

Alliance University, Bengaluru

Immersive Game Development: From 2D Games to AR/VR with Unity

Guidelines for Participants

Attendance Requirements

Regular attendance is essential for successful completion of the program. Participants are expected to attend all scheduled instructional sessions, laboratory activities, workshops, mentoring sessions, project reviews, and assessment activities.

Participants must:

- Maintain a minimum of 80% attendance throughout the program.
- Attend both theory and practical sessions regularly.
- Inform the Program Coordinator in advance in case of unavoidable absence.
- Participate actively in all scheduled learning activities.

Failure to satisfy the attendance requirement may result in ineligibility for certification.

Participation and Professional Conduct

Participants are expected to maintain a high standard of professionalism and ethical conduct throughout the program.

Participants shall:

- Be punctual for all sessions and activities.
- Engage actively in discussions, practical exercises, and project activities.
- Respect faculty members, mentors, guest speakers, technical staff, and fellow participants.
- Maintain a positive and collaborative learning environment.
- Follow instructions provided by faculty and program coordinators.

The following behaviors are not permitted:

- Disruptive conduct during sessions.
- Use of inappropriate language or behavior.
- Harassment, discrimination, or misconduct.
- Activities that interfere with the learning experience of others.

Laboratory Usage Guidelines

The program includes extensive hands-on laboratory activities utilizing specialized software and hardware resources.

Participants shall:

- Use laboratory systems and equipment responsibly.
- Follow safety instructions and operational guidelines.
- Save and back up project files regularly.
- Maintain cleanliness and organization within laboratory facilities.
- Report technical issues immediately to the laboratory coordinator.

Participants shall not:

- Install unauthorized software.
- Modify system configurations without permission.
- Access restricted resources or files.
- Misuse laboratory equipment or facilities.

Any misuse of laboratory resources may result in disciplinary action.

Software and Resource Utilization

Participants will have access to industry-standard software tools and development environments, including:

- Unity Game Engine
- Microsoft Visual Studio
- Blender

These resources are intended solely for educational, project, and certification-related activities. Participants are expected to comply with software licensing requirements and institutional policies governing resource usage.

Assessment Guidelines

Participant performance will be evaluated through both During Course Assessment (DCA) and Course End Assessment (CEA).

During Course Assessment (DCA) – 60%

Component	Weightage
Attendance & Participation	10%
Quizzes	10%
Practical Assignments & Lab Activities	20%

Survey-Based Exercises & Experiential Learning Activities	20%
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Course End Assessment (CEA) – 40%

Component	Weightage
Final Capstone Project	20%
Project Presentation	10%
Viva Voce	10%

Participants are expected to complete all assessments within the prescribed timelines.

Assignment and Submission Guidelines

Assignments and practical exercises form an integral part of the learning process.

Participants must:

- Submit all assignments before the specified deadlines.
- Follow the submission format prescribed by faculty members.
- Ensure originality of submitted work.
- Include supporting documentation where required.
- Demonstrate practical implementation of learned concepts.

Late submissions may be subject to penalties as determined by the program coordinator.

Survey-Based Exercise Guidelines

Participants may be required to conduct survey-based exercises and technology review activities to develop analytical and research skills.

Topics may include:

- Emerging Trends in Game Development
- AR/VR/XR Technologies
- Interactive Media Applications
- Immersive Learning Systems
- User Experience Design
- Industry Best Practices

Participants should analyze information critically and present findings through reports, presentations, or discussions.

Experiential Learning Activities

Experiential learning activities are designed to bridge the gap between theoretical concepts and practical implementation.

These activities may include:

- Guided implementation exercises
- Prototype development activities
- Design challenges
- Collaborative development tasks
- Technology exploration exercises
- Industry-oriented problem-solving activities

Active participation in experiential learning activities contributes significantly to competency development.

Capstone Project Guidelines

The Capstone Project serves as the culminating learning activity of the certification program.

Participants are expected to:

- Select a project topic aligned with the program objectives.
- Apply concepts learned throughout the program.
- Develop a functional prototype, game, or immersive application.
- Maintain project documentation and progress records.
- Demonstrate technical competency and creativity.

Projects may focus on:

- 2D Game Development
- 3D Game Development
- AR Applications
- VR Applications
- Interactive Media Systems

Project Presentation and Viva Voce

Participants must present and demonstrate their completed Capstone Project before the evaluation panel.

The presentation should include:

- Project objectives
- Problem statement
- Development methodology
- Technical implementation
- Demonstration of functionality
- Outcomes and future scope

Participants must also successfully complete the Viva Voce examination by responding to technical and conceptual questions related to the project.

Academic Integrity and Ethical Practices

Alliance University maintains high standards of academic integrity.

Participants shall not engage in:

- Plagiarism
- Copying assignments or project work
- Unauthorized collaboration
- Submission of another individual's work
- Fabrication or falsification of information

Violations of academic integrity may result in assessment penalties, disqualification from certification, or other disciplinary action as determined by the program authorities.

Communication and Support

Official communication regarding the program will be shared through:

- Email communications
- Learning Management Systems (if applicable)
- Official program groups
- Notices issued by the Centre of Excellence

Participants are advised to regularly monitor communication channels for updates, schedules, and announcements.

Certification Requirements

To qualify for certification, participants must:

- Maintain a minimum of 80% attendance.
- Complete all quizzes, assignments, and practical activities.

- Participate in survey-based and experiential learning activities.
- Successfully complete the Capstone Project.
- Participate in the Project Presentation and Viva Voce.
- Achieve the minimum performance standards prescribed by the program.

Award of Certificate

Participants who successfully satisfy all attendance, assessment, project, and certification requirements will be awarded the:

Certificate of Completion

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Issued by the: Alliance University, Bengaluru

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