



TECHNOLOGY & GAMING

TAG Club

Technology and Gaming

Who are We?

Established about five years ago, Technology and Gaming Club, commonly known as TAG Club, has grown in reputation to become one of the most sought after clubs dealing with technical advancements and has established a monopoly in the sphere of Gaming and Game Development.

We are the hosts of one of the biggest e-gaming tournaments at college level, held bi-annually during the college's technical fest, **graVITas**, in September and **Riviera**, the cultural fest, held in February.

In between, we hold quality driven hands-on workshops on technical fields like Web Development, Game Development, App Development and Designing. The focus of these workshops is to impart the aspirants some basic knowledge of these fields and provide them with a head start towards their growth in these fields.

We are working on reporting all the latest advancements in both these spheres using our newly established blogging project "**Tesseract**".

The quality of our events has allowed us to place ourselves in a league of its own.



GAME-A-THON

E-sports Tournament

15th - 18th September

An event held annually till now during the college's technical fest, **graVITas**, in September has grown in stature in the past few years to become one of the biggest e-sports tournaments at college level all over India.

We began our journey in 2013 with a prize pool of 80K in graVITas and 50K in Riviera. We had total of 400 participants in graVITas & 250 in Riviera.

Our 2nd session of events saw 760 participants in graVITas and 420 in Riviera with a prize pool of 1.8 & 1.3 lakhs respectively.

We had 800 participants in 2015 Riviera with a prize pool of 2 Lakhs. We raised the bars in 2015 graVITas by introducing giveaways so no one went home unhappy. A prize pool of 2 Lakhs.

This Riviera we had organised VGL (VIT's Gamer's League). It was only for the students of VIT and had exclusive things. Over 500 participants and a prize pool of 1.2 Lakhs.

2013

2014

2015

2016

Highlights

In just a short span of 5 years, Game-A-Thon has spearheaded our aim to encourage gaming among masses and also propagate interest of students in the sphere of game development.

Last graVITas i.e graVITas'14, Game-a-thon was one of the biggest events all over the university and the one with the biggest prize money. The total prize pool, divided among 6 games, was over 2 lakh Rupees.

We are back with Game-a-thon and we expect over 1000 participants from both in and out of VIT, Game-A-Thon, as usual, will be one of the most highly anticipated and talked about event of the technical fest. With our trajectory only moving upwards each year, this time in graVITas'16 (September 123rd-25th) we are having a prize pool of 2,00,000 INR with an expected foot fall of 30,000 in graVITas.

Like last year we will give away goodies worth around 5000 INR to a few lucky winners, along with free posters and wearable wrist bands to make the experience a memorable one.



GAME-A-THON

E-sports Tournament

Prize Distribution

GraVITas '16

DOTA 2	Rs. 55,000
CS: GO	Rs. 55,000
COD 4	Rs. 55,000
FIFA	Rs. 20,000
NFS	Rs. 15,000



VGL

VIT Gamers League

This time we aim to concentrate the people that have helped us reach the heights we stand at today.

We aim to provide the students of VIT, the chance to showcase their talent in the sphere of gaming.

With no pressure of competing against external participants and teams,

VIT Gamers League provides a huge platform for amateurs and rookies to enter competitive tournaments without any fear and experience the true spirit of a gaming competition. We hope to set up a thrilling and fun-filled experience for all the budding gamers.

Highlights

- Internals only
- Cash prize pool worth around 1 lakh.
- 7 games:
- Age Of Empires 2 (Team of 2)
- Dota 2 (Team of 5)
- Need For Speed: Most Wanted
- Fifa 15
- Call Of Duty 4: Modern Warfare (Team of 5)
- Counter Strike Global Offensive (Team of 5)
- WWE 2K15
- Expected Participants: 450+ Free Posters
- Free Stickers
- Food and Drinks
- Thrilling and dedicated fun-filled gaming



BUILD TO HACK

Hack-a-thon

Ideate. Innovate. Create

"If you look at history, innovation doesn't come just from giving people incentives; it comes from creating environments where their ideas can connect."

We plan for a hack on a large scale, encompassing wide number of students. This is an initiative to provide a platform to the capable and talented student of VIT who will innovate and build something constructive for the betterment of the society. We will be providing tracks like Health, Education, Finance etc. Therefore, the participants will be working on solutions for the problem statements given for the mentioned tracks.

We will have notable personalities as our Key Note Speaker, Mentors and Judges to help the participants for the betterment of the products and guide them.

It is also to encourage the students of VIT and bring their ideas to live product.

This will positively contribute towards building upon better ideas and solutions for the various issues faced by the society and reach out a greater population which still lags behind in technology.

This will reach out to a greater number of students in VIT, and hence help in publicity of the sponsors.

Guest lectures from specialists in the fields on DAY I.

In the end, a panel of judges will choose the winners. Top 3 will be selected and will be awarded accordingly.



MORE OF WHAT WE DO

TAG Club

Web'D

A workshop on website development was conducted on 27th January. It was a 3 hour workshop taken by a few Core members of TAG. CSS, HTML and Bootstrap was taught in the workshop.

IOT

A premium workshop in collaboration with SELECT School and Blue Banyan was conducted on 5th - 6th March on Internet of Things. A renowned ethical hacker Mohit Sahu was called to take the workshop. Participants were provided with Adruino kits and Raspberry Pi 2 software with the registration fees of only 1,000 Rupees.

Studio to Stage

Another baby product and trademark product of TAG, Studio To Stage is a workshop held once every year to impart students with the basic knowledge of the process and theory behind game development. The workshop is divided among various sessions, each aimed at imparting dedicated knowledge. First we make the students get familiar behind the basic theory of game development, then we teach them basics about 3-D modelling using BLENDER and then we give them a hand-on experience on a gaming engine (UNREAL ENGINE) and we help them make a very basic game for the rest. This time to make the experience something to remember, participants were provided with free food and drinks, along with stickers. A separate forum was set up to clear out all the doubts.

Appdroid

Tag hosts a free for all, workshop on Android App Development once every semester. We propagandize the knowledge of app development among the masses of VIT and the individuals who want to start developing android apps and have no idea where to start.

We give the participants a hand one experience on ANDROID STUDIO. After briefly explaining them about the software and how to work with it, we teach them to make a basic app that inputs their names and displays it. During this process, we make them familiar with the knowledge of all the tools and resources used in app development with the help of a hands-on experience. Also we teach them basic usage of USB-debugging and Android Emulator.

KPMG

KPMG's Lean Six Sigma Green Belt Certification Program: a management methodology meant for driving process improvements in the delivery of goods and services.



SPONSORSHIP PACKAGES

TAG Club

Available Packages

Platinum

> INR 2 Lakhs

- Logo on print media
(tickets, tags, hangouts, posters)
- Online promotion
- Logo on banners
- Special mention in our videos
- Publicity during event
- Publicity on our servers

Gold

INR 1 Lakh - 2 Lakhs

- Logo on print media
(tickets, tags, hangouts, posters)
- Online promotion
- Logo on banners
- Special mention in our videos
- Publicity on the website

Silver

INR 50,000 - 1 Lakh

- Logo on print media
(tickets, tags, hangouts, posters)
- Online promotion
- Logo on banners.

Bronze

< INR 50,000

- Logo on print media
(tickets, tags, hangouts, posters)
- Online promotion



SPONSORS & PARTNERS

TAG Club

Partners

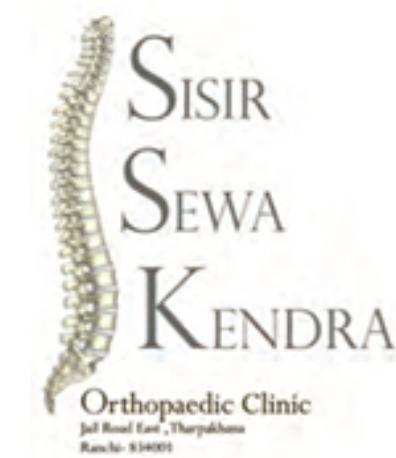
STEALTH GAMING

First ASUS ROG Certified gaming lounge in South India.

MAG GAMING

MaG Gaming is an organization working to put India on the E-sports map of the world.

Previous Sponsors



TAG Club
Technology and Gaming

Contact Us!

Indraneel Dey
President
9944411446

Ankit Srivastava
Vice President
9994308086

Shweta Bedekar
Public Relations
9944189877

tagclub.vitu@gmail.com

tagclub.in
gat.tagclub.in

