

TECHNICAL CLUB: COMPUTER GAMES



CORE DISCIPLINE:

ANIMATION & MULTIMEDIA

MENTOR:

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TECHNICAL BACKGROUND OF THE THEME OF THE CLUB

- THE MOBILE, COMPUTER, CONSOLE GAMES ARE TAKING THE ANIMATION INDUSTRY BY STORM. IT IS THE BIGGEST INDUSTRY IN THE PRESENT TIME. THE COMPUTER LANGUAGES AND DESIGNING ASPECTS OF THE GAME DEVELOPMENT ARE INTRICATE AND IN ORDER TO MAKE THE STUDENTS AWARE OF THESE TECHNICAL ASPECTS, THIS CLUB IS TO BE SET-UP.

IMPORTANCE/ UTILITY OF THE TECHNOLOGY CONSIDERED IN THE CLUB

- TO PREPARE GAME DEVELOPERS, DESIGNERS AND GAME TESTERS FOR THE COMPUTER GAME INDUSTRY.
- TO PROVIDE THE INFORMATION ABOUT THE LATEST TECHNOLOGIES USED IN THE ANIMATED GAMES.

- TO PROVIDE THE TECHNICAL KNOWLEDGE OF STEP BY STEP PROCEDURE OF GAME DEVELOPMENT.

ACTIVITIES TO BE CONSIDERED UNDER THE CLUB

- LAN GAMING COMPETITION
- WORKSHOPS AND GUEST LECTURES ON THE STEP BY STEP PROCEDURE OF THE GAME MAKING.
- WORKSHOPS ON COMPUTER PROGRAMMING UTILIZED IN GAME DEVELOPMENT.
- GUEST LECTURES AND SEMINARS ON THE GAME DEVELOPMENT.
- TO PROMOTE OUTDOOR GAMES IN ORDER TO MAKE THE STUDENTS UNDERSTAND TECHNICALITIES INVOLVED IN THE BASICS OF PHYSICAL ASPECTS OF THE GAME.
- MOBILE GAMING WORKSHOPS.

