Sr.No.	Title of Paper	Year	Author	Key Points
1.	Research on the 3D Game Scene Optimization of Mobile Phone Based on the Unity 3D Engine | IEEE Conference Publication	2011	Jiang Jie; Kuang Yang; Shen Haihui	This paper describes a scene optimization problem for mobile phones based on Unity 3d. As computer technology develops, it promotes the growth of many related industries. Mobile phones are very popular in our society, and the trend of more and more people playing 3D games on their mobile phones is becoming more and more evident.
2.	Developing a game application to encourage face-to-face local gaming experience | IEEE Conference Publication | IEEE Xplore	2016	Yediya Juan; Teuku Aulia Geumpana; Jude J.L. Martinez	The problem that this research project seeks to solve lies in the increasing use of mobile devices in society. According to a study conducted by Scott Campbell, assistant professor at Communication Studies, and his Nojin Kwak, associate professor at the same university, people are increasingly mobile as mobile devices have become an important aspect of their daily communication. We tend to spend a lot of time focusing on our devices. communication studies. As a result, people tend to behave the same way in face-to-face meetings.
3.	Developing MOBA games using the Unity game engine | IEEE Conference Publication | IEEE Xplore	2017	D. Polančec; I. Mekterović	This paper describes the implementation of a typical MOBA game prototype for the Windows platform on the popular Unity 5 game engine. Emphasis on using built-in Unity components in MOBA environments, developing additional behaviors using Unity's Scripting API for C#, and integrating third-party components such as network engines, 3D

				models, particle systems, etc. is placed. Available from the Unity Asset Store.
4.	SOUL: Simulation of Objects in Unity for Learning | IEEE Conference Publication	2019	Lavina Nagpal; Meghna Jaglan; Anuraj Kathait; Aakil Mathur; Abhishek Vichare	This document explores the area of creating user-friendly and highly interactive environments for e-learning.
5.	Computing Games: Bridging the Gap Between Search and Entertainment | IEEE Journals & Magazine	2021	Anggina Primanita; Mohd Nor Akmal Khalid; Hiroyuki Iida	The purpose of this research is to find the optimal difficulty level for game solvers, define entertainment indicators, and focus on linking game tree search and entertainment in different game environments.
6.	Game or Watch: The Effect of Interactivity on Arousal and Engagement in Video Game Media | IEEE Journals & Magazine | IEEE Xplore	2021	Joshua Juvrud; Gabriel Ansgariusson; Patrik Selleby; Magnus Johansson	This study examined arousal and engagement while playing video games among interactive gamers and passive viewers watching game recordings.