Activity Report

Academic year 2023-24 (July 2023 to June 2024)	
Name of the Activity	An International Seminar on Artificial Intelligence and Games Programing
Date	17th April 2024
Time and Venue	2.00 PM, Seminar Hall, SSMRV College.
Mode (Online/Offline)	Offline
Please provide the youtube link (if online)	NA
Organized by: Name of the Department/Activity Centre	International Relations Office, SSMRV College
Event Coordinator/ Faculty In-charge	Mr. Arun Kumar R, International Relations Officer, SSMRV College
Nature: Academic /Co-curricular/extracurricular/others	Co-Curricular
Topic/Activity	An International Seminar on Artificial Intelligence and Games Programing
Resource Person Details (Name, Designation and Organization/Institution)	Mr. Sam Burney, A Graduate from Oxford University, Games Programmer, Regional Manager (South Asia), Falmouth University, England, UK.
No of Participants	115
Objectives of the activity	- Facilitate knowledge exchange between researchers, developers, and practitioners. - Present state-of-the-art research and methodologies in AI and game programming. - Provide networking opportunities for global connections. - Explore practical applications of AI in the gaming industry.
Methodology	- Presentations and Lecture, - Interactive Session, - Q&A Session, - Feedback Mechanisms.
Outcome of activity	- Enhanced Understanding of Gaming Industry and Artificial Intelligence - Career Opportunities, - Networking Opportunities, - Improved Technical and Soft Skills, - New Collaborations.

A brief write up of the event

The International Relations Office at SSMRV College hosted a dynamic seminar on AI and Games Programming on April 17, 2024. Final-year BCA students were privileged to learn from Mr. Sam Burney, a distinguished Oxford University graduate and Games Programmer. Mr. Burney, also the Regional Manager (South Asia) at Falmouth University, UK, shared insights into integrating AI with game development, as well as discussing career opportunities both in India and overseas.

Throughout the seminar, attendees engaged in captivating discussions on AI algorithms and their application in virtual environments. Mr. Burney's expertise sparked enthusiasm among students, fostering connections and potential collaborations in the evolving landscape of AI-driven game programming.

Dr. Geetha R, the Principal of SSMRV College, provides unwavering support for such initiatives, emphasizing their pivotal role in nurturing student talent and fostering innovation.

In summary, the seminar was a resounding success, showcasing SSMRV College's dedication to providing cutting-edge education and empowering students to thrive in the tech-driven world.

The organizing team
Mr. Arunkumar Rajendran,
International Relations Officer,
SSMRV College.

Invitation.

2-3 google tagged photos & any other supporting documents