

DON BOSCO INSTITUTE OF TECHNOLOGY, MUMBAI



## ACM STUDENT CHAPTER



Teknack generates almost 30000 hits year over year which is beneficial for everyone involved as it serves to be a major source of marketing for our sponsors. Our website will entail a detailed Sponsorship page, on which the logos of our sponsors are displayed along with hyperlinks to their direct website.



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# ABOUT TEKNACK



Games are developed by the students using Unity Engine and Unreal Engine. We teach and train them with the required skills and guide them throughout their game development journey.

# ABOUT TEKNACK

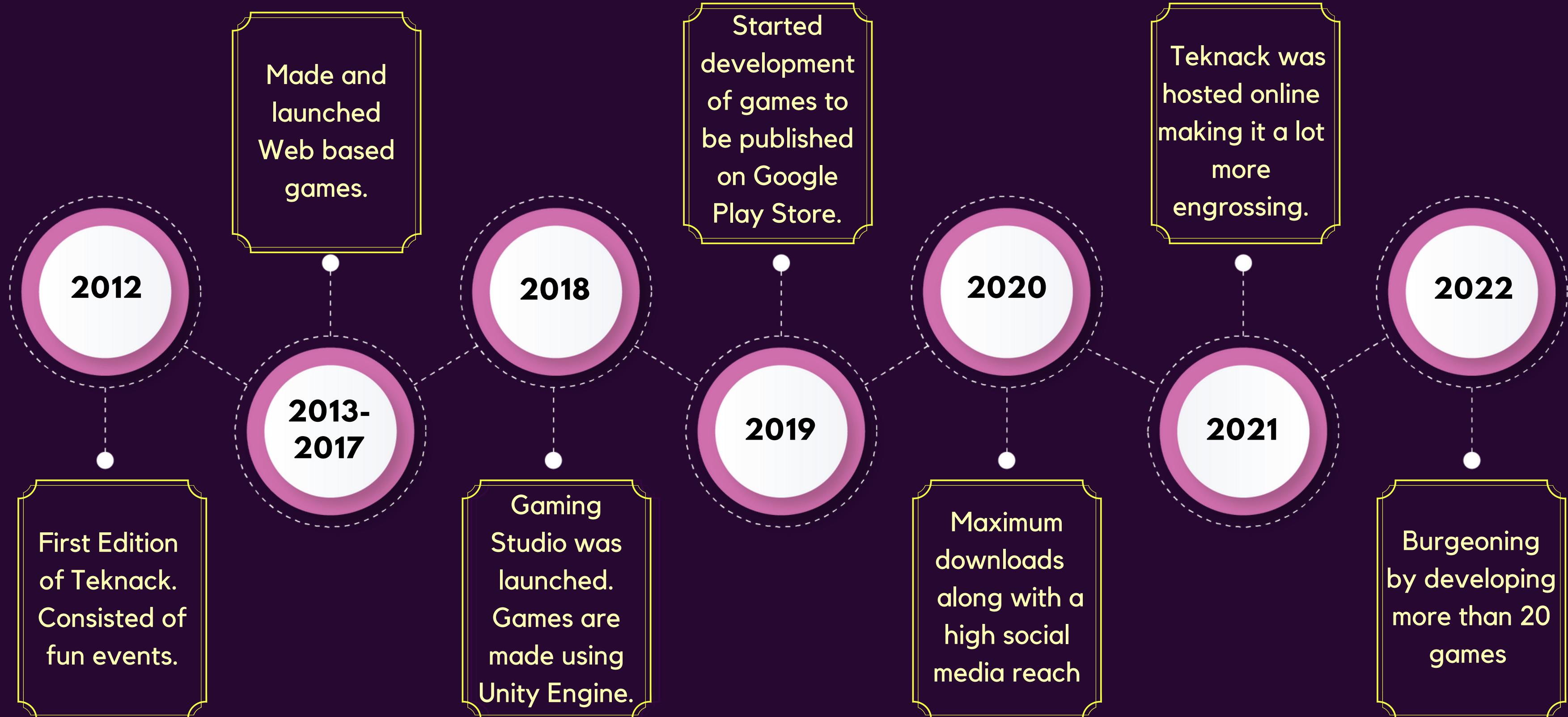
With history of more than 10 years, Teknack has successfully scaled huge heights. With newer ideas and innovations every year, we have always been at our best to showcase various talents.



The event encourages undergraduate students to tap into their technical and creative genius by providing them with a common platform to exhibit their talents in a competitive environment.

From being a technical college fest to building our own in-house Gaming Studio, we have come a long way. Our games are now being published on the Google Play Store since its inception.

# HISTORY OF TEKNACK



# HALL OF FAME 2021

BEST GAME UI



ZENSCAPE

PEOPLE'S CHOICE



WAVE SURFER

BEST GAME DESIGN



BATTLE OUTPOST

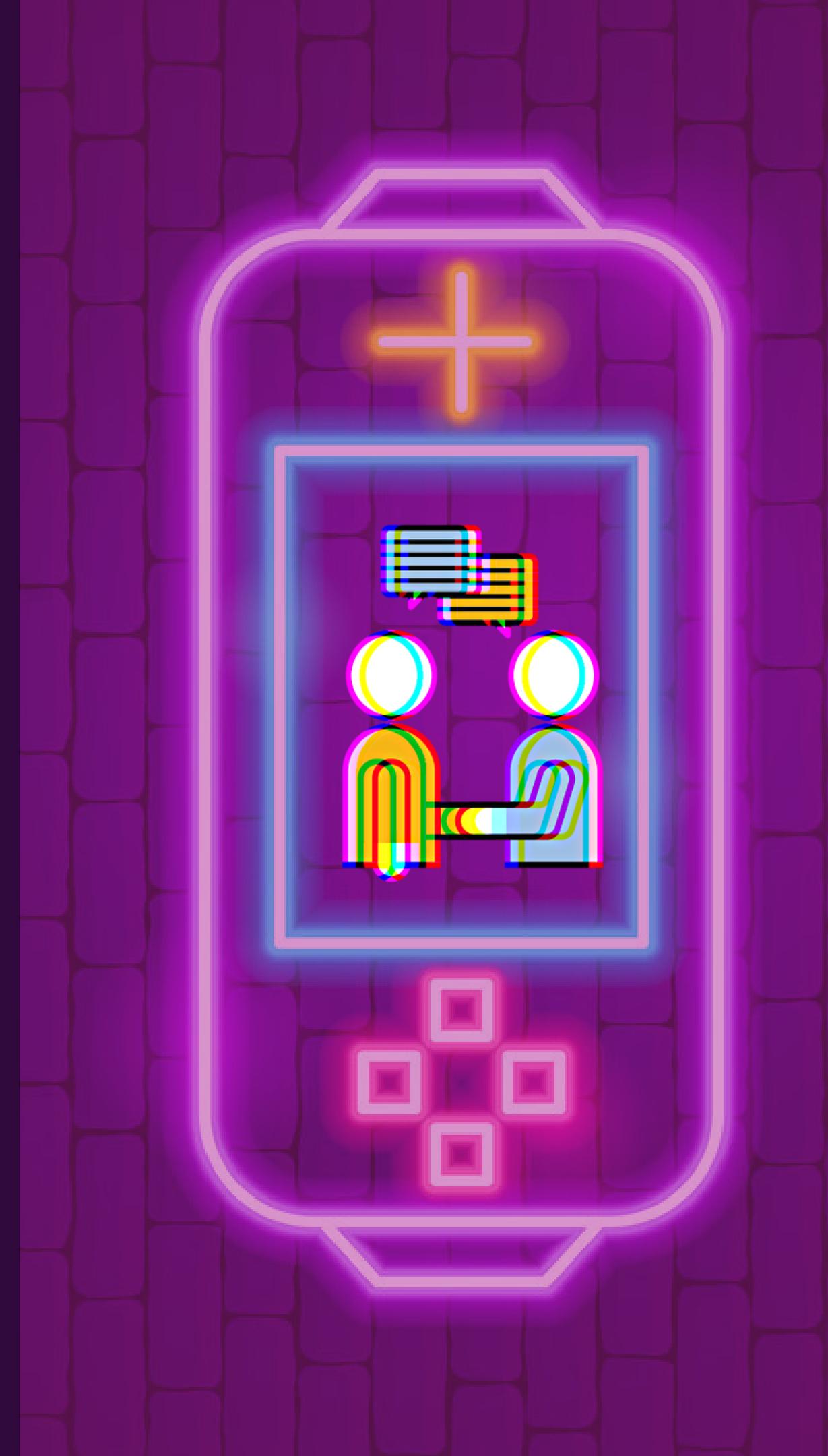
BEST GAME CONCEPT



FOODUNK

## SPONSORSHIP

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## TITLE SPONSOR (>=RS. 20,000)

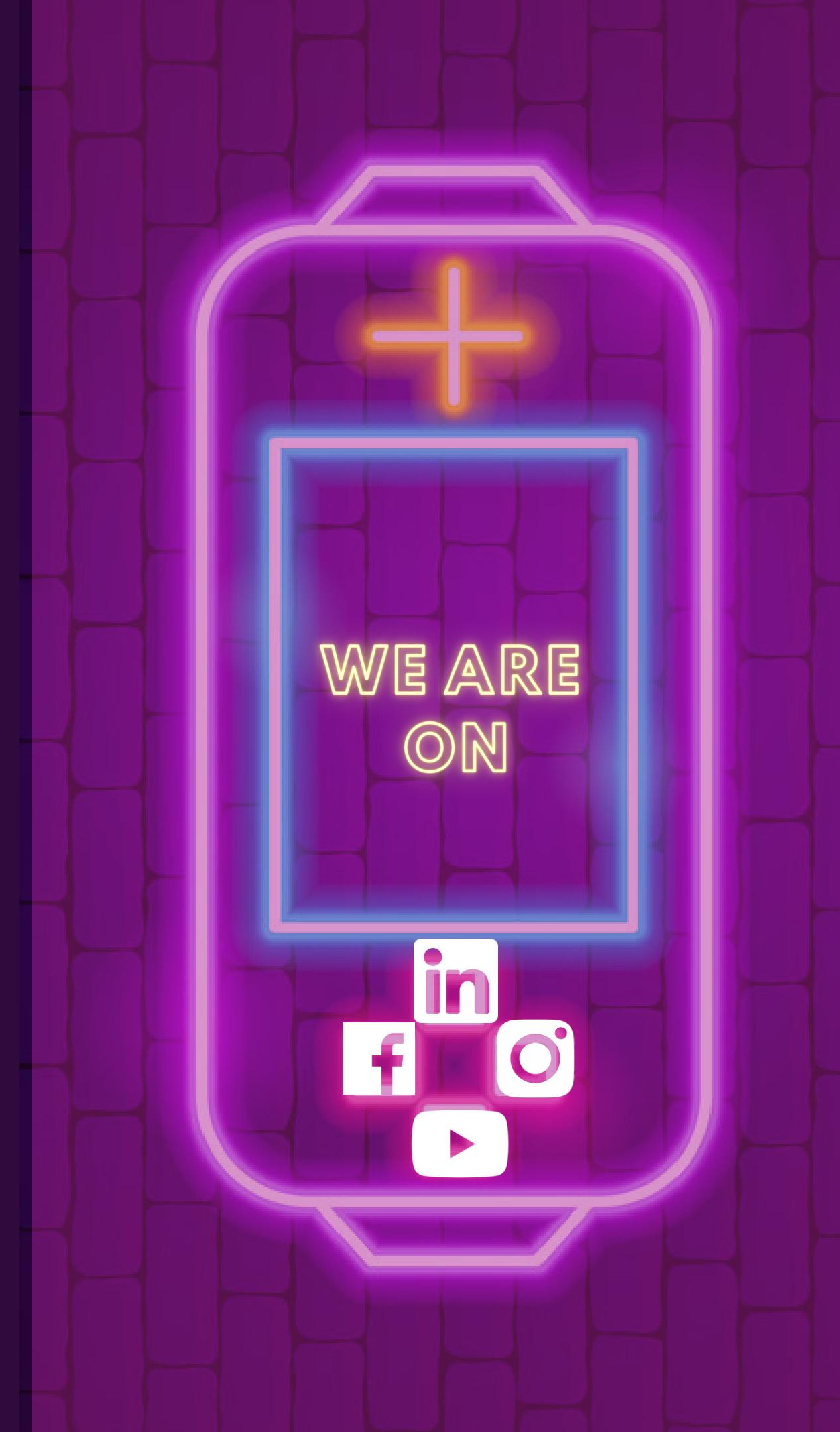
- Gets the event title i.e., "Company\_Name Presents Teknack 2022"
- Special Promotional Posts and banners at venue
- Logo gets featured in all banners, posters, posts and stories on social media and campus.
- Brand promotion of social media handles.
- Brand Stall at the venue.
- Products of the Sponsors incorporated into some of our events (games).
- Will provide our student database if required.
- Potential for future collaborations.

# CO-SPONSOR (RS.5,000-10,000)

- Promotional Posts and banners at the venue
- Logo featured in some posts on social media, banners and posters.
- Brand promotion of social media handles.
- Brand Stall at the venue.
- Products of the Sponsors incorporated into some of our events (games).
- Potential for future collaborations.

# ASSOCIATED WITH MONETARY AND/OR HAMPERS

- Promotional Posts and banners at the venue
- Brand promotion of social media handles, posters and banners.
- Brand stall at the venue. (If not monetary, then rent to be paid.)
- Potential for future collaborations.



# CONTACT US!



<https://dbit.acm.org/teknack>



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**THANK  
YOU**

