

Report on Workshop on Game Development

Organized by: Academic Staff College in association with Skill Development, KLEF.

Date: 21-02-2026 & 22-02-2026

Venue: R101, KLEF

Resource Persons:

1. Mr. Siva Kishore Mediseti

Senior Software Engineer, Unreal Authorized Instructor Partner for Epic Games, Bangalore

2. Mr. Arumugam

Senior Software Engineer, Unreal Authorized Instructor Partner for Epic Games, Bangalore

Detailed Report:

The Academic Staff College (ASC), KLEF, in collaboration with the Skill Development Department, successfully organized a **“Workshop on Game Development”** on 21st and 22nd February 2026 at the university campus. The workshop was conducted and witnessed enthusiastic participation from both faculty members and students.



The primary objective of the workshop was to create awareness among faculty about the

rapidly evolving field of game design and development. It aimed to equip participants with fundamental knowledge of gaming concepts, tools, and industry trends, thereby encouraging them to integrate innovative and interactive methodologies into teaching and learning practices.

The programme was inaugurated by Dr. Radhika Rani Chintala, Principal, Academic Staff College, along with Dr. A. Srinath, Dean – Skill Division. In her inaugural address, Dr. Radhika Rani Chintala emphasized the significance of game design in academic and professional development. She highlighted that understanding game design principles and immersive technologies is essential for enhancing teaching methodologies, fostering creativity, and supporting innovation in both research and learning.



Mr. Siva Kishore Mediseti, Senior Software Engineer and an Unreal Authorized Instructor

Partner for Epic Games, Bangalore, delivered an expert session on game design and development. He explained the fundamentals of creating engaging games, discussed industry trends, and shared insights on the future of gaming, including the growing role of immersive technologies and career opportunities in the gaming sector.

The keynote session on gaming was delivered by industry experts Mr. Siva Kishore Mediseti and Mr. Arumugam, Senior Software Engineers and Unreal Authorized Instructor Partners for Epic Games, Bangalore. In their session, the speakers provided an insightful and engaging overview of game design and development. They explained that game development is a multidisciplinary field that combines creativity, storytelling, programming, and design principles. They emphasized the rapid growth of the gaming industry and its increasing relevance in education, entertainment, and professional domains.

The speakers elaborated on the key stages of game development, including idea generation, game mechanics, level design, character modelling, and environment creation. They introduced participants to advanced tools and platforms such as Unreal Engine, highlighting its capabilities in creating high-quality, real-time interactive experiences. They also discussed emerging trends such as virtual reality (VR), augmented reality (AR), and immersive technologies, which are transforming the gaming ecosystem and creating new opportunities for innovation. The importance of skills such as logical thinking, problem-solving, teamwork, and continuous learning was strongly emphasized.



The session provided valuable insights into industry workflows, career opportunities in gaming, and the expectations of employers in the field. It was highly interactive, enabling participants to gain practical knowledge and a deeper understanding of real-world game development processes.

He elaborated on the various aspects of game development, including conceptualization, game mechanics, storytelling, character design, and environment creation. He highlighted the importance of understanding user experience, level design, and interactive elements in building engaging and effective games.

He further emphasized the need to adopt structured development practices such as proper planning, time management, teamwork, and iterative design. The session also stressed the importance of using modern tools and technologies, including game engines, asset creation software, and testing techniques to ensure quality output.

Additionally, he encouraged participants to focus on creativity, innovation, and continuous learning, while also developing problem-solving and analytical skills. The importance of collaboration, effective communication, and staying updated with current industry trends was highlighted as essential for success in the field of game development.



Importantly, he also addressed the critical role of faculty members in guiding and mentoring students in the field of game development. He emphasized that faculty should encourage students to explore creativity, innovation, and problem-solving through game-based learning approaches. He advised faculty to actively support students in understanding core concepts such as game mechanics, design thinking, and interactive storytelling.

He highlighted the importance of identifying students' interests and strengths in areas like programming, design, animation, and level creation, and nurturing those skills through continuous guidance and practical exposure. He stressed the need for faculty to adopt an encouraging and supportive approach, enabling students to experiment, learn from failures, and improve their projects. He also encouraged faculty members to create an interactive and collaborative learning environment where students feel motivated to share ideas, work in teams, and develop innovative game concepts. Faculty were advised to provide constructive feedback, guide students in using industry-relevant tools, and align their learning with current gaming trends and career opportunities.



He emphasized that building strong mentor-mentee relationships, promoting open communication, and encouraging collaborative learning can significantly enhance students' creativity and academic success in the field of game development. He highlighted that a supportive learning environment helps students gain confidence, share innovative ideas, and develop practical skills effectively. He concluded by encouraging faculty members to continuously upgrade their technical knowledge, stay aligned with current industry trends, and actively support students in exploring emerging opportunities in gaming. He stressed that such efforts would contribute to creating a dynamic, innovative, and skill-oriented academic environment within the institution.



The programme concluded with the felicitation of the resource persons by Dr. Radhika Rani Chintala, Principal – ASC, and Dr. A. Srinath, Dean – Skill Division, along with the faculty members of the Department of Skill Division.

The event ended with a formal vote of thanks, acknowledging the efforts of the organizers, speakers, and participants. A total of 9 faculty members from the Gaming Cohort along with students attended the programme and got benefited. The programme witnessed an encouraging response from the faculty members and successfully reinforced the importance of Game Design and Development in Academic Community.



Dr. Radhika Rani Chintala
Principal, Academic Staff College

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