



Department of Media Studies

A Workshop on the Study of Video Games

Date : 14.08.20
Time : 4:00 pm - 6:00 pm
Platform : Microsoft Teams
No. of Participants: 14
Faculty Coordinator : Prof Joel M Jacob and Dr Kailash Koushik (Convenors)

Game design is the starting juncture to understanding games,” said Poornima Seetharaman, host of the workshop titled ‘The Study of Video Games’ held on August 14 as a part of Media Meet 2020. A member of the gaming industry since 2006, Poornima Seetharaman is currently a lead game designer at Zynga. From AR to casual games, she has worked in a wide variety of gaming genres. The resource person has worked with some of the biggest names in the Indian gaming industry and co-founded Pinaka Interactive (a game design studio) and NammaLore Entertainment (a game development studio).



The workshop was aimed at helping participants understand the world of gaming better. The host broke down various aspects of game design like the stages of game design, narrative technique, psychological aspects that affect player behaviour and storytelling in gaming. The workshop further explored hidden mechanics in gaming and how developers manipulate the

flawed psyches and probabilities while developing games. Another field that the workshop explored was education.

Through the example of a video game that teaches players the basics of machine learning, the host explained the role of video games in the education sector. The host also elaborated on the role and scope of video game journalism in India. Ms. Seetharaman explained how game reviews, breaking down and deconstructing the game can be covered under the umbrella of video game journalism.

The workshop ended with a story-telling activity where participants used cues from virtual dice cubes to create a story. Each participant used a die to narrate one part of the story and the next person carried it forward. One of the two characters created by the participants did not make it until the end of the story and was killed mid-way. This workshop proved to be fruitful for all the gaming enthusiasts and helped them understand the nuances of video game designing.



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**Workshop Participant List: "The Study of Video Games" by
Poornima Seetharaman | Aug 14 - Media Meet 2020**

1	Vedank Bhatnagar	7426019793
2	Supratik Choudhury	8250207945
3	Pakhi Jain	8197759752
4	Sreeparna Rajesh	7593906069
5	PRIYASHRAVA SRIDHAR	9566203224
6	Ann Anjali B Winston	9188342478
7	Joanna Ann Daniel	8104737735
8	Prem More	9325657857
9	Pavithrappa G	8870123445
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11	Meha Ramesh	9003046809
12	Gokulnath S	8754114930
13	Aditya	6203592675



THE STUDY OF VIDEO GAMES



WITH
POORNIMA SEETHARAMAN
LEAD GAME DESIGNER AT ZYNGA

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AUGUST 14, 2020 | 4:00PM TO 6:00PM
For more details and registrations:
<https://mediameet.christuniversity.in/>

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