About Us: Gaming has become an integral part of many people's lives and a great way to meet and bond with different kinds of people. The Gaming Club is here to bring back the roots of gaming for the sole purposes of entertainment, fun, socializing without being too time demanding.

Aim: Gaming club will aim to discipline our students hobby of gaming and provide competitive and structured approach to this favourite past time. It will empower them to think creatively.

Objectives: Gaming Club main objective is to use the programming language to develop games and would also help to develop their skills which can be helpful in other fields.

Executive Committee:
- Co-ordinator: P.K Abhilash, Assistant Professor, IT
- HOD: Dr.K.Prasanna Lakshmi, IT

Following is the list of members of Gaming Club for the Academic year 2018-19

Faculty in—charge:-
- P.K. Abhilash – Asst.Prof, IT Department

Student Body:-
- Mihir Solanki
- N.Hem Karthik
- P.Sai Raskhitha
- V.Sruthi
- Rishita Gopi
Gaming Club Summary Report

2016-2020*

<table>
<thead>
<tr>
<th>S.NO</th>
<th>Date</th>
<th>Name of the Guest/Speaker</th>
<th>Title of the Event</th>
<th>Type of the Event</th>
<th>Total No of Students Attended</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>31\textsuperscript{st} March 2016</td>
<td>Dr. Ananth Raj Mind Q systems</td>
<td>Game Testing</td>
<td>Workshop</td>
<td>52</td>
</tr>
<tr>
<td>2.</td>
<td>27\textsuperscript{th} March 2017</td>
<td>Mr Tabrez Pirani Mind Q systems</td>
<td>Virtual Reality</td>
<td>Workshop</td>
<td>42</td>
</tr>
<tr>
<td>3.</td>
<td>12\textsuperscript{th} n 13\textsuperscript{th} Oct 2018</td>
<td>Mihir Solanki Gaming club student Co ordinator</td>
<td>First Scratch</td>
<td>Workshop</td>
<td>75</td>
</tr>
<tr>
<td>4.</td>
<td>22\textsuperscript{nd} Feb 2019</td>
<td>Mihir Solanki Gaming club student Co ordinator</td>
<td>Augmented Reality</td>
<td>Workshop</td>
<td>54</td>
</tr>
<tr>
<td>5.</td>
<td>17\textsuperscript{th} Aug 2019</td>
<td>Mihir Solanki Gaming club student Co ordinator</td>
<td>AI and ML in Games</td>
<td>Workshop</td>
<td>40</td>
</tr>
</tbody>
</table>