GAME DEVELOPMENT WORKSHOP

Date: 05/04/2024

Host: IET On Campus CET

Number Of Participants: 18

Speaker: Mr. Aneef S

Objective: To introduce participants to the fundamentals of game development and provide hands-on experience in creating simple games.

Workshop Format: Participants were guided through theoretical sessions on game design principles, followed by practical sessions where they developed their own games using game development tools.

Results: -

Participants gained foundational knowledge in game development concepts. - Several simple games were successfully created during the workshop.

Conclusion:

The Game Development Workshop hosted by IET On Campus CET as a part of Drishti'24 was highly successful in imparting basic game development skills to participants. Through a combination of theoretical learning and hands-on practice, participants were able to understand the key principles of game design and development. The workshop aimed to: - Introduce participants to the world of game development and inspire interest in the field. - Provide practical experience in using game development tools and platforms. - Encourage creativity and innovation in game design. - Foster a collaborative learning environment where participants could exchange ideas and support each other. Overall, the workshop achieved its objectives and received positive feedback from participants. It provided a valuable learning experience and laid the foundation for further exploration and growth in the field of game development. We look forward to organizing more such workshops to nurture talent and innovation in technology and gaming.