

MAHARAJA SURAJMAL INSTITUTE OF TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

WORKSHOP ON GAME DEVELOPMENT

Dated: 11-08-2016

A Workshop on “**Game Development Workshop Using Java Script**” was organized by Computer Science and Engineering Department. It was held on August 11, 2016. More than one hundred students of CSE and IT departments of both shift had been participated in this workshop. Workshop was taken by Coding Blocks. Coding Blocks is a private organization situated in Pitampura, Delhi which conducts various training programs, seminars, hands-on workshop for undergraduate students on various topics like java, game development and android etc. Skill development is very important in today’s competitive world. They have various modules which can be taken up by the students as per their convenience. The speakers of the workshop are Mr. Prateek Narang and Mr. Arnav Gupta headed by Mr. Rajesh Sachdeva.

In this workshop, students came to know about game development using javascript and phaser and by using these technologies two games are build that are Pokemon and Mario game. The editor Brackets issued for development of these games. There were two way conversations between speakers and students.

Pokemon game was bulid using technologies:

1. HTML5 canvas
2. Javascript

Mario game was build using technologies:

1. HTML
2. Phaser
3. Javascript

Overall, this workshop was knowledgeable and interactive and students tried to know about the development of games and how technologies can be used in computer Science and Engineering.

