



A ONE-DAY WORKSHOP
on
“RESPONSIBLE GAMING”
29 JANUARY 2025



PRESIDENT
Dr.V.Anantha Lakshmi
Principal

VICE-PRESIDENT
Dr. M.Suvarchala
Vice-Principal

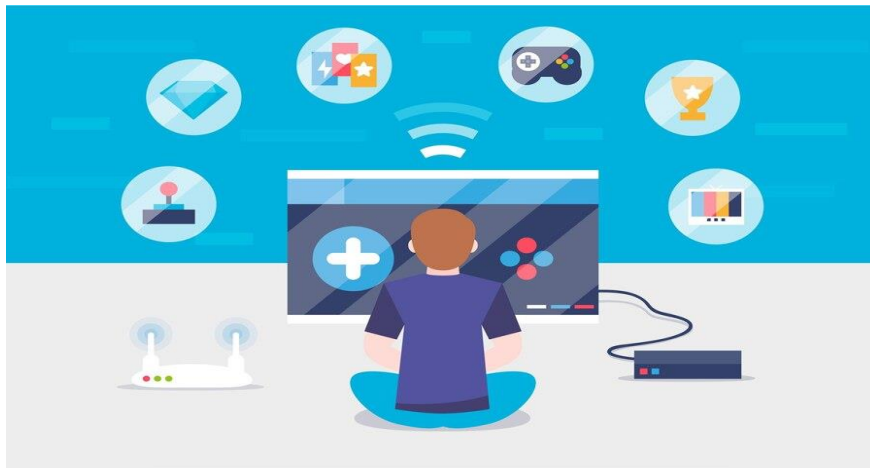
IQAC COORDINATOR
Smt. M.Vasantha Lakshmi

CONVENER
Smt. N.Naga Subrahmanyeswari
HOD-Dept. of Computer Science

Organized by
DEPARTMENT OF COMPUTER SCIENCE
in collaboration with
SOCIAL AND MEDIA MATTERS
New Delhi



**A BRIEF REPORT ON
A ONE-DAY WORKSHOP
on
“RESPONSIBLE GAMING”**



29 January 2025

Organized by

Department of Computer Science

**A.S.D. GOVERNMENT DEGREE COLLEGE FOR WOMEN
(AUTONOMOUS)**

(Re Accredited with 'B' Grade by NAAC)

Affiliated to Adikavi Nannaya University

Jagannaickpur, Kakinada - 533002

Ph.: 0884-2378446

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**A.S.D. GOVERNMENT DEGREE COLLEGE FOR WOMEN
(AUTONOMOUS)**

(Re Accredited with 'B' Grade by NAAC)

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PERMISSION LETTER

From
N. Naga Subrahmanyeswari,
Lecturer In-Charge,
Department of Computer Science,
A.S.D. Govt Degree College for Women (A),
Kakinada.

To
The Principal
A.S.D. Govt Degree College (W) (A),
Kakinada.

Respected Madam,

Sub : A.S.D. G.D.C.W(A) - Department of Computer Science – Request to approve the Proposal for organizing A One-Day Workshop on “Responsible Gaming” on Dt.29-01-2025-Reg. Ref : Circular-2/APCCE/Academic Cell/AC-7/2025 dated 24-01-2025.

I submit that the Department of Computer Science is planning to organize the One-Day Workshop on “Responsible Gaming” on 29-01-2025 which is beneficial to both the Faculty and the students with reference to the Circular-2 from APCCE dated 24-01-2025. In this regard, I request you to kindly give us permission to organize the Workshop.

Thanking you, Madam.

Place: Kakinada
Date: 25-01-2025

Yours faithfully,

N.N.S. Esuari
IN CHARGE
DEPT OF COMPUTER SCIENCE
ASD GOVT DEGREE COLLEGE (W) (A) (A) (A) (A)
KAKINADA

(N.Naga Subrahmanyeswari)

CIRCULAR

A.S.D.GOV.T.DEGREE COLLEGE FOR WOMEN (A)

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DEPARTMENT OF COMPUTER SCIENCE

CIRCULAR



The Department of Computer Science wishes to arrange a A One-Day Workshop on
“*Responsible Gaming*” in collaboration with Social and Media Matters under the
aegis of Commissionerate of Collegiate Education Andhra Pradesh

on

29-01-2025 in Seminar Hall

In this connection all the students are informed to attend the Workshop and make the
best out of it.

N.N.S. Eswari
IN-CHARGE
DEPT OF COMPUTER SCIENCE
ASD GOVT DEGREE COLLEGE (W) AUTONOMOUS
KAKINADA

In-Charge of the Department

V. N. S. D.
PRINCIPAL
A.S.D.GOV.T.DEGREE COLLEGE (W)
AUTONOMOUS
KAKINADA

Principal

OBJECTIVES & OUTCOMES

A.S.D.GOVERNMENT DEGREE COLLEGE FOR WOMEN (A)

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Jagannaickpur, Kakinada.

DEPARTMENT OF COMPUTER SCIENCE

One - Day Workshop

on

“RESPONSIBLE GAMING”

29 January, 2025

Objectives of the Workshop:

The "Responsible Gaming" Workshop organized by the support of APCCE at ASD Government Degree College for Women (A) in collaboration with Social and Media Matters aimed to achieve several key objectives, all focused on promoting healthy, responsible engagement with gaming among students. The event's objectives were as follows:

1. **Raising Awareness about Responsible Gaming:** The event aimed to help students understand what responsible gaming is and how it differs from gaming addiction. By raising awareness, the session encouraged students to play games in moderation and maintain a healthy balance in their lives.
2. **Highlighting the Risks of Excessive Gaming:** The session sought to inform students about the potential negative effects of excessive gaming, including impacts on academic performance, mental health, and relationships. Understanding these risks was crucial for encouraging responsible gaming habits.
3. **Promoting Balance between Gaming and Other Life Activities:** A key objective was to emphasize the importance of balancing gaming with academics, social life, and physical health. Students were encouraged to manage their gaming time wisely to avoid it becoming an overwhelming part of their daily routine.
4. **Equipping Students with Time Management Strategies:** The event aimed to provide students with practical tools for managing their gaming time. By implementing time limits and prioritizing other activities, students could enjoy gaming without it interfering with their responsibilities.
5. **Recognizing Signs of Gaming Addiction:** Students were educated on the signs of gaming addiction, such as neglecting responsibilities or feeling anxious when not playing. The session encouraged seeking help early if they recognized these signs in themselves or others.
6. **Understanding the Role of Media in Shaping Gaming Culture:** The event addressed how media, advertisements, and social platforms often glamorize gaming. Students were encouraged to critically assess these portrayals and make more mindful decisions about their gaming habits.

Learning Outcomes of the Workshop

Outcomes of the Event:

1. **Increased Awareness About Responsible Gaming:**
 - Students gained a clearer understanding of what responsible gaming entails and how it impacts their overall well-being. Many were able to reflect on their own gaming habits and consider healthier approaches.
2. **Understanding the Risks of Excessive Gaming:**
 - Participants recognized the potential dangers of excessive gaming, including its impact on academics, social life, and mental health. This awareness motivated students to be more mindful of their gaming habits.
3. **Promotion of Balanced Lifestyles:**
 - Students were encouraged to strike a balance between gaming, studies, and other activities, leading many to set personal boundaries on their gaming time. This shift aimed to help students better manage their time and responsibilities.
4. **Improved Time Management Skills:**
 - Many students left the event with practical strategies for managing their gaming schedules, ensuring gaming did not interfere with their academic or social commitments. Time management tools were particularly useful in creating a balanced daily routine.
5. **Recognition of Gaming Addiction Signs:**
 - Students learned to identify early signs of gaming addiction, such as neglecting daily responsibilities or becoming overly reliant on gaming for emotional comfort. This knowledge empowered them to seek help if needed.
6. **Critical Evaluation of Media Influences:**
 - Participants gained a critical perspective on how media and advertisements portray gaming. Many students became more conscious of the unrealistic portrayals of gaming and developed healthier attitudes toward it.
7. **Peer Support for Responsible Gaming:**
 - The event fostered a sense of community, encouraging students to discuss gaming habits openly with friends and peers. This peer support was seen as a valuable resource for maintaining responsible gaming practices.
8. **Access to Resources for Help:**
 - Students were provided with information on available resources for counseling and support in case they or someone they know struggled with gaming addiction. This resource knowledge reassured students that help is readily available when needed.

**PROFILES OF THE RESOURCE
PERSONS**

Arnika Singh, Online Safety Expert/Trainer || Co-Founder at Social & Media Matters || Trust and Safety Practitioner || Public Policy || TSPA Member

Ms. Arnika Singh is a constant learner and explorer who has progressed from an intern to the co-founder of three tech and digital rights start-ups. As a professional in the social sector and a co-founder of **Social and Media Matters**, she has developed expertise in online safety, workshop facilitation across India, and international representation, including at the **UN Commission on the Status of Women**.

Her work encompasses policy, communications, and youth development projects, where she effectively utilizes technology to drive social change. With an educational background in **journalism and electronic media**, she has honed her communication and media skills, which are essential for promoting responsible digital citizenship and fostering social impact.

Vikram Singh, Co-Founder @ Social & Media Matters

As a Web Manager, he honed expertise in leveraging social media platforms and web development technologies to drive community engagement and foster trust. In a co-founding role at **Social & Media Matters**, **Vikram Singh** has been at the forefront of crafting innovative strategies that prioritize user safety and create positive online experiences.

Additionally, as a trainer, he has extended this knowledge through specialized workshops and programs focused on online safety and digital parenting, empowering communities to navigate the digital world securely.

With technical expertise in **SEO, PHP, WordPress, XHTML, and Dreamweaver**, **Mr. Vikaram Singh** has played a crucial role in shaping impactful web content for the civic and social organization sector. By integrating training expertise he ensures that digital literacy and safety are woven into every interaction, from educating parents on digital safety for their children to guiding students in building responsible digital habits.

Committed to developing, managing, and delivering web content that resonates with diverse audiences, he continues to foster meaningful, secure, and informed digital experiences for all.

PROGRAMME SCHEDULE



A.S.D. GOVERNMENT DEGREE COLLEGE FOR WOMEN (A)

KAKINADA.

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DEPARTMENT OF COMPUTER SCIENCE

A One-Day Workshop
on
“Responsible Gaming”
29 Jan 2025

Programme Schedule

10.00 AM to 10.30 AM	:	REGISTRATION
10.30 AM to 11.00 AM	:	Inauguration & Keynote Address
11.00 AM to 11.15 AM	:	ICE BREAKER
11.15 AM to 11.25 AM	:	What is Responsible Gaming for you?
11.25 AM to 11.40 AM	:	Integrating Industry-Relevant Content
11.40 AM to 11.45 AM	:	Break
11.45 AM to 12.00 PM	:	Gaming for Good
12.00 PM to 12.15 PM	:	Best Practices
12.15 PM to 12.25 PM	:	Addressing Problem Gaming
12.25 PM to 12.30 PM	:	Quiz
12.30 PM to 12.40 PM	:	Feedback by students
12.40 PM to 1.30 PM	:	Distribution of Certificates to participants & Valedictory



A.S.D.GOVERNMENT DEGREE COLLEGE FOR WOMEN (A)

DEPARTMENT OF COMPUTER SCIENCE



LIST OF PARTICIPANTS

Workshop on Responsible Gaming for Youth

Date: 29-01-25

Name of the Institution: A. S. D Govt Degree college for Women (A)

State & City: kakshada

Name	Signature
A. Hemalatha	A. Hemalatha
M. Anusai.	M. Anusai.
Y. Suchitha Devi	Y. Suchitha Devi
P. Neha Suresh	P. Neha Suresh
A. Bhavya Sai	A. Bhavya Sai
Gadela Vaishnavi	G. Vaishnavi
K. Sushma	K. Sushma
M. Rama Keerthi	M. Rama Keerthi
M. Varshita Nagan Sai Sai	M. Varshita
Sd. Kavitha	Sd. Kavitha
N. Divya Nagamani	N. D. Nagamani
P. Bhargavi	P. Bhargavi
K. Divya Maheswari	K. Divya Maheswari
Ch. Mary Grace	Ch. Mary Grace
G. Anurani	G. Anurani
P. Pamy	P. Pamy
G. Kalyani	G. Kalyani
G. Devi	G. Devi
S. Nukapartham	S. Nukapartham
R. Purni	R. Purni
O. Srisika	O. Srisika
K. parvalli	K. parvalli
M. Leena	M. Leena

Workshop on Responsible Gaming for Youth

Date: 29/01/2025

Name of the Institution:

State & City: Kakinada

A.S.O. Govt. degree college for women (A.S.)

Name	Signature
M. Akhila (II nd BSc Computer Science)	M. Akhila
V. Nandini (II nd BSc ^{Science} Maths)	V. Nandini Pravalika
B. Madhusi (II BSc [Computer Science])	B. Madhusi
M. Soumya (II BSc [Computer Science])	M. Soumya
M. Ganga Bhawani (II BSc (maths))	M. Ganga bhawani
K. Harshitha (II BSc (maths))	K. Harshitha
G. Sandhya Raju (II BSc (maths))	G. Sandhya Raju
B. Madhushalini (")	B. Madhushalini
M. Ramya (")	M. Ramya
Ch. Srilatha (")	Ch. Srilatha
Y. Malasi (")	Y. Malasi
A. Manaba (")	A. Manaba
M. Kavya (")	M. Kavya
G. Durga devi (II BSc (maths))	G. DURGA DEVI
K. Ruthu Anjali (II BSc (maths))	K. Ruthu Anjali
P. Bhaskara Lakshmi (")	P. Lakshmi
D. Bhagya Lakshmi (")	D. Bhagyalakshmi
R. Anma Keerthi (")	
R. Kalyani (physics)	R. Kalyani (physics)
V. Nandini Pravalika (")	V. Nandini Pravalika (physics)
Ch. Naga Chakraveri (II BSc (Computer))	Ch. Naga Chakraveri
K. Parani (Computer) (II BSc)	K. Parani
Y. Sri Lalitha (II nd BSc Computer)	Y. Sri Lalitha

Workshop on Responsible Gaming for Youth

Date: 29-01-25

Name of the Institution: A.S.D. Womens College

State & City: Kakinada, Andhra Pradesh.

Name	Signature
R. Kalyani [BSC physics]	Kalyani
B. Prasanna [BSC computer science]	B. Prasanna
V. Gowrisri [BSC computer science]	V. Gowrisri
SK. Bashersamma "	Bashersamma
S. Ramya "	S. Ramya
SK. Ajmanisha "	SK. Ajmanisha
D. Lakshmi Rogini "	D. Lakshmi Rogini
N. Keerthi "	N. Keerthi
T. Sujana "	T. Sujana
E. Manjira Bhargavi "	E. Manjira Bhargavi
K. Nandini "	K. Nandini
K. Dhana Sai Lakshmi "	K. Dhana Sai Lakshmi
B. Iswarya "	B. Iswarya
D. Sailaja "	D. Sailaja
T. Durga Bhavani "	T. Durga Bhavani
V. Tejovari Sanyal "	V. T. Sanyal
V. Sai Harshita "	V. Harshita
K. Akhila "	K. Akhila
P. Ramya "	P. Ramya
G. Kavyasri "	G. Kavyasri

Workshop on Responsible Gaming for Youth

Date: 29-01-25

Name of the Institution: A.S.D Women college

State & City: Kakirada, Andhra Pradesh

Name	Signature
D. Divya Jyothi	D. Divya Jyothi
K. Moumika Krammai	K.M. Krammai
K. Lakshmi Sireesha	K.L. Sireesha
P. Dhama Devi	P. Dhama Devi
P. Veena Veni	P. Veena Veni
P. Uma Devi	P. Uma Devi
N. Naga Sruvani	N. Naga Sruvani
P. Lakshmi	P. Lakshmi
Ch. Sruvathi	Ch. Sruvathi
S. Pranathi	S. Pranathi
V. Sanjana	V. Sanjana
U. Mani Kumari	U. Mani Kumari
O. Sindhu Bhairavi	O. Sindhu Bhairavi
O. Moumika	O. Moumika
R. Keerthana	R. Keerthana
A. Satyavani	A. Satyavani
P. Amrutha	P. Amrutha
P. Harika Satya Devi [BSc (CS)]	P. Harika Satya Devi
M. Lava Sri [BSc (CS)]	M. Lava Sri

REPORT

A.S.D.GOVERNMENT DEGREE COLLEGE FOR WOMEN (A)

(Re-Accredited with 'B' Grade by NAAC)
(Affiliated to Adikavi Nannaya University)
Jagannaickpur, Kakinada.

DEPARTMENT OF COMPUTER SCIENCE

One - Day Workshop on “Responsible Gaming” 29 January, 2025

On January 29th, 2025, with the approval and support of the Commissionerate of Collegiate Education (CCE), workshop on “Responsible Gaming” is organized for students and faculty members at A.S.D. Government Degree College for Women (A), Kakinada in collaboration with Social and Media Matters, New Delhi. The event aimed at raising awareness about the importance of maintaining a healthy and balanced approach to gaming, emphasizing the potential risks associated with excessive gaming and the benefits of responsible behaviour. A total of 150 students have participated in this Workshop.

The Workshop was started by welcoming the Guests and Lightening the lamp along with paryer song sung by students. On this occasion, the welcome address was given by Mrs N.Naga Subrahmanyeswari, Convener & In-charge of the Department of Computer Science on 29 January, 2025, she greeted the resource persons and the participants and elucidated the objectives and importance of this Workshop that aim to promote mental health and well-being. She stressed the importance of addressing modern issues such as gaming addiction, particularly among the youth, and how such awareness programs help students make informed decisions. Dr., V.Anantha Lakshmi, Prncipal, A.S.D Government Degree college has given the opening remarks for the program. In her opening remarks she stressed on the changing role of Technology in every walk of life and stressed upon the need for “Responsible Gaming”. Ms. Arnika Singh, Social and Media Matters, delivered the Keynote address. In her address she emphasized the need for this type of Workshops for the students to make them aware about the Gaming and its addictions. The Vice Principal Dr.M.Suvarchala and IQAC Coordinator Smt. M.Vasantha Lakshmi also addressed the gathering and stressed upon the need for organizing these workshops which is the need of the hour.



LIGHTNING OF THE LAMP IN THE INAUGURAL OF THE WORKSHOP

The program featured expert speakers Ms. Arnika Singh and Mr. Vikram Singh, from Social and Media Matters, who shared their knowledge on the psychological and social aspects of gaming. They discussed:

- How excessive gaming can impact academic performance, social relationships, and mental health
- The fine line between casual gaming and addiction
- Practical strategies for managing gaming habits, such as setting time limits, creating a balanced schedule, and maintaining offline social interactions

A key part of the event was an interactive session where students actively participated by sharing their own experiences with gaming. This allowed for an open dialogue on the challenges students face, such as peer pressure to engage in online gaming and the distractions it creates. Students were encouraged to ask questions.



MS. ARNIKA SINGH, SHARING HER INSIGHTS ON RESPONSIBLE GAMING WITH THE STUDENTS

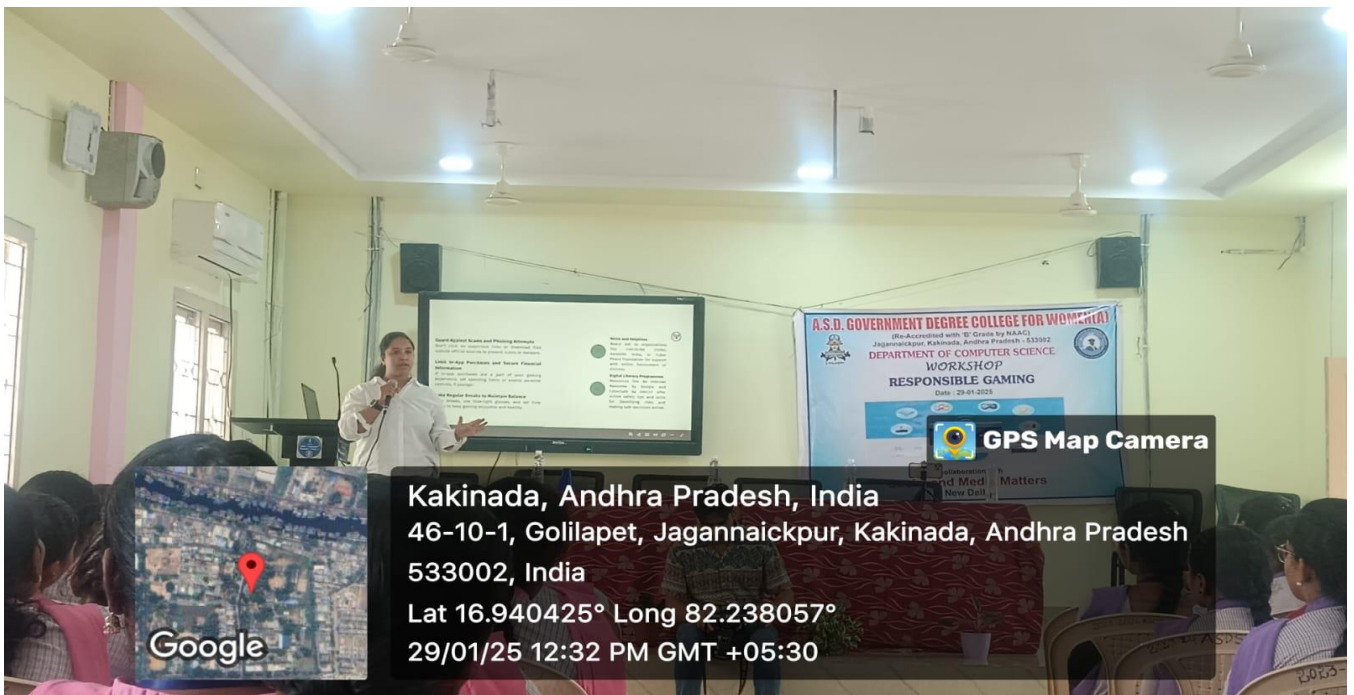
During the "Responsible Gaming" session, Mr. Arnika addressed the rising concerns surrounding online safety, deepfakes, and digital wagering platforms such as betting, gambling, and other forms of digital wagering. While these platforms offer entertainment and the potential for financial gains, they also present significant risks including addiction, financial loss, and exposure to cyber threats. The session focused on educating students about these dangers, emphasizing the importance of understanding the risks involved, especially when engaging in high-stakes online gaming activities like real money gaming, fantasy sports, and e-sports. Students were made aware of the potential long-term consequences of excessive participation in these digital activities and were encouraged to make responsible choices.

Mr. Arnika also outlined various types of online games, such as casual gaming, real money gaming, and fantasy sports, helping students recognize the differences and associated risks of each. She highlighted the importance of maintaining a balanced lifestyle, where gaming does not interfere with academic performance, health, or social relationships. Additionally, students were given practical tools for managing their gaming time and were informed about the available resources for those struggling with gaming addiction or digital gambling behaviors. The session not only promoted responsible gaming habits but also encouraged students to seek support when necessary and to critically evaluate the influence of media and online platforms on their gaming behaviors.



MS.ARNKA SINGH, SHARING HER INSIGHTS ON VARIOUS GAMBLING THREATS IN ONLINE GAMING

One of the significant discussions revolved around the influence of media in shaping perceptions about gaming. The speakers from Social and Media Matters explained how media portrayals of gaming, such as those in advertisements or social media platforms, can often glamorize excessive gaming. They urged the audience to critically evaluate such portrayals and make informed choices based on real-life consequences.



MS.ARNKA SINGH, INTERACTING WITH THE STUDENTS



STUDENTS PARTICIPATION IN AN ACTIVITY IN THE WORKSHOP

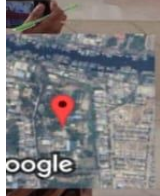
The event concluded with a recap of the main takeaways:

- The importance of playing games in moderation and prioritizing real-life responsibilities.
- The role of community and peer support in promoting responsible gaming.
- Resources available for individuals seeking help with gaming-related issues, such as counseling services and helplines.



MR. VIKRAM SINGH INTERACTING WITH STUDENTS ON "ONLINE SAFETY"


The feedback shared by the students during the workshop was overwhelmingly positive. Many students expressed their appreciation for the valuable insights provided on responsible gaming, online safety, and the risks of digital wagering platforms. They found the session particularly enlightening, as it helped them understand the potential dangers of excessive gaming and gambling, as well as how to protect themselves from cyber threats. Several students mentioned they were more aware of the various types of online games, such as real money gaming and fantasy sports, and felt empowered to make more informed decisions. Additionally, students appreciated the practical tips on time management and the availability of resources for those seeking help with gaming addiction. Overall, the workshop was deemed both informative and engaging, with many students expressing interest in similar future sessions.

Kakinada, Andhra Pradesh, India
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 29/01/25 12:37 PM GMT +05:30




Kakinada, Andhra Pradesh, India
 1, Near Womens College, Jagannaickpur, Kakinada, Andhra Pradesh 533002, India
 Lat 16.93999° Long 82.238506°
 29/01/25 12:38 PM GMT +05:30

Kakinada, Andhra Pradesh, India
 1, Near Womens College, Jagannaickpur, Kakinada, Andhra Pradesh 533002, India
 Lat 16.939826° Long 82.238252°
 29/01/25 12:41 PM GMT +05:30



Kakinada, Andhra Pradesh, India
 47-1-130/1a, Golilapet, Jagannaickpur, Kakinada, Andhra Pradesh 533002, India
 Lat 16.941196° Long 82.238779°
 29/01/25 12:39 PM GMT +05:30

Students sharing their Feedback on the Workshop

The "Responsible Gaming" Workshop successfully raised awareness about the growing concerns related to gaming addiction among students. By bringing in experts from Social and Media Matters, the event highlighted the need for a balanced approach to gaming that fosters both mental well-being and academic success. The students left the session with practical tools to help them make responsible choices and engage in healthy gaming practices.

The workshop on "Responsible Gaming," organized with the support of the Andhra Pradesh Commissionerate of Collegiate Education (APCCE), was a crucial step in addressing the growing concerns around online gaming and digital wagering. This initiative underscores the importance of equipping students with the tools to navigate the digital world responsibly and to make well-informed decisions about their online activities. The college remains committed to work on similar initiatives aimed at enhancing student awareness and well-being under the aegis of Andhra Pradesh Commissionerate of Collegiate Education.

N.N.S. Eswari
IN-CHARGE
DEPT OF COMPUTER SCIENCE
A.S.D. GOVT. DEGREE COLLEGE (AUTONOMOUS)
KAKINADA

Convenor

V. N. D.
PRINCIPAL
A.S.D. GOVT. DEGREE COLLEGE (AUTONOMOUS)
KAKINADA

Principal

FEEDBACK COLLECTED

The Feedback was collected through Google Form. Sample of Feedback collected is given below

Workshop on "Responsible Gaming" Feedback Form

Social & Media Matters

The respondent's email (veeravenirekadi96@gmail.com) was recorded on submission of this form.

1. How would you rate your overall satisfaction with the workshop? *

Excellent

Good

Average

Poor

2. Were topics or areas dealt in the workshop adequately covered? *

Excellent

Good

Average

Poor

4. Were the explanations clear and easy to understand? *

- Excellent
- Good
- Average
- Poor

5. Did the speakers engage the audience effectively? *

- Excellent
- Good
- Average
- Poor

6. Is the Workshop helpful in enhancing your understanding of the topics discussed? *

- Excellent
- Good
- Average
- Poor

Activat
Go to Se

7. How would you rate the overall organisation of the Workshop? *

- Excellent
- Good
- Average
- Poor

8. Please share any additional comments or suggestions you have about the workshop. *

If possible conduct one week workshops on latest technologies.

This form was created inside of A.S.D. Govt. Degree College for Women(A).

SAMPLE CERTIFICATE

CERTIFICATION

IN RESPONSIBLE GAMING

THIS CERTIFICATE IS GRANTED TO

Y. Suchitha Devi

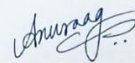


For participation in a workshop on Responsible Gaming and Online Safety held on
29-01-2025 at A.S.D. GOVERNMENT DEGREE COLLEGE FOR(W),(A),KAKINADA.

in enhancing the success of our program with enthusiasm and commitment.



Pratishtha Arora
CEO
Social & Media Matters



Anuraag Saxena
CEO
E-Gaming Federation