

Dr. V. S. KRISHNA GOVT. DEGREE & P.G COLLEGE (A)

(Autonomous)

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Maddilapalem, Visakhapatnam-530013, Andhra Pradesh

Report on one day workshop “Responsible Gaming”

The Department of Computer Science and Commerce, in collaboration with Social and Media Matters, successfully organized a seminar on "Responsible Gaming" on 28th January 2025 at Dr. V. S. Krishna Government Degree College.

Objective:

The primary objective of the "Responsible Game" workshop was to create awareness among students about responsible gaming habits, the impact of gaming on mental and physical health, and the ethical use of gaming technologies. The event aimed to educate students about the positive and negative aspects of gaming while promoting a balanced approach to its usage.

Key Discussions

- 1. Institutional Perspective on Gaming:** Principal Dr. I. Vijaya Babu, Principal spoke about the importance of regulating gaming behaviour among students and encouraged self-discipline and time management.
- 2. Understanding Responsible Gaming:** Ms. Arnika, the resource person, delivered an insightful talk on the importance of balancing gaming with real-life responsibilities. She emphasized the psychological and social effects of excessive gaming and provided strategies for responsible gameplay.
- 3. Role of Technology in Gaming:** Dr. A. Siva Prasad, HOD of CS highlighted the evolution of gaming technology and the role of artificial intelligence in shaping user behaviour.
- 4. Economic and Commercial Aspects of Gaming:** Dr. G. Rajkumar, HOD of Commerce discussed the financial aspects of gaming, including in-app purchases, gaming monetization, and ethical gaming practices.
- 5. Academic Guidance and Student Engagement:** Academic Coordinator Sri M. Rajeswararao provided guidance on how students can engage in gaming responsibly while maintaining academic excellence.

Outcome of the Workshop:

- Increased awareness among students about responsible gaming practices.
- Encouragement to adopt self-regulation strategies for gaming habits.
- Understanding the potential career opportunities in the gaming industry.

- Development of a mindful approach towards gaming and digital consumption.

Number of Students Attended:

A total of 150 students from the Computer Science and Commerce departments participated in the workshop, actively engaging in discussions and Q&A sessions.

Conclusion

The seminar concluded with an interactive Q&A session, where students actively participated by sharing their gaming experiences and concerns. The session provided valuable insights into the need for responsible gaming practices.

The Department of Computer Science and Commerce, along with Social and Media Matters, extended their gratitude to all the participants, faculty members, and students for making the event a success. The session served as an eye-opener for many, reinforcing the importance of moderation and mindful engagement in gaming.

Photos:







News Paper clipping:

సాక్షి

ఆన్‌లైన్ గేమ్స్‌లో జాగ్రత్తలు పాటించాలి



వర్క్‌షాప్‌లో మాట్లాడుతున్న ప్రెసిపాల్ విజయబాబు

మద్దిలపాలెం: ఆన్‌లైన్‌లో గేమ్స్ ఆడేటప్పుడు జాగ్రత్తలు పాటించాలని డాక్టర్ వీఎస్ కృష్ణా డిగ్రీ కళాశాల ప్రెసిపాల్ డా.వి.విజయబాబు సూచించారు. రెస్పాన్సిబుల్ గేమింగ్‌పై కళాశాలలో కంప్యూటర్ సైన్స్, కామర్స్ విభాగాల ఆధ్వర్యంలో సోషల్ మీడియా అండ్ మేటర్స్ సహకారంతో నిర్వహించిన వర్క్‌షాప్‌లో ఆయన పాల్గొన్నారు. విద్యార్థులకు సూచనలు చేశారు. రిసోర్స్ వర్షన్ అర్థిక మాట్లాడుతూ ఆన్‌లైన్ గేమ్స్ బాధ్యతగా ఆడాలన్నారు. కార్యక్రమంలో ఎ.శివప్రసాద్, జి.రాజ్ కుమార్, ఎస్.సాంబమూర్తి, పి.రామచంద్ర, కళాశాల సిబ్బంది పాల్గొన్నారు.

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Page : 9
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