Report on

A Technical Talk on

Game Development

Organized by

MITS Tech Club under Student Activity Center (SAC)

on Friday, 19th September 2025

Organized & submitted by: Mr. D. Abdul Jaleel, Assistant Professor, Department of CST, MITS Tech Club Coordinator

Student Coordinators: Mushtaq Ahamed Syed & Naga Nandini Mungara (III CST-B)

Resource Person: Mr. V. Naveen, Assistant professor, Department of CST

Participants: II & III Year Students

Attendance: 77 Participants (Internal)

Venue: Seminar Hall - B, MITS

Mode: Offline

The MITS Tech Club has organized **"A Technical Talk on Game Development"** as the inaugural event for the Academic Year 2025-26 on 19.09.2025 (Friday) at 10:00 AM to 12:00 PM. Madanapalle Institute of Technology & Science (MITS) Tech Club has organized a technical talk on *Game Development* under the banner of the MITS **Student Activity Center (SAC).**

The Programme started at 10:00 AM with a welcome address to all the dignitaries, resource person and the participants by **Ms. Naga Nandini Mungara, Tech Club Student Coordinator.**

Mr. D. Abdul Jaleel, Assistant Professor, Dept. of CST & MITS Tech club Coordinator has briefly enlightened the importance of the clubs, benefits of joining in the Tech club and he has announced the new Tech Club student Coordinators. The **Student Activity Center (SAC)** Coordinator Dr. G. Hemantha, Assistant Professor, Dept. of ECE has shared her thoughts on importance of clubs and encouraged students to join different types of clubs.

Dr. K. Dinesh, HOD, Department of CST heartily invited Resource person for the Technical Talk. He gave few words about the event and thanked organizers and participants for conducting this event.

The session was delivered by **Mr. V. Naveen**, **Assistant professor, Department of CST,** an expert in the field of game development. He started the session by extending his hearty thanks to the participants, organizing members, HoD, Principal, and Management of MITS Madanapalle for allowing him to share his knowledge and experience. He highlighted the fundamentals of designing and developing interactive games, the role of coding and graphics, and the importance of creating immersive user experiences. The resource person also discussed industry trends and the vast career opportunities available in the gaming sector.

After the expert talk, the **student coordinators presented a project demo** that they had developed during their **40-day internship at NITTTR, Chennai**. They explained how, at the beginning of the internship, they felt uncertain but gradually gained knowledge about Unity and Game Development.

The session aimed to enhance students' technical knowledge, creativity, and problem-solving skills, bridging the gap between academic learning and industry requirements in the gaming.

Totally 77 Students participated enthusiastically by asking questions and seeking guidance on various tools and technologies used in game development. The talk provided valuable insights into real-time challenges and encouraged students to explore innovation and creativity in the gaming domain.

The event concluded with a vote of thanks by **Mr. Mushtaq Ahamed Syed, Tech Club Student Coordinator.** Faculty members and participants appreciated the **Student Activity Center (SAC) and Tech Club**, making the program a successful knowledge-sharing initiative of the MITS Tech Club.

Outcome of the Event:

- ✓ Students have gained the fundamentals of designing and developing interactive games, the role of coding and graphics.
- ✓ Students have got the curiosity to learn more about game development technologies.
- ✓ Students gained awareness about the Unity game engine and its features.
- ✓ Participants understood the career scope in Game Development, AR/VR, and simulations.
- ✓ Students learned about internship opportunities and the importance of self-learning.
- ✓ The project demo by student coordinators inspired peers to take up practical projects.