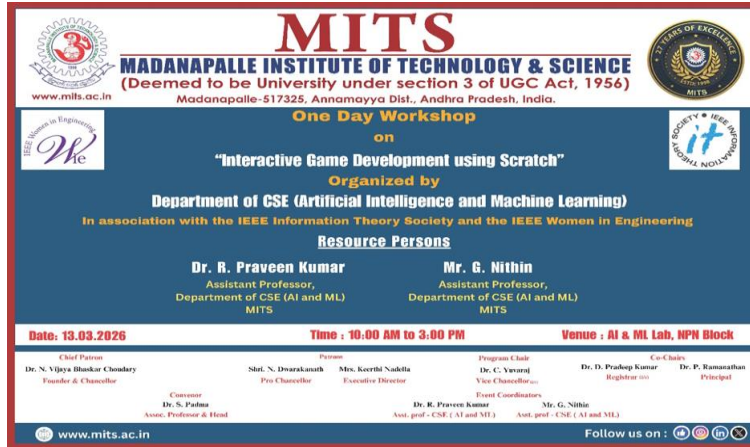


**A Report on One day workshop on**  
**"Interactive Game Development using Scratch"**  
**Organized by Department of Computer Science and Engineering**  
**(Artificial Intelligence and Machine Learning)**  
**on 13.03.2026**



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**One Day Workshop**  
on  
**"Interactive Game Development using Scratch"**  
Organized by  
**Department of CSE (Artificial Intelligence and Machine Learning)**  
In association with the IEEE Information Theory Society and the IEEE Women in Engineering

**Resource Persons**

<b>Dr. R. Praveen Kumar</b> Assistant Professor, Department of CSE (AI and ML) MITS	<b>Mr. G. Nithin</b> Assistant Professor, Department of CSE (AI and ML) MITS
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**Date: 13.03.2026**      **Time: 10:00 AM to 3:00 PM**      **Venue: AI & ML Lab, NPN Block**

<b>Chief Patron:</b> Dr. N. Vijaya Shankar Choudhary Founder & Chancellor	<b>Patron:</b> Smt. N. Dhanalakshmi Vice-Chancellor	<b>Program Chair:</b> Dr. C. Yavurali Vice-Chancellor	<b>Co-Chair:</b> Dr. P. Ramanathan Registrar
<b>Convener:</b> Dr. S. Padma Asst. Professor & HOD	<b>Event Coordinators:</b> Dr. R. Praveen Kumar Asst. prof. - CSE (AI and ML)	<b>Event Coordinators:</b> Mr. G. Nithin Asst. prof. - CSE (AI and ML)	

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**Report Submitted by: Dr. R. Praveen Kumar, Assistant Professor, Department of CSE (AI and ML)**  
**Resource Person: Dr. R. Praveen kumar, Assistant Professor; Mr. G. Nithin Assistant Professor, MITS**  
**Participants: 8th and 9th class students, ZPH School, Gollapalli.**  
**Venue: AI and ML Lab, NPN Block**  
**Date & Time: 13/03/2026, 10:00 AM**  
**Mode of conduct: Offline**  
**Report Received on 31.03.2026**

One-day workshop on Interactive Game Development using Scratch was organized by the Department of Computer Science & Engineering (Artificial Intelligence and Machine Learning) on 13th March, 10:00 AM, at AI and ML Lab, NPN Block. During the session, 30 students attended from the ZPH School, Gollapalli.

**Welcome address:**

Dr. R. Praveen Kumar wished all the faculty members and students present in the AI and ML Lab. Then, he introduced the workshop. Before that, he thanked the college management, the vice chancellor, registrar, additional registrar, the principal, vice principal, and HOD madam for providing the resources to organize the workshop. After that, he shared a few words related to the importance of interactive game development.

Dr. R. Praveen Kumar invited Dr S. Padma Madam to share a few words. Then, Dr. S. Padma, the Head of the Department, warmly welcomed all the faculty members and students present in the AI and ML Lab and extended her best wishes for the successful conduct of the workshop. In her address, she shared a few insightful words about the importance and objectives of the workshop, emphasizing how such programs help students gain practical exposure and deepen their understanding of emerging technologies like Artificial Intelligence and Machine Learning. She also highlighted the value of continuous learning and encouraged students to actively participate not only in academic activities but also in various extra-curricular and co-curricular initiatives, explaining that these opportunities help them explore new ideas, develop essential skills, and gain experiences beyond the classroom. She concluded by motivating the students to make the most of the workshop and the learning opportunities it provides.



Dr. R. Praveen Kumar invited Dr P. Ramanathan sir to share a few words. Then, Dr. P. Ramanathan Sir, the Principal of MITS, interacted warmly with the school students and engaged them in a friendly discussion about their future goals and aspirations. He patiently asked each student about their ambitions and encouraged them to think confidently about their dreams. During his interaction, he motivated the students to work hard, stay focused, and strive to achieve their goals with determination and dedication. Furthermore, he emphasized that school students should actively participate in various

academic, cultural, and co-curricular events, as such activities provide valuable opportunities to learn new things, build confidence, and develop important life skills.

Mr G. Nithin Sir started the session and explained the basics of computers and their components. Then, he explained the details of the game and the various categories of games available on the market. After that, he showed various games and explained how they would improve students' focus while doing any work. Further, he explained how to develop a game without using any coding.

- He explained the basics of the game development.
- He showed various ways to develop games with and without coding.
- Demonstrated case studies related to games.
- Challenges while developing or deploying games in real-world environments.

Further, Dr. R. Praveen Kumar has started the session. He explained the scratch tool interface. After that, he explained the basic building blocks of interactive game development using Scratch.

- He explained how to develop games using the Scratch tool.
- He demonstrated one simple game using the scratch tool.
- The students also followed the resource person's instructions and developed the same game.

With this knowledge, the students have developed another game using Scratch.



**Feedback:**

The faculty members asked students to share feedback about the session. The school students shared their feedback. The students said that the workshop is very useful and they feel very happy to utilize advanced computers for developing games. Further, the students are motivated to join MITS to pursue their degree in future.

**Vote of thanks:**

On behalf of the department, Mr. G. Nithin thanked our college management, Vice Chancellor, Registrar, Additional Registrar, Principal, Vice Principal - Administration, and Head of the Department for providing resources. Further, he thanked the resource person, the supporting faculty members, students, and non-teaching staff. Once again, he thanked the college management and the head of the department for providing resources for empowering the ZPH school students.

**Outcome:**

- The students understand the basics of computers.
- The students also understand the basics of game development.
- The students learned game development using Scratch tool.
- The students implemented a game using the Scratch tool.



**SGD's Mapping:**

SDG No.	SDG Title	the Workshop Contributes
SDG 4	Quality Education	Enhances skills in game development
SDG 8	Decent Work and Economic Growth	Prepares participants for future game development jobs
SDG 9	Industry, Innovation & Infrastructure	Promotes innovation & digital transformation
SDG 17	Partnerships for the Goals	Strengthens collaboration with schools