

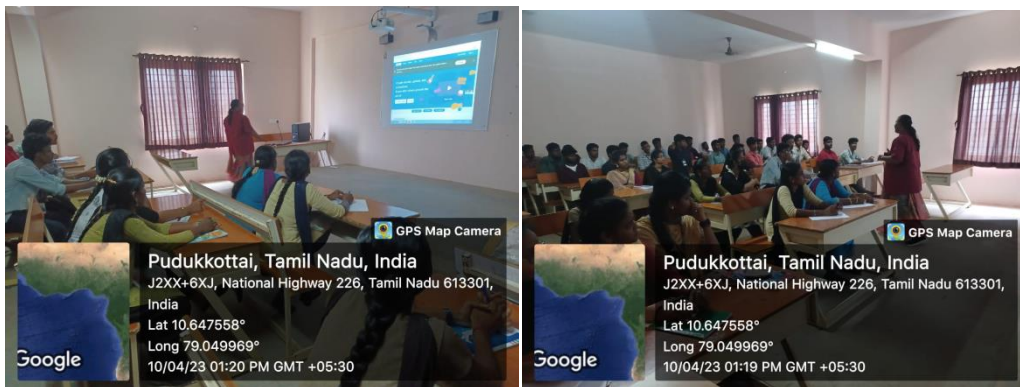


DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
ACADEMIC YEAR 2022 - 2023 EVEN SEMESTER

Report

1. Type of the Event : Workshop
2. Name of the Event : Game Development using Scratch Software
3. Objective : The students should know about Scratch Software Tool
4. Date : 10.04.2023
5. Level of the Event : Department Level
6. Name of the organizer : Ms.S.Puvaneswari AP / CSE
7. Resource Person : Ms.R.Sugantha Lakshmi AP/CSE
8. Target Group : II Year students
9. Number of Participants : 46
10. Outcome
 - understand the functionalities of each component
 - know about the implementation of various controls in a project
 - develop a new gaming application using SCRATCH

Snapshots



II year students actively participating in the event