



**SCIENT INSTITUTE OF TECHNOLOGY**  
**INFORMATION TECHNOLOGY**  
**DEPARTMENT**

# GAMING WORKSHOP

. Contents of the Workshop:

- Why Gaming?
- Video games and Common sense
- Types of Video Games
- Mobile Gaming
- Non-Player Character (NPC) Challenge
- History of Video Games
- Console Wars
- 3D gaming
- A. Intelligence in games
- Open Source Gaming

- How to Become: Game Developer, Game Designer, Game Tester, Game Producer, Game Journalist, and Game Artist
- Salaries in Gaming Sector
- Gaming Companies in India and Abroad
- Attitude of a Gamer

Methodology: · Presentation, Quiz, Discussion

DEMO · Video games on PlayStation 2, PlayStation 3, PlayStation Move, PSP, Xbox and PC.

**SPEAKERS:** ANIRUDH AND HIMA  
BINDU

DATE: 15-07-2011

VENUE: SEMINAR HALL

TIMING: 11.00AM TO 4.00PM

ALL ARE WELCOME

