



# VIMAL JYOTHI ENGINEERING COLLEGE, CHEMPERI

DEPARTMENT OF COMPUTER SCIENCE AND  
ENGINEERING (CSD)

## Add-on Course on Fundamentals of Game Design and Development For S5 CSD Students



15-18, 20 August 2024



09:00 AM to 04:00 PM



DESIGN LAB(CE), EC BLOCK

## CONTACT US

### Convenor:

Ms Neena VV  
Programme Coordinator (CSD)

### Staff Coordinators:

Mr Akhil KK  
Ms Anju Ashokan

## VISION OF THE DEPARTMENT

To contribute to the society through excellence in scientific and knowledge based education utilizing the potential of computer science and engineering with a deep passion for wisdom, culture and values.

## MISSION OF THE DEPARTMENT

To promote the all-round growth of an individual by creating futuristic environment that fosters critical thinking, dynamism and innovation to transform them into globally competitive professionals.

To undertake collaborative projects which offer opportunities for long-term interaction with academia and industry.

To develop human potential to its fullest extent so that intellectually capable and optimistic leaders can emerge in a range of professions.

## ABOUT THE COURSE

A five-day course on AR, VR development using Blender and Unity 3D. Participants will gain hands-on experience in creating virtual 3D spaces for socializing, learning, collaboration, and play. The course includes interactive sessions and collaborative projects, providing practical skills and a deep understanding of game development.

# Fundamentals of Game Design and Development

## COURSE MODULES

Introduction to 3D  
Introduction to Unity  
Creating game mechanics  
User interface, Game design  
Introduction WebGL, AR and VR



## RESOURCE PERSONS

Mr Akhil KK  
Asst Professor CSD Department.

Mr Tony Siby  
Mr Ujwel C  
(IEEE SB VJEC)