



TOP NEWS

- Copyright & Design Registration: Fostering Innovation Through IP Awareness
- NVIDIA Generative AI LLM Certification: Advancing Expertise in LLMs and Gen AI
- National Conference Presentation: Exploring Governance and Crisis Management

Protecting Creativity Through Intellectual Property

Workshop on copyright and design registration for creative asset protection.

SDDT successfully conducted a two-day Hands-on Workshop on Copyright and Design Registration on 16th and 17th June 2026. The workshop was facilitated by Dr. Upankar Chutia, Associate Professor, School of Law, Dayananda Sagar University, who shared his expertise in Intellectual Property Law and its application in academic and creative industries. The sessions provided practical insights into copyright protection and design registration, highlighting the importance of safeguarding creative work through Intellectual Property Rights. Thanks to Dr. Kiran Gardner, Dean, School of Law, and Prof. Dinesh Kulkarni, Dean, SDDT, for their support.

Faculty Achievement in NVIDIA Professional Certification

Successful completion of NVIDIA AI Certification



Certified Associate

NVIDIA hereby certifies

CHILAMAKURI VARUN

as an NVIDIA Certified Associate | **Generative AI and LLMs**

A handwritten signature in black ink, appearing to read "Greg A. Estes", written over a horizontal line.

Greg Estes

Vice President, NVIDIA



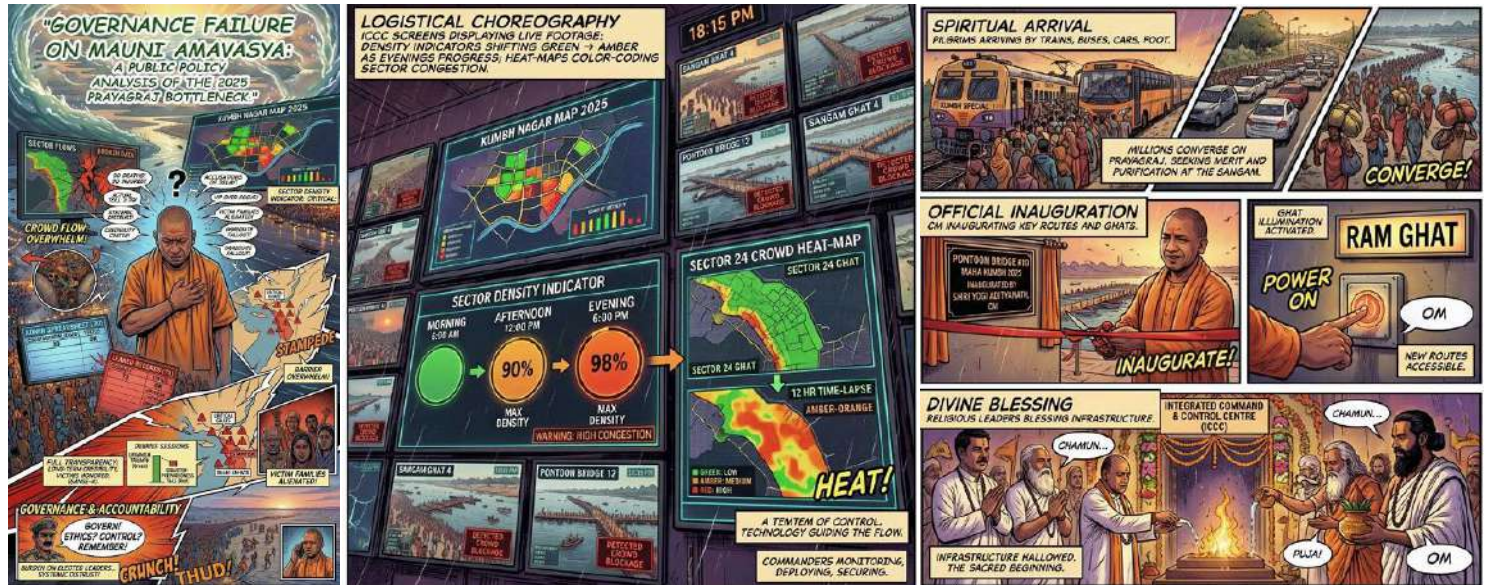
Certification Date: Jul 02, 2026
Valid Through: Jul 02, 2028

Prof. Varun Ch, from SDDT, successfully earned the NVIDIA Associate Generative AI LLM Certification. The certification recognizes proficiency in Large Language Models (LLMs), transformer architectures, deep learning fundamentals, prompt engineering, model evaluation and responsible AI practices.

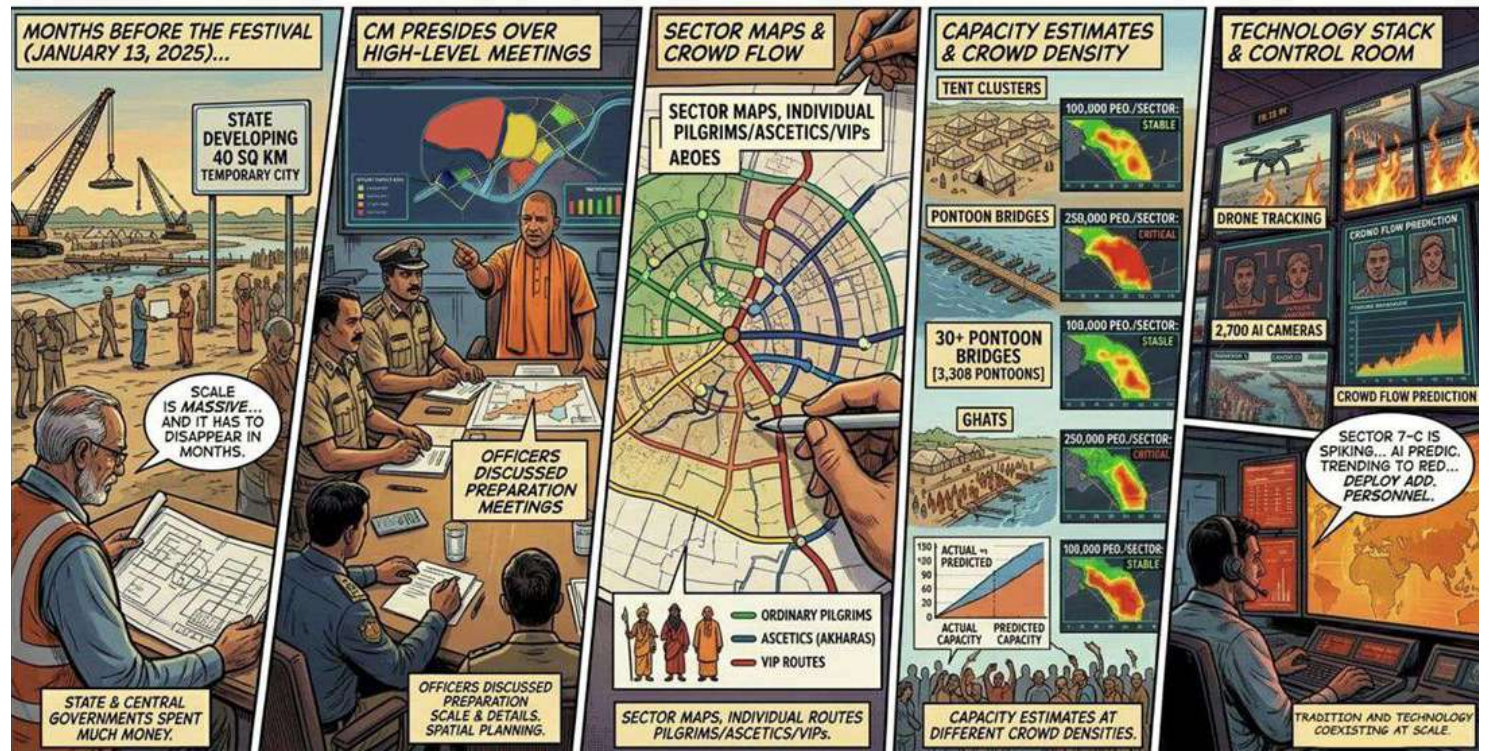
This achievement reflects Prof. Varun's technical expertise and commitment to continuous learning in emerging AI technologies, further strengthening the School's capabilities in Artificial Intelligence and digital innovation while supporting excellence in AI-focused teaching, research and interdisciplinary academic initiatives.

Faculty Case Study Presented at National Case Conference

Public Policy Case Study Presented at SCMS PG



THE PREPARATIONS: DESIGNING THE MASS CITY

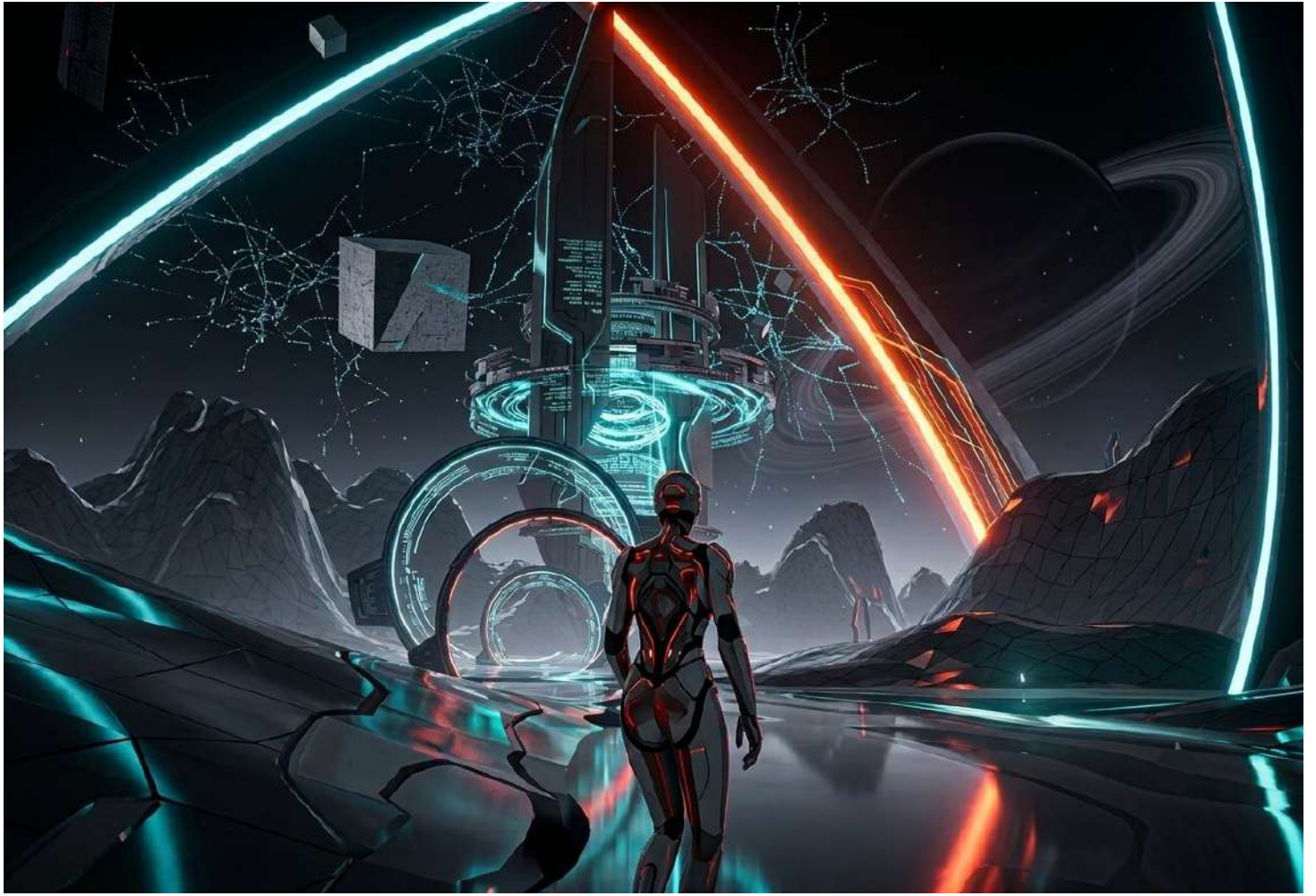


Prof. Vivek Ashok Wallabhdas, from SDDT, developed the case study "A Picture Case Study on Governance Failure on Mauni Amavasya: A Public Policy Analysis of the 2025 Prayagraj Bottleneck" for presentation at the National Case Conference, organized by SCMS PG, Dayananda Sagar University.

The case offers a visual public policy analysis of governance and crowd management challenges during the 2025 Mauni Amavasya event in Prayagraj, contributing to scholarly discussions on governance, public administration, and crisis management.

Students Work

Game Design Project by 6th Semester Students



Students developed a sci-fi exploration game concept focused on deep-space discovery after humanity achieves faster-than-light travel. Set on a newly found exoplanet, the project follows an “exoscavenger” tasked with retrieving remnants of a long-extinct alien civilization. With little information left behind—including the reason for its collapse—students experimented with mystery-driven storytelling, environmental exploration and world-building through fragmented clues and abandoned relics.

Students Work

Game Design Project by 6th Semester Students



Students designed a futuristic stealth-based rooftop traversal game set in a city under constant corporate surveillance. The project introduces “Tracers,” a hidden network that moves across rooftops to avoid detection and secretly relay messages. The focus was on vertical movement systems, stealth mechanics, and building tension through environmental design and alternate pathways in urban spaces.

Students Work

Game Design Project by 4th Semester Students



Students created HUSH, a horror game set in a deserted lunar facility wrapped in thick fog and isolation. The gameplay revolves around careful movement and listening, as an unseen organism stalks the environment by imitating human voices.

Using a body-mounted camera view and interface elements embedded within the world, the game builds a strong sense of realism and unease. The project highlights experimentation with sound design, environmental cues, and restricted visibility to shape fear and uncertainty throughout the player's experience.

Students Work

Game Design Project by 4th Semester Students



A high-speed 3D platformer built in Unreal Engine 5, Apex Runner is designed for players who enjoy precision-based, momentum-driven gameplay. Set in a neon-drenched digital environment, the game challenges players with fast traversal, portal mechanics that alter movement flow, and punishing obstacle design that rewards mastery through repetition and instant retries.

Developed with speedrunners in mind, it emphasizes control, timing, and rhythm, supported by adaptive audio that intensifies with gameplay. The project investigates how physics systems and level design can be tuned to create a competitive, replayable platforming experience across PC and consoles.



DAYANANDA SAGAR
UNIVERSITY

SCHOOL OF DESIGN AND DIGITAL TRANSMEDIA

Dayananda Sagar University, Hosur Rd, Kudlu Gate, Srinivasa Nagar, HAL Layout, Singasandra,
Bengaluru | Phone: 080 4909 2924 | www.dsu.edu.in