

GAME DEVELOPMENT CLUB

EVENTS CONDUCTED FOR 2022-2023



| S.No | Event Name | Event Coordinators | Date and Venue | Participants/ Target Audience |
|------|---|-------------------------------------|---|--|
| 1. | Inauguration of GDC and Signing of MoU with SCOPIK Edutech Pvt. Ltd | Dr.R.Uma Captain/GDC | 8.11.2022 SSR hall | Second year Students SEC/SIT(250 Participants) |
| 2. | Game and GameDevs – A complete view of Game through the eyes of Game developer | Dr.R.Valarmathi Coordinator/GDC | 25.11.2022- 26.11.2022 Online event | Second and Third year Students SEC/SIT(137 Participants) |
| 3. | Untitled project-Hands - on event on unity | Dr. R.Valarmathi Coordinator/GDC | 8.2.2023 Computer Centre -5 | Third year Students SEC/SIT(50 Participants) |
| 4. | Mario Magic- First Stepping Stone to UNITY Engine | Dr. R.Valarmathi Coordinator/GDC | 21.3.2023 Computer Centre -5 | Second year Students SEC/SIT(50 Participants) |
| 5. | Game Development in a nutshell | Dr. R.Valarmathi Coordinator/GDC | 17.4.2023 Smart Classroom 2 | First, Second and Third year Students SEC/SIT (70 Participants) |



Event name: **GAME AND GAMEDEVS** DATE: 25/11/2022-26/11/2022(7.00 pm -8.00 pm)

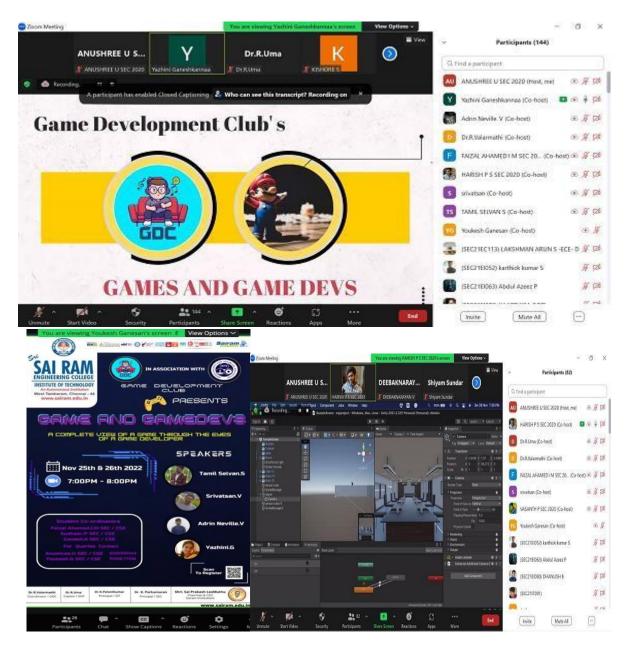
On November 8,2022 the grand inauguration of the Sairam "Game Development Club" was held at Sri Sairam Engineering college to create an enormous community of game creators. Mr.B.C. Jainaressh, the chief guest, delivered a speech on the game industry that enlightened all participants. An MOU was signed between SCOPIK Edutech Pvt Ltd and Sri Sairam engineering College and Sri Sairam institute of technology.





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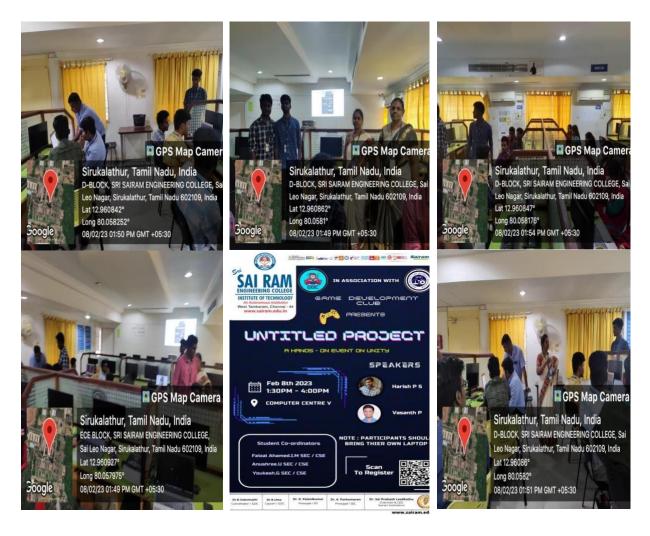
On November 25th, an enlightening event "GAME AND GAMEDEVS" presented by the GAME DEVELOPMENT CLUB in association with ISTE gave us a complete view of a game through the eyes of a game developer. This session briefed the students about the vision, mission and goals of the game development club. About 137 participants were present to listen the insights shared by four informative speakers. Adrin Neville. V explained "Clash of Clans" from the story's point of view, Tamilselvan.S talked about the tools used to compose the background music of a game, Yazhini.G. demonstrated an artistic presentation how the artist brings life to the game by creating characters, Srivatsan.V, talked about coding as how it binds the story, art and music, on 25.11.22, Harish and Vasanth gave an introduction session on Unity on 26.11.22





Event name: **UNTITLED PROJECT- A HANDS ON EVENT ON UNITY** Date: 08.02.2023(1.30 pm to 4.00 pm)

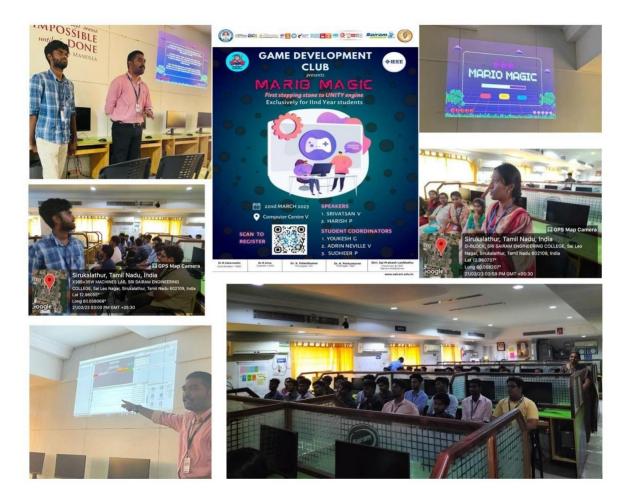
On February 8,2023 Game Development Club in association with Indian Society for Technical education presented an event named 'UNTITLED PROJECT - A HANDS ON EVENT ON UNITY'. The speakers Harish P S and Vasanth P gave a training on unity and discussed various gaming aspects and the promise that the gaming field holds in this developing environment. The student coordinators were Faizal Ahmed I M, Anushree U and Youkesh G . The students who attended this event gained a whole new perspective on careers in the gaming field and also realised the various sectors present in the field.





Event name: **MARIO MAGIC - FIRST STEPPING STONE TO UNITY ENGINE** DATE: 21/03/2023(1.25 pm -4.00 pm)

The "MARIO MAGIC" event held on March 21st was a great success, with the Game Development Club which introduces us to Unity engine which is the stepping stone for game development. The session was attended by 50 participants who were eager to learn about the fundamentals of using unity engine and were treated to informative talks from two knowledgeable speakers: Srivatsan.V, Harish.P.





Event name: **Game Development in a Nutshell** DATE: 21/03/2023(10.00 am -11.30 am)

On 17th April an interactive event "Game Development In A Nutshell" was hosted by Game Development Club in association with IGDC (career connect) briefly explaining all the aspects of game development. The guest speaker Mr.Rajesh Balaji along with Ms.Nishanthi HR manager, Pixcell Play and Mr.Umang coordinator and representative of IGDC explained in depth about the various phases in the development process of a game. A total of 70 students participated in this event and gained insight about the inner workings of game and game and game development.

