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SASURIE COLLEGE OF ENGINEERING

SASURIE INSTITUTIONS

Approved by AICTE, New Delhi. Affiliated to Anna University, Chennai

Near NH544, Coimbatore Bypass, Near Vijayamangalam Tollgate,Tirupur 638056

NAAC DOCUMENTS

QUALITY INDICATOR FRAME WORK

CRITERION - 1

CURRICULAR ASPECTS

SUBMITTED BY

IQAC

INTERNAL QUALITY ASSURANCE CELL

SASURIE COLLEGE OF ENGINEERING

1.2 AcademicFlexibility(30)

1.2.1 Number of Certificate/Value added courses offered and online courses of MOOCs, SWAYAM, NPTEL etc. (where the students of the institution have enrolled and successfully completed during the last five years)

AND

1.2.2 Percentage of students enrolled in Certificate/ Value added courses and also completed online courses of MOOCs, SWAYAM, NPTEL etc. as against the total number of students during the last five years

VAC Title:	GAME DEVELOPMENT AND VIRTUAL REALITY(VR)				
Resource Person:	Mrs. G. Muthulakshmi, Project Manager, Squaresoft Technologies, Coimbatore-600088.		Mr.K.Vishnuvarthan, CEO, Squaresoft Technologies, Coimbatore-600088.		
Dat e of conduct from:	30.01.2023		**To:** 03.02.2023	**Duration:**	30 Hours
Organized Department:	COMPUTER SCIENCE AND ENGINEERING				
Participant Year:	2/3/4	**Semester:**	EVEN	**No. of Students Registered:**	66
Venue:	Lecture hall of II & III year CSE				

TABLE OF CONTENT

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SASURIE
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Approved by AICTE, New Delhi
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Ref: SCE / CSE /Students / VAC / 2022 – 2023 / EVEN   23.01.2023

CIRCULAR

In order to bridge the curricular gap between the Academic Syllabus and Industry requirements, Department of Computer Science and Engineering and IQAC of our Institution in association with Squaresoft Technologies, is organizing a **Value Added Course (VAC)** for the students of II, III and IV year of CSE and AI&DS on the title **"Game Development and Virtual Reality (VR)"** from **30.01.2023** to **03.02.2023**. At the end of the VAC, course completion certificates will be issued to the eligible participants as per the following norms.

- Students, who are securing **more than 70% on total score in the VAC test** and secured more than 75% in VAC attendance is eligible to receive the course completion certificate for the VAC attended.

Resource Person Details	Mrs.G.Muthulakshmi, Product Manager, Squaresoft Technologies, Chennai – 600088.	Mr.K.Vishnuvardhan, CEO, Squaresoft Technologies, Chennai – 600088.
Venue	Lecture hall of II & III year CSE	

HoD/CSE   PRINCIPAL

Copy to:
1. Chairman & Secretary for information
2. Principal office
3. IQAC Co-Ordinator
4. Class In charges - II, III & IV-Year CSE & AI&DS
5. II, III & IV-Year CSE & AI&DS Students
6. CSE & AI&DS Notice Board
7. Department File

Dr.M.VIJAYAKUMAR ME., Ph.D.,
PRINCIPAL
SASURIE COLLEGE OF ENGINEERING,
Vijayamangalam - 638 056, Tirupur (Dt).

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Ref: SCE / CSE /Students / VAC / 2022 – 2023 / EVEN   23.01.2023

SYLLABUS - VALUE ADDED COURSE

"Game Development and Virtual Reality (VR)"

From 30.01.2023 to 03.02.2023 (5 days)

Duration : 30 Hours   **Academic Year : 2022 -2023 /EVEN**

S.No.	Topics Covered	Duration (In Hours)	Date
1	Introduction to Game Development	3	30.01.2023
2	Game Design Principles	3	30.01.2023
3	Programming for Game Development	3	31.01.2023
4	3D Modeling and Animation	3	31.01.2023
5	Game Engines	3	01.02.2023
6	Multiplayer Game Development	3	01.02.2023
7	Introduction to Virtual Reality (VR)	3	02.02.2023
8	VR Development Platforms	3	02.02.2023
9	VR Interaction and User Interfaces	3	03.02.2023
10	Ethics and Considerations in Game Development and VR	3	03.02.2023
	Total Hours	30	-

After successful completion of 30 hours VAC, the assessment test for the VAC titled "Game Development and Virtual Reality (VR)" will be conducted on 03.02.2023.

VAC Coordinator   HOD/CSE

Dr. M. VIJAYAKUMAR M.E., Ph.D.,
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Vijayamangalam - 638 056, Tirupur (Dt).

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

STUDENTS PARTICIPATION LIST - VALUE ADDED COURSE

"Game Development and Virtual Reality (VR)"

From 30.01.2023 to 03.02.2023 (5 days)

Duration : 30 Hours   **Academic Year : 2022 -2023 /EVEN**

S.No.	Reg No.	Name of the Student	Year / Branch
1.	732421104003	DHARUNKUMAR M	II/CSE
2.	732421104004	DIVAKAR S	II/CSE
3.	732421104005	GOKUL S	II/CSE
4.	732421104006	INDHU K	II/CSE
5.	732421104007	NANDHINI S	II/CSE
6.	732421104008	NIVETHITHA K	II/CSE
7.	732421104009	PAVITHRA S	II/CSE
8.	732421104010	PRAKASH P	II/CSE
9.	732421104011	RAGU M	II/CSE
10.	732421104012	RANJITH S	II/CSE
11.	732421104013	SANJEEVAN R	II/CSE
12.	732421104014	SAPNA PARVEEN A	II/CSE
13.	732421104015	SATHYA M	II/CSE
14.	732421104016	SHARAAPETCHI K	II/CSE
15.	732421104017	SHARVIN P	II/CSE
16.	732421104018	SOWNDHAR M	II/CSE
17.	732421104019	SOWNDHARYA S	II/CSE
18.	732421104020	SOWNDHARYA S	II/CSE
19.	732421104021	SRISELVASAKTHIMAARI D	II/CSE
20.	732421104022	THANGAVEL R	II/CSE
21.	732421104023	VIGNESH M S	II/CSE
22.	732421104024	YAZHINI P	II/CSE
23.	732421104301	ASWIN J	II/CSE
24.	732421104302	LOGESHWARAN M	II/CSE
25.	732421104304	PREETHI V	II/CSE
26.	732421104305	RAJESHKUMAR K	II/CSE
27.	732420104001	BALAJI M	III/CSE
28.	732420104002	DEPAKAR B	III/CSE

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STUDENTS PARTICIPATION LIST - VALUE ADDED COURSE

S.No.	Reg No.	Name of the Student	Year / Branch
29.	732420104004	KIRUBAKARAN M	III/CSE
30.	732420104006	NIVETHA S	III/CSE
31.	732420104008	SUDHAKAR M	III/CSE
32.	732420104009	SUDHARSON R	III/CSE
33.	732420104010	VIGNESH M	III/CSE
34.	732419104001	ABBARNA N	IV/CSE
35.	732419104002	ADITHYA S	IV/CSE
36.	732419104003	DEEPA T	IV/CSE
37.	732419104004	DHEENAMANI E	IV/CSE
38.	732419104005	DHINESH KUMAR R	IV/CSE
39.	732419104006	ELANGOVAN P	IV/CSE
40.	732419104007	GAYATHIRI R	IV/CSE
41.	732419104009	HARI PRASANTH E K	IV/CSE
42.	732419104010	HARIPRASATH R	IV/CSE
43.	732419104012	JOHNSON KOILRAJ J	IV/CSE
44.	732419104013	KAMALEYSWARAN G	IV/CSE
45.	732419104014	KANNAN M	IV/CSE
46.	732419104015	KARTHIKEYAN P	IV/CSE
47.	732419104016	KAVITHALAKSHMI V	IV/CSE
48.	732419104017	KAVYA P	IV/CSE
49.	732419104018	LAVANYA C	IV/CSE
50.	732419104022	NAVEENA B	IV/CSE
51.	732419104023	NIVETHA K	IV/CSE
52.	732419104025	RAJA C	IV/CSE
53.	732419104026	ROBINSON R	IV/CSE
54.	732419104027	SABAREESWARI R	IV/CSE
55.	732419104029	SIVAM B	IV/CSE
56.	732419104031	SUBASH P	IV/CSE
57.	732419104032	SUBHASHINI N	IV/CSE
58.	732419104033	SUGI A	IV/CSE
59.	732419104301	KAVIN KUMAR M	IV/CSE
60.	732421243001	ARUN.A	II / AIDS
61.	732421243003	SANTHOSH KUMAR	II / AIDS
62.	732421243004	SIVAKUMAR.A	II / AIDS
63.	21LADS301	MADHANKUMAR	II / AIDS

Dr.M.VIJAYA KUMAR ME., Ph.D.,
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STUDENTS PARTICIPATION LIST - VALUE ADDED COURSE

S.No.	Reg No.	Name of the Student	Year / Branch
64.	732420243001	BHARADWAJ S	III /AIDS
65.	732420243002	KATHIRAVAN T J	III /AIDS
66.	732420243301	INDHARESH	III /AIDS

VAC Coordinator

HoD/CSE

Dr.M.VIJAYA... ME., Ph.D.,
SASURIE COLLEGE OF ENGINEERING,
Vijayamangalam - 638 056, Tirupur (Dt).

STUDENTS ATTENDANCE LIST - VALUE ADDED COURSE

S.No	Reg No.	Name of the Student	Year/ Branch	30.01.2023		31.01.2023		01.02.2023		02.02.2023		03.02.2023		No. of Hours Attended	Signature of the Student
				FN	AN	FN	AN	FN	AN	FN	AN	FN	AN		
12.	732421104014	SAPNA PRAVEEN.A	II/CSE	I	I	(	I	I	I	I	I	I	I	30	Sapnapraveen
13.	732421104015	SATHYA.M	II/CSE	I	I	(	I	I	I	I	I	I	I	30	Sathya
14.	732421104016	SAHARAA PETCHI.K	II/CSE	I	I	I	I	a	I	I	I	I	I	27	Shaba Phi
15.	732421104017	SHARVIN.P	II/CSE	I	I	I	I	I	I	I	I	I	I	30	
16.	732421104018	SOWNDHAR.M	II/CSE	I	I	I	I	I	I	I	I	I	I	30	Sowndh
17.	732421104019	SOWNDHARYA.S	II/CSE	I	I	I	I	I	I	I	I	I	I	30	Sownlex
18.	732421104020	SOWNDHARYA.S	II/CSE	I	I	I	a	I	I	I	I	I	I	27	Sownfex
19	732421104021	SELVA SAKTHI MARI.D	II/CSE	I	I	I	I	a	a	I	I	I	I	24	Velog
20.	732421104022	THANGAVEL.R	II/CSE	I	I	I	I	I	I	a	I	I	I	27	Thanga
21.	732421104023	VIGNESH.M.S	II/CSE	I	I	I	I	I	I	I	I	I	I	30	Vignes
22	732421104024	YAZHINI .P	II/CSE	I	I	I	I	I	a	I	I	I	I	27	Yazhini
23	732421104301	ASWIN J	II/CSE	I	I	I	I	I	I	I	I	I	I	30	Aswin.J
24	732421104302	LOGESHWARAN M	II/CSE	I	I	a	a	I	I	I	I	I	I	24	Logesh
25	732421104304	PREETHI V	II/CSE	I	I	I	I	I	I	I	I	I	I	30	Preethi
26.	732421104305	RAJESHKUMAR K	II/CSE	a	I	I	I	I	I	I	I	I	I	27	R.Jee
27.	732420104001	BALAJI.M	III/CSE	I	I	I	I	I	I	I	I	I	I	30	Balaji
28	732420104002	DEPAKAR.B	III/CSE	I	I	I	I	I	I	I	I	I	I	30	Depaker

Dr.M.VIJAYA KUMAR ME., Ph.D.,
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				FN	AN	FN	AN	FN	AN	FN	AN	FN	AN		
29.	732420104004	KIRUBAKARAN.M	III/CSE	/	/	/	/	/	/	/	/	/	/	30	
30.	732420104006	NIVETHA.S	III/CSE	a	a	/	/	/	/	/	/	/	/	24	
31.	732420104008	SUDHAKAR.M	III/CSE	/	/	a	a	/	/	/	/	/	/	24	
32.	732420104009	SUDHARSON.R	III/CSE	/	/	/	/	/	/	/	/	/	/	30	
33.	732420104010	VIGNESH.M	III/CSE	/	/	/	/	/	/	a	/	/	/	27	
34	732419104001	ABBARNA N	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	
35.	732419104002	ADITHYA S	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	
36.	732419104003	DEEPA T	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	
37.	732419104004	DHEENAMANI E	IV/CSE	/	/	/	/	/	a	/	/	/	/	27	
38.	732419104005	DHINESH KUMAR R	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	
39.	732419104006	ELANGOVAN P	IV/CSE	/	/	/	/	/	/	a	a	/	/	24	
40.	732419104007	GAYATHIRI R	IV/CSE	/	/	/	/	a	a	/	/	/	/	27	
41.	732419104009	HARI PRASANTH E K	IV/CSE	/	/	a	a	/	/	/	/	/	/	27	
42.	732419104010	HARIPRASATH R	IV/CSE	a	a	/	/	/	/	/	/	/	/	27	
43.	732419104012	JOHNSON KOILRAJ J	IV/CSE	/	/	/	/	a	a	/	/	/	/	24	
44.	732419104013	KAMALEYSWARAN G	IV/CSE	/	/	a	/	/	/	/	/	/	/	27	
45.	732419104014	KANNAN M	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	

Dr.M.VIJAYA ... ME., Ph.D.,
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				FN	AN	FN	AN	FN	AN	FN	AN	FN	AN		
46	732419104015	KARTHIKEYAN P	IV/CSE	/	/	a	a	/	/	/	)	/	7	24	KLP
47.	732419104016	KAVITHALAKSHMI V	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	Kavithalaksmi
48.	732419104017	KAVYA P	IV/CSE	a	/	/	/	/	/	/	7	/	/	27	Kavya
49.	732419104018	LAVANYA C	IV/CSE	/	)	/	/	a	a	/	/	/	/	24	Lavanya
50.	732419104022	NAVEENA B	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	Naveena
51.	732419104023	NIVETHA K	IV/CSE	/	)	/	/	/	a	/	/	/	/	27	Nivetha
52.	732419104025	RAJA C	IV/CSE	a	a	/	)	/	\	/	/	/	/	24	Raja
53.	732419104026	ROBINSON R	IV/CSE	/	/	/	/	/	/	a	/	/	/	27	Robinson
54	732419104027	SABAREESWARI R	IV/CSE	/	/	/	/	/	/	a	a	/	/	24	Sabari
55.	732419104029	SIVAM B	IV/CSE	/	/	/	/	/	/	/	/	/	/	30	Sivam
56.	732419104031	SUBASH P	IV/CSE	/	/	/	/	/	)	/	/	/	/	30	Subash P
57.	732419104032	SUBHASHINI N	IV/CSE	a	a	/	/	/	/	/	/	/	/	24	Subhashini
58.	732419104033	SUGI A	IV/CSE	/	/	/	/	/	/	/	a	/	/	27	Sugi
59	732419104301	KAVIN KUMAR M	IV/CSE	/	)	/	/	/	⊢	/	/	/	/	30	Kavinkumar
60	732421243001	ARUN.A	II / AIDS	/	\	/	)	/	/	a	a	/	/	24	Arun
61.	732421243003	SANTHOSH KUMAR	II / AIDS	/	/	/	/	/	/	/	/	/	/	30	Santh
62	732421243004	SIVAKUMAR.A	II / AIDS	/	/	/	/	/	/	a	/	/	/	27	Sivakumar

Dr.M.VIJAYAKUMAR, ME., Ph.D.,
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STUDENTS ATTENDANCE LIST - VALUE ADDED COURSE

S.No	Reg No.	Name of the Student	Year/ Branch	30.01.2023		31.01.2023		01.02.2023		02.02.2023		03.02.2023		No. of Hours Attended	Signature of the Student
				FN	AN	FN	AN	FN	AN	FN	AN	FN	AN		
63.	21LADS301	MADHANKUMAR	II / AIDS	I	I	I	I	a	a	I	I	I	I	24	Madhau
64.	732420243001	BHARADWAJ S	III /AIDS	I	I	I	a	I	I	I	I	I	I	27	Bharadwaj
65.	732420243002	KATHIRAVAN T J	III /AIDS	I	I	I	I	I	I	a	I	I	I	27	Kathiravan
66.	732420243301	INDHARESH	III /AIDS	I	I	I	I	I	I	I	I	I	I	30	Tenh.

VAC Coordinator 2/2

HoD/CSE

Dr.M.VIJAYAKUMAR ME., Ph.D.,
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Report on Value Added Course

Title:	**Game Development and Virtual Reality (VR)**

Resource Person:	Mrs.G.Muthulakshmi, Product Manager, Squaresoft Technologies, Chennai – 600088.	Mr.K.Vishnuvardhan, CEO, Squaresoft Technologies, Chennai – 600088.		
Date of conduct from :	**30.01.2023**	**To:**	**03.02.2023**	**Duration:** **30 Hours**
Organized by :	**COMPUTER SCIENCE AND ENGINEERING and IQAC in association with Squaresoft Technologies.**			
Academic Year:	**2022 – 2023**		**Semester:**	**EVEN**
Participant Year:	**II, III, IV Year CSE & AI&DS**		**No. of Students Participated :**	**66**
Venue:	**Lecture hall of II & III year CSE**			

Outcome of Value Added Course (VAC)

At the end of the Course, Students can be able to

- Write basic scripts and code using a selected programming language for game development.
- Create and manipulate 3D models for use in game environments.
- Understand the principles of networking in games.
- Identify the main components of a VR system and their functions.
- Analyze and address ethical considerations related to inclusivity and accessibility in gaming.

Assessment Process

- Students, who are securing **more than 70% on total score in the VAC test** and secured more than 75% in VAC attendance is eligible to receive the course completion certificate for the VAC attended
- Total Score = (0.5 *Attendance in VAC out of 100 percentage + 0.5 *Test mark in VAC out of 100 marks)

No. of students successfully completed the VAC course is **66 Students** based on the above assessment process.

VAC Co-ordinator   HoD/ CSE   **Principal**

Dr.M.VIJAY   Ph.D.,
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Vijayamangalam, Tiruppur.

SASURIE INSTITUTIONS

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

<u>Certificate of Participation</u>

This is to certify that Mr./Ms ....SATHYA M,II/CSE.. has

successfully completed the **Value Added Course** titled "Game Development and Virtual Reality (VR)" Organized by the

Department of Computer Science and Engineering in association with IQAC of Sasurie College of Engineering and

Squaresoft Technologies, Chennai from **30.01.2023** to **03.02.2023** (5 Days).

Co-ordinator

Head of the Department

Principal

Dr.M.VIJAYAKUMAR ME., Ph.D.,
PRINCIPAL
SASURIE COLLEGE OF ENGINEERING,
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SASURIE
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SASURIE INSTITUTIONS
Vijayamangalam, Tiruppur.

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Certificate of Participation

INDHU K,II/CSE

This is to certify that **Mr./Ms** .... has

successfully completed the **Value Added Course** titled "**Game Development and Virtual Reality (VR)**" Organized by the

Department of Computer Science and Engineering in association with IQAC of Sasurie College of Engineering and

Squaresoft Technologies, Chennai from **30.01.2023** to **03.02.2023** (5 Days).

Co-ordinator

Head of the Department

Principal

Dr.M.VIJAYAKUMAR ME., Ph.D.,
PRINCIPAL
SASURIE COLLEGE OF ENGINEERING,
Vijayamangalam - 638 056, Tirupur (Dt).

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SASURIE
COLLEGE OF ENGINEERING
Vijaya-mangalam, Tiruppur.

SASURIE
INSTITUTIONS

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Certificate of Participation

BALAJI M,III/CSE

This is to certify that **Mr./Ms** .... **has**

successfully completed the **Value Added Course** titled "**Game Development and Virtual Reality (VR)**" Organized by the

Department of Computer Science and Engineering in association with IQAC of Sasurie College of Engineering and

Squaresoft Technologies, Chennai from **30.01.2023 to 03.02.2023** (5 Days).

Co-ordinator

Head of the Department

Principal

Dr.M.VIJAYAKUMAR ME., Ph.D.,
PRINCIPAL
SASURIE COLLEGE OF ENGINEERING,
Vijayamangalam - 638 056, Tirupur (Dt).

ॐ

SASURIE
COLLEGE OF ENGINEERING
Vijayamangalam, Tiruppur.

SASURIE
INSTITUTIONS

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Certificate of Participation

NIVETHA S, III/CSE

This is to certify that **Mr./Ms** .... has

successfully completed the **Value Added Course** titled "Game Development and Virtual Reality (VR)" Organized by the

Department of Computer Science and Engineering in association with IQAC of Sasurie College of Engineering and

Squaresoft Technologies, Chennai from **30.01.2023** to **03.02.2023** (5 Days).

Co-ordinator

Head of the Department

Principal

Dr.M.VIJAYAKUMAR ME., Ph.D.,
PRINCIPAL
SASURIE COLLEGE OF ENGINEERING,
Vijayamangalam - 638 056, Tirupur (Dt).

SASURIE
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Vijaya mangalam, Tirupur

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Certificate of Participation

DEEPA T,IV/CSE

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

<u>Certificate of Participation</u>

KANNAN M,IV/CSE

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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SIVAKUMAR T V,II/AIDS

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Certificate of Participation

SANTHOSH KUMAR,II / AIDS

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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KATHIRAVAN T J,III/AIDS

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INDHARESH.III /AIDS

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Co-ordinator   Head of the Department   Principal

Dr.M.VIJAYAKUMAR ME, Ph.D.,
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEST QUESTION PAPER - VALUE ADDED COURSE

"Game Development and Virtual Reality (VR)"

From 30.01.2023 to 03.02.2023 (5 days)

Duration : 30 Hours   **Academic Year : 2022 -2023 /EVEN**

Date of Test : 03.02.2023

MULTIPLE CHOICE QUESTIONS (25 X 1 = 25 Marks)

Name of the Student: Year/Sem:

AU Register Number:

Answer all the questions:

1. **What is a game engine?**
   a. A tool used for designing board games
   b. Software that facilitates game development
   c. A type of virtual reality headset
   d. A device used for playing video games

2. **Which programming language is commonly used for game development?**
   a. Python
   b. Java
   c. C++
   d. Ruby

3. **What is the purpose of a sprite in game development?**
   a. To represent a game level
   b. To store game assets
   c. To display graphics or characters
   d. To define game rules

4. **What does FPS stand for in the context of gaming?**
   a. Frames Per Second
   b. First Person Shooter
   c. Full-screen Player Setting
   d. Frame Processing System

5. **Which of the following is an essential component of multiplayer game development?**
   a. AI (Artificial Intelligence)
   b. RNG (Random Number Generator)
   c. Server synchronization
   d. 3D modelling

6. **What is VR sickness?**
   a. A feeling of discomfort or nausea experienced in virtual reality
   b. A virtual reality gaming console
   c. A type of VR headset
   d. A game developed using virtual reality technology

7. **Which sensor is commonly used for head tracking in VR devices?**
   a. GPS(GlobalPositioningSystem)
   b. Accelerometer
   c. Barometer
   d. Magnetometer

8. **What does HMD stand for in the context of VR?**
   a. HeadMountedDisplay
   b. High-definitionMotionDetection
   c. HapticMotionDevice
   d. Headphones for Motion Detection

9. **Which company is known for developing the Oculus Rift VR headset?**
   a. Sony
   b. Microsoft
   c. Oculus
   d. HTC

10. **What is haptic feedback in VR?**
    a. Visual effects in virtual reality
    b. Tactile sensations through touch feedback
    c. Audio effects in virtual reality
    d. Smell simulation in virtual reality

11. **What is the term for combining traditional gameplay with virtual reality experiences?**
    a. Augmented Reality (AR)
    b. Mixed Reality (MR)
    c. Virtual Augmentation
    d. Game Fusion

12. **Which technology allows users to interact with virtual objects using hand gestures?**
    a. VR Gloves
    b. Motion Controllers
    c. Eye Tracking
    d. Brain-Computer Interface

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13. **In VR game development, what is locomotion?**
    a. The process of creating 3D models
    b. The movement of characters within the virtual environment
    c. The design of virtual reality headsets
    d. The programming of game mechanics

14. **What is the purpose of positional tracking in VR?**
    a. To track the position of virtual objects
    b. To track the user's physical position in the real world
    c. To track the movement of AI characters
    d. To track the user's eye movements

15. **Which of the following is an example of a VR input device?**
    a. Mouse and keyboard
    b. Gamepad
    c. Oculus Touch controllers
    d. Joystick

16. **Which programming language is commonly used for VR application development?**
    a. Java
    b. C#
    c. PHP
    d. Swift

17. **What is Unity in the context of VR development?**
    a. A virtual reality headset
    b. A game engine
    c. A VR input device
    d. A programming language

18. **Which VR platform is developed by Valve Corporation?**
    a. Oculus
    b. PlayStation VR
    c. HTC Vive
    d. Google Daydream

19. **What is the purpose of the SteamVR platform?**
    a. To create virtual reality content
    b. To distribute and access VR content
    c. To design VR hardware
    d. To simulate virtual environments

20. **Which platform uses the OpenVR API for VR development?**
    a. Oculus
    b. PlayStation VR
    c. HTC Vive
    d. Google Daydream

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21. **What ethical considerations should be taken into account when developing VR content?**
    a. Inclusive design and accessibility
    b. Maximum sensory overload
    c. Exclusivity and elitism
    d. Limited user customization

22. **How can developers address motion sickness in VR games?**
    a. Implementing fast-paced movements
    b. Reducing the frame rate
    c. Providing comfortable locomotion options
    d. Ignoring user feedback

23. **Why is it important to consider diverse perspectives in VR content creation?**
    a. To limit the target audience
    b. To encourage exclusion
    c. To enhance creativity
    d. To avoid cultural sensitivity issues

24. **What is the role of user consent in VR experiences?**
    a. It is not necessary for VR experiences
    b. It is important for data privacy and user safety
    c. It is only required for multiplayer games
    d. It is essential for graphics optimization

25. **Which principle emphasizes the importance of user safety in VR experiences?**
    a. User engagement
    b. User immersion
    c. User comfort
    d. User presence

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TEST QUESTION ANSWER KEY - VALUE ADDED COURSE

"Game Development and Virtual Reality (VR)"

From 30.01.2023 to 03.02.2023 (5 days)

Duration : 30 Hours **Academic Year : 2022 -2023 /EVEN**

Date of Test : 03.02.2023

1	b	6	a	11	b	16	b	21	a
2	c	7	b	12	b	17	b	22	c
3	c	8	a	13	b	18	c	23	c
4	a	9	c	14	b	19	b	24	b
5	c	10	b	15	c	20	c	25	c

VAC Coordinator

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

<u>**TEST QUESTION PAPER - VALUE ADDED COURSE**</u>

"Game Development and Virtual Reality (VR)"

From 30.01.2023 to 03.02.2023 (5 days)

Duration : 30 Hours   **Academic Year : 2022 -2023 /EVEN**

Date of Test : 03.02.2023

<u>**MULTIPLE CHOICE QUESTIONS (25 X 1 = 25 Marks)**</u>

Name of the Student: A. Arun   **Year/Sem:** II / IV th

AU Register Number: 732421243001

<u>Answer all the questions:</u>

1. **What is a game engine?**
   a. A tool used for designing board games
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

ASSESMENT SHEET - VALUE ADDED COURSE

"Game Development and Virtual Reality (VR)"

From 30.01.2023 to 03.02.2023 (5 days)

Duration : 30 Hours

Academic Year : 2022 - 2023/ EVEN

S.No	Reg No.	Name of the Student	Year/ Branch	Attendance Details		VAC-MCQ TEST		OVERALL Score (100) (50% of A + 50% of B)
				No. of Hours Attended	Attendance Score (100) (A)	No. of Correct Answers	MCQ Score (100) (B)	
1.	732421104003	DHARUNKUMAR.M	II/CSE	27	90	19	76	83
2.	732421104004	DIVAKAR.S	II/CSE	27	90	19	76	83
3.	732421104005	GOKUL.S	II/CSE	30	100	19	76	88
4.	732421104006	INDHU.K	II/CSE	27	90	19	76	83
5.	732421104007	NANDHINI.S	II/CSE	24	80	21	84	82
6.	732421104008	NIVETHITHA .K	II/CSE	27	90	20	80	85
7.	732421104009	PAVITHRA.S	II/CSE	24	80	20	80	80
8.	732421104010	PRAKASH.P	II/CSE	27	90	19	76	83
9.	732421104011	RAGU.M	II/CSE	30	100	19	76	88
10.	732421104012	RANJITH .S	II/CSE	24	80	20	80	80
11.	732421104013	SANJEEVAN.R	II/CSE	27	90	19	76	83
12.	732421104014	SAPNA PARVEEN A	II/CSE	30	100	19	76	88

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ASSESMENT SHEET - VALUE ADDED COURSE

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				No. of Hours Attended	Attendance Score (100) (A)	No. of Correct Answers	MCQ Score (100) (B)	
13.	732421104015	SATHYA M	II/CSE	30	100	21	84	92
14.	732421104016	SHARAAPETCHI K	II/CSE	27	90	19	76	83
15.	732421104017	SHARVIN P	II/CSE	30	100	19	76	88
16.	732421104018	SOWNDHAR M	II/CSE	30	100	19	76	88
17.	732421104019	SOWNDHARYA S	II/CSE	30	100	21	84	92
18.	732421104020	SOWNDHARYA S	II/CSE	27	90	21	84	87
19.	732421104021	SRISELVASAKTHIMAARI D	II/CSE	24	80	20	80	80
20.	732421104022	THANGAVEL R	II/CSE	27	90	21	84	87
21.	732421104023	VIGNESH M S	II/CSE	30	100	20	80	90
22.	732421104024	YAZHINI P	II/CSE	27	90	19	76	83
23.	732421104301	ASWIN J	II/CSE	30	100	19	76	88
24.	732421104302	LOGESHWARAN M	II/CSE	24	80	20	80	80
25.	732421104304	PREETHI V	II/CSE	30	100	21	84	92
26.	732421104305	RAJESHKUMAR K	II/CSE	27	90	19	76	83
27.	732420104001	BALAJI M	III/CSE	30	100	19	76	88
28.	732420104002	DEPAKAR B	III/CSE	30	100	19	76	88
29.	732420104004	KIRUBAKARAN M	III/CSE	30	100	21	84	92

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				No. of Hours Attended	Attendance Score (100) (A)	No. of Correct Answers	MCQ Score (100) (B)	
30.	732420104006	NIVETHA S	III/CSE	24	80	20	80	80
31.	732420104008	SUDHAKAR M	III/CSE	24	80	20	80	80
32.	732420104009	SUDHARSON R	III/CSE	30	100	21	84	92
33.	732420104010	VIGNESH M	III/CSE	27	90	19	76	83
34.	732419104001	ABBARNA N	IV/CSE	30	100	19	76	88
35.	732419104002	ADITHYA S	IV/CSE	30	100	19	76	88
36.	732419104003	DEEPA T	IV/CSE	30	100	21	84	92
37.	732419104004	DHEENAMANI E	IV/CSE	27	90	19	76	83
38.	732419104005	DHINESH KUMAR R	IV/CSE	30	100	19	76	88
39.	732419104006	ELANGOVAN P	IV/CSE	24	80	20	80	80
40.	732419104007	GAYATHIRI R	IV/CSE	27	90	19	76	83
41.	732419104009	HARI PRASANTH E K	IV/CSE	27	90	19	76	83
42.	732419104010	HARIPRASATH R	IV/CSE	27	90	19	76	83
43.	732419104012	JOHNSON KOILRAJ J	IV/CSE	24	80	20	80	80
44.	732419104013	KAMALEYSWARAN G	IV/CSE	27	90	19	76	83
45.	732419104014	KANNAN M	IV/CSE	30	100	19	76	88
46.	732419104015	KARTHIKEYAN P	IV/CSE	24	80	20	80	80
47.	732419104016	KAVITHALAKSHMI V	IV/CSE	30	100	19	76	88

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				No. of Hours Attended	Attendance Score (100) (A)	No. of Correct Answers	MCQ Score (100) (B)	
48.	732419104017	KAVYA P	IV/CSE	27	90	19	76	83
49.	732419104018	LAVANYA C	IV/CSE	24	80	20	80	80
50.	732419104022	NAVEENA B	IV/CSE	30	100	19	76	88
51.	732419104023	NIVETHA K	IV/CSE	27	90	19	76	83
52.	732419104025	RAJA C	IV/CSE	24	80	21	84	82
53.	732419104026	ROBINSON R	IV/CSE	27	90	20	80	85
54.	732419104027	SABAREESWARI R	IV/CSE	24	80	20	80	80
55.	732419104029	SIVAM B	IV/CSE	30	100	19	76	88
56.	732419104031	SUBASH P	IV/CSE	30	100	19	76	88
57.	732419104032	SUBHASHINI N	IV/CSE	24	80	20	80	80
58.	732419104033	SUGI A	IV/CSE	27	90	19	76	83
59.	732419104301	KAVIN KUMAR M	IV/CSE	30	100	19	76	88
60.	732421243001	ARUN.A	II / AIDS	24	80	20	80	80
61.	732421243003	SANTHOSH KUMAR	II / AIDS	30	100	19	76	88
62.	732421243004	SIVAKUMAR.A	II / AIDS	27	90	19	76	83
63.	21LADS301	MADHANKUMAR	II / AIDS	24	80	20	80	80

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				No. of Hours Attended	Attendance Score (100) (A)	No. of Correct Answers	MCQ Score (100) (B)	
64.	732420243001	BHARADWAJ S	III /AIDS	27	90	19	76	83
65.	732420243002	KATHIRAVAN T J	III /AIDS	27	90	19	76	83
66.	732420243301	INDHARESH	III /AIDS	30	100	19	76	88

VAC Coordinator
03/02/23

HOD/CSE
03/2/23

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