

## ACTIVITY REPORT

<b>Name of the activity</b>	Industry Insights on Deciphering AI in the Gaming Industry	<b>Date</b>	5 <sup>th</sup> September, 2021
<b>Name of the Coordinator(s)</b>	Dr Devesh Bathla	<b>Time</b>	11:00AM (IST)
<b>Name of the Resource Person</b>	Kishore Kumar, Head- Customer Success, Affine	<b>Mode</b>	Virtual through ZOOM
<b>Nature of the activity</b>	Career Counselling Session	<b>Program &amp; Batch</b>	MBA(2020-22), BBA(2020-23)
<b>Number of students participated</b>	153	<b>Academic Session</b>	2021-22

### About the Activity

Online games have come a very long way since the days of Minesweeper, Pac Man, Solitaire to name a few. COVID, if anything, has only propelled the demand for online games resulting in bigger and faster changes coming to life; be it the market landscape, increasing competition amongst game providers or users wanting better and more realistic experiences. Easing smartphone affordability and internet accessibility have further fuelled the demand, globally.

Interestingly there is a lot of data available about user behaviours, purchase patterns, game interactions, etc spiralling every second making a stronger case to implement various AI / ML solutions. This session was aimed to give insights about interesting techniques like Pathfinding, Finite State Machines, Behaviour Trees, Deep Neural Networks, Procedural Content Generation.

### Activity objectives and Outcome achieved

S.No	Objectives	Outcomes
1.	To give the participants some insights on Gaming	Detailing out different techniques applied during the game development including Finite State Machines. Other Outcomes were understanding of Behavior Tree, Monte Carlo Search Tree, Deep Neural Networks and Generative Adversarial Network.
2.	Walkthrough of a generic AI in game framework and Game Development Life Cycle.	



**Mr Kishore Kumar, Head- Customer Success, Affine explained the AI concepts to the students**