

## Report of the Activity

### Innovation in Games: Global Game Jam

**Date:** 22/01/2024 – 24/01/2024

**Venue:** Karnavati University Campus

**Time:** - 4:00 PM 22<sup>nd</sup> Jan to 5:00 PM 25<sup>th</sup> Jan

**Number of Participants:** - 146

Unitedworld Institute of Design at Karnavati University, IIC, KIIF and SSIP organized 48 hours Gaming Hackathon titled “**Global Game Jam**” nationwide.

A game jam saw participants people come together in a group and created innovative games around a central theme ““Make Me Laugh” which was revealed at the start of the jam.

The event kicked off with a warm welcome extended to guests and participants by UID and Karnavati University, emphasizing the prestigious nature of hosting such a global event. Col. Surojit Bose, Head of Institution at UID, set an inspiring tone with his address, followed by Dr. K.K. Singh, Director - Academics & Administration, UID, who shared words of wisdom. Prof. Manisha Mohan, Dean of UID, extended a hearty welcome, underscoring the enthusiasm and energy surrounding the event.

There were parallel sessions from Industry Mentors like:

- Dr. Venkat Chandar, Product Consultant, Games & Web3, Pune
- Mr. Tejas Shirodkar, Founder, CEO at petrol.social, Hyderabad
- Mr. Jitesh Jariwala, Co-Founder, Arcadon Games, Surat

who shared their experiences and insights with the participants. Their expertise and passion for game development served as a source of inspiration for the aspiring game designers.

The participants explored the process of development, be it programming, iterative design, narrative exploration and artistic expression during this event. They explored various emerging technologies related to Artificial intelligence (AI), Machine Learning, Games based on wearable technology and Cloud Gaming etc.

The intensive 48-hour game development hackathon ended with recognition and rewards for the winning teams.