

## **Practical 2: Career-Oriented Presentation**

### **Aim**

To create a career presentation using slides, transitions, and animations.

### **Objectives**

- To design a multi-slide professional presentation
- To apply transitions and animations

### **Materials Required**

- PowerPoint or Google Slides

### **Procedure**

#### **Open a blank presentation**

Launch PowerPoint/Google Slides and select the option to create a new blank presentation. This opens a fresh workspace where you will design your slides.

#### **Create a title slide**

Insert a title slide layout and add the presentation title along with your name or subtitle. Ensure the title is clear, readable, and visually centered on the slide.

#### **Add minimum 7 slides**

Use the “New Slide” option to insert at least seven additional slides with appropriate layouts. Each slide should focus on a single topic or idea for clarity.

#### **Insert images, icons, and bullet points**

Add relevant images and icons to visually support your content.  
Use bullet points to present information in a structured and easy-to-read format.

#### **Apply a theme**

Choose a professional theme from the design options available in the software. The theme will automatically set consistent fonts, colors, and backgrounds.

#### **Add transitions and animations**

Apply slide transitions for smooth movement between slides.  
Add animations to text or images to enhance the presentation without overusing effects.

# CAREER IN GAME DEVELOPMENT

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## ❑ INTRODUCTION

❖ What is Game Development?

- Combination of creativity + technology
- Involves designing, coding, testing, and publishing games
- Growing rapidly with mobile, console, and VR gaming

## ❑ GAME DEVELOPMENT PROCESS

- Concept Creation – idea and story
- Game Design – gameplay rules, levels, characters
- Programming – using engines (Unity, Unreal)
- Art & Animation – visuals, 3D models, effects
- Testing & Launch – debugging and releasing

## ▪ KEY SKILLS REQUIRED

- Programming: C++, C#, Python, JavaScript
- Creativity and storytelling.
- Problem-solving and logic.
- Teamwork and communication.
- Tools: Unity, Unreal Engine, Blender, Photoshop.

## ○ Educational Path

- ✓ Degrees: B.Tech (CSE), BCA, Game Design courses
- ✓ Subjects: Computer Graphics, AI, Animation
- ✓ Certifications: Unity Certified Developer, Unreal Engine Developer

## ❖ Future Scope & Conclusion

- Huge growth with AI, AR, VR, and cloud gaming
- Opportunities for developers, artists, and storytellers
- Turn your passion for games into your profession!
- Quote: "Play. Create. Innovate."