	24A31A1205	K. Vamsi	IT	K. Vamsi
23	24A31A1215	M. Anitha	IT	M. Anitha
24	24A31A1222	P. Teja Sri	IT	P. Teja Sri
25	24A31A1216	M. Sneha Sri	IT	M. Sneha Sri
26	24A31A1226	Pravalika Tammavathi	IT	Pravalika
27	24A31A1219	P. Sri Likhitha	IT	P. Sri Likhitha
28	25A35A1201	V. Sri pushpa	IT	V. Sri pushpa
29	24A31A1230	V. Vaishnavi	IT	V. Vaishnavi
30	24A31A1217	N. Anusha	IT	N. Anusha
31	24A31A1221	R. Jayitha	IT	R. Jayitha



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Why Become a Game Developer?

💡 Creativity

Design worlds and experiences from scratch

💰 \$200B+ Industry

Gaming is one of the fastest-growing global industries

⚙️ Technology

Work with cutting-edge tools and engines

📁 Career Opportunities

High demand, competitive salaries, remote work

🔧 Problem Solving

Complex technical and design challenges

💡 Your Favourite Game

Was once just an idea — yours can be next

STAGE 2

Designing the Experience



Game Mechanics

How the game works & what players can do



Story & Narrative

Plot, dialogue, world-building



Rules & Rewards

Win/lose conditions, points, unlockables



Characters

Protagonists, antagonists, NPCs with personality



Levels & Progression

Difficulty curve and player journey



User Interface

Menus, HUD, controls, accessibility



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STAGE 4

Giving the Game Its Identity



Art & Visuals

Characters, environments, textures, visual style

Art → Animation → Audio



Animation

Movement, actions, transitions, particle effects



Audio Design

Background music, sound effects, voice acting



Concept

3D Model

Rigging

Animation

Integration



PRAGATI ENGINEERING COLLEGE

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DEPARTMENT OF INFORMATION TECHNOLOGY

Event Report: "From Player to Game Developer: How Games Are Actually Made" Presentation

Date: 25-08-2026

Organized by: Gaming Club, Department of Information Technology

In association with: Career Guidance Cell, Pragati Engineering College

Introduction:

On 25-08-2026, the "Gaming Club" of the Department of Information Technology, in association with the Career Guidance Cell, successfully organized a presentation on "From Player to Game Developer: How Games Are Actually Made" 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 the process of **game development** and explain how a game is transformed from a simple idea into a playable experience. The session aimed to introduce the different stages of game development, including game design, programming, art and animation, audio, testing, and launch, while encouraging students to appreciate the creativity, technical skills, teamwork, and problem-solving involved in developing games.

Overview

The presentation titled "**From Player to Game Developer: How Games Are Actually Made**" was conducted by the Gaming Club at Pragati Engineering College. It introduced students to the complete journey of game development, starting from the initial game idea and continuing through design, programming, graphics, and animation, audio, testing, and final release.

The presentation explained how different technologies and tools are used to create modern games and how different professionals, such as **game designers, programmers, artists, animators, level designers, sound designers, and testers**, contribute to the development process.

Key Topics Covered

- Introduction to **Game Development**
- From **Player to Game Developer**
- Idea Generation and Game Concept
- Game Design and Gameplay Mechanics
- Programming and Game Logic
- Art, Graphics, Animation, and Audio
- Game Engines and Development Tools



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Theme of the Presentation

The theme of the presentation was "**From Player to Game Developer: How Games Are Actually Made.**" It focused on understanding the complete process behind creating a game and showing students that gaming involves much more than simply playing.

The presentation highlighted how a simple idea can be developed through **game design, coding, art, animation, audio, testing, and continuous improvement** to create a complete gaming experience.

Conclusion

The presentation on "**From Player to Game Developer: How Games Are Actually Made**" was successful in providing students with a deeper understanding of the game development process. It showcased how games are created through multiple stages, starting from an idea and progressing through design, programming, graphics, audio, testing, and launch.

The session helped students understand that game development is a combination of **technology, creativity, teamwork, and problem-solving**. It encouraged students to look beyond being players and explore how they can develop their own games using programming skills, game engines, design tools, and creative ideas.

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, interest, and encouragement, which contributed to the success of this presentation.

The Resource Person of this event was:

P.Lakshmi Chaitanya (III Year - IT)



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Feedback Report:

List of students given the feedback:

Sl.no	Roll Number	Name of the student	Year of Studying	Branch	Feedback
1	24A31A1221	Reddy Pujitha Ramani	III	IT	Excellent
2	24A31A1203	Bezawada Naga Ramya Harshitha	III	IT	Good
3	24A31A1216	M.Sneha sri	III	IT	Excellent
4	24A31A1222	R.Teja sri	III	IT	Excellent
5	24A31A1215	Anitha Maddela	III	IT	Excellent
6	24A31A1226	Pravalika	III	IT	Good
7	24A31A1207	Suhitha Gandhi	III	IT	Good
8	24A31A4661	UPPALAPU P CH P S SURYA PRAKASHRAO	III	CS	Excellent
9	25A31A1261	V.Bhaskar	II	IT	Excellent
10	25A31A1210	G.maha Lakshmi	II	IT	Excellent
11	25A31A1215	Kothavalasa Vighneswari	II	IT	Excellent
12	24A31A4620	Sri Varsha Manam	III	CS	Excellent
13	24A31A4640	Gowtham Sai Satya	III	CS	Good
14	24A31A1204	B.L.L.MANI DURGA	III	IT	Excellent
15	24A31A1220	Pidugu Lakshmi Chaitanya	III	IT	Excellent
16	24A31A1218	Sathwika pati	III	IT	Good
17	24A31A4649	Kouluri Mohan ponnadhar	III	CS	Excellent
18	24A31A1228	Vanaparthi Kavya Sri	III	IT	Excellent
19	24A31A1227	Sirisha	III	IT	Good
20	25A35A1205	k.varma	III	IT	Excellent
21	24A31A1223	Sabbineedi Anjali Devi	III	IT	Excellent
22	24A31A1253	P.Charan Sri Ram	III	IT	Excellent
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24	24A31A4614	Akshay Keerthi.kali	III	CS	Good
25	24A31A1213	Praneetha Kothuri	III	IT	Excellent
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27	24A31A1235	Sanjay guna vardhan kiran chappa	III	IT	Excellent
28	24A31A4666	Satwik adapa	III	CS	Excellent
29	24A31A4602	Dhanusha	III	CS	Excellent
30	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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Surampalem, Andhra Pradesh, India

33m3+j92, Surampalem, Andhra Pradesh 533437, India

Lat 17.084304° Long 82.053418°

Tuesday, 25/08/2026 09:17 AM GMT +05:30

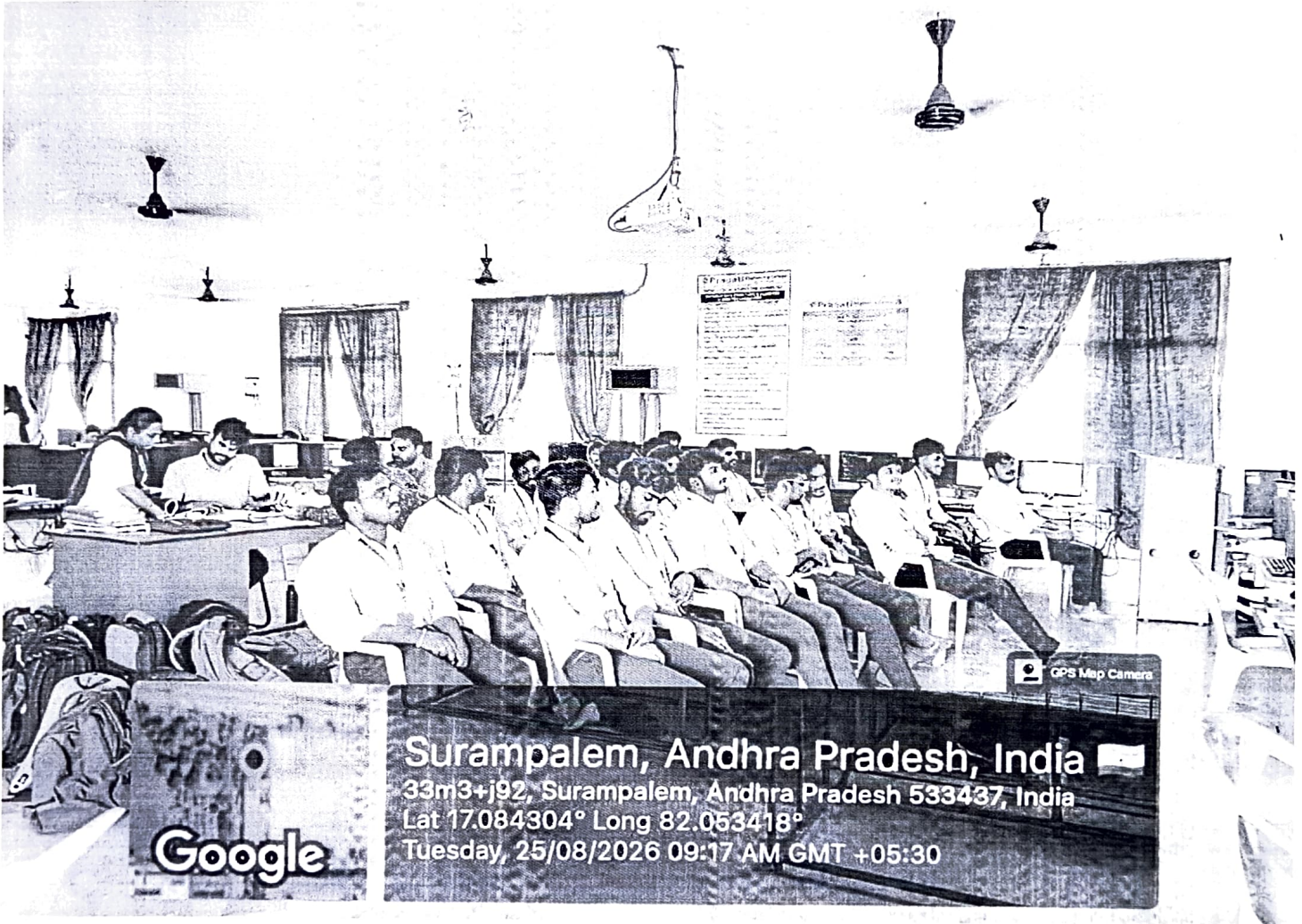
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