Report on : <u>Teknack 2023</u>

Title : Teknack 2023

Date : 24th February 2023

Time : 9am to 5pm

Venue : DBIT Ground

Participants Present : 1350

Resource Person : ACM Team

Organizing Department / Committee / Authority : ACM Student Chapter

Faculty Coordinator : Mr. Imran Mirza

Objective :

- ❖ To provide a game development platform to the students.
- ❖ To introduce students to the process of game development.
- ❖ To provide developers a platform where they can publish their games.

Outcome :

- ❖ Participants will be able to create their own game.
- ❖ Participants will have their own game published on Google Playstore.
- ❖ To improve the technical, logical and designing skills of the participants.

REPORT:

The ACM student chapter of DBIT conducted its flagship event **Teknack 2023**, an event for launching the fun games that are created by the student developers on 24th February 2023 from 9 am to 5pm. The event was held on the grounds of Don Bosco Institute of Technology. The event brought together students from various departments of the institute who are interested in the game development process. The main agenda of the event was to provide students a platform where they can develop and showcase their games to a wider audience.

The inauguration ceremony of Teknack 2023 was conducted in the presence of all the Fathers, faculty members and students of DBIT. The guests, faculty and students were then allowed to visit all the game stalls. Students and teachers from other schools were also invited this year for Teknack. Apart from the stalls of games developed by the students, some fun games including Table Tennis, PS5, 7 up 7 down, football and knock the cans were also conducted for the students.

Stumble guys tournament was also conducted for the students at 2 pm. The event was then continued by giving the developers a platform to explain their journey of game development. Then the event was brought to a close by felicitation and prize distribution ceremony. The event ended with a vote of thanks by the Chairperson Ms. Leona Varghese and Faculty coordinator of ACM Mr. Imran Ali Mirza.

This year to take Teknack 23 to new heights and to encourage participation and engagement from attendees a new initiative was taken. A concept of '**Passport'** was introduced this year. The passport offered participants a truly immersive and engaging experience. It was a guide that detailed all the games developed by the various game developers present at the event. It had details about the name of the game and a short description about it. The passport was also a key to unlock exciting electronic prizes. Participants were encouraged to collect stamps from all the games listed in the passport. Those who collected all the stamps were eligible to spin the wheel and win amazing electronic prizes worth Rs.25k.
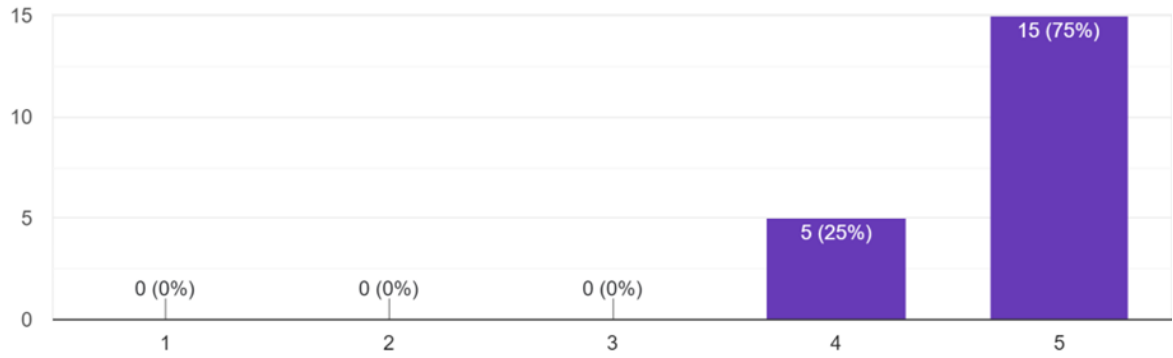
Poster :

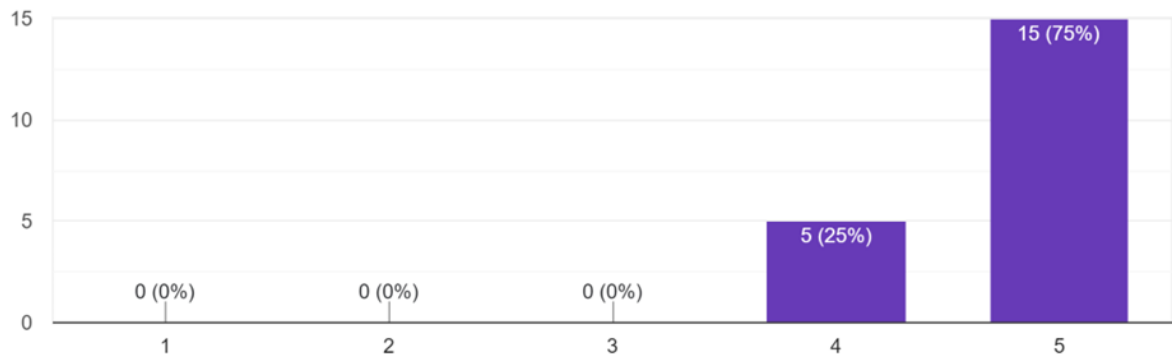## Snapshot of the event :

Feedback Analysis:

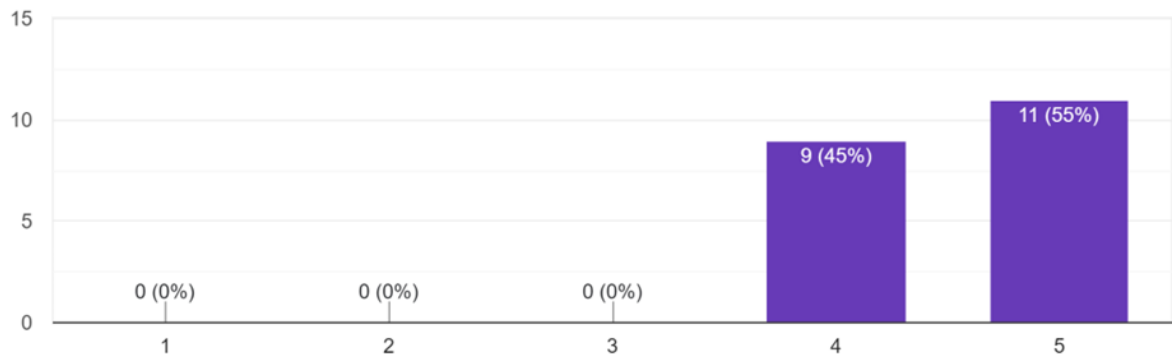## How was your experience
20 responses

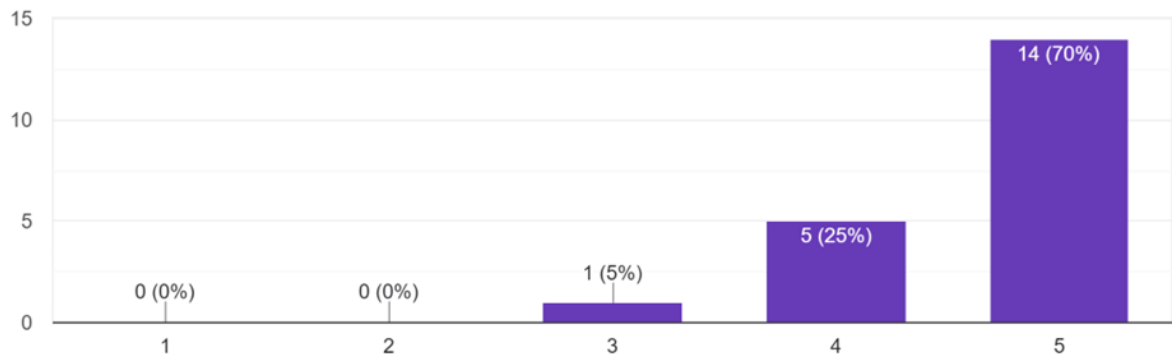

Overall Rating
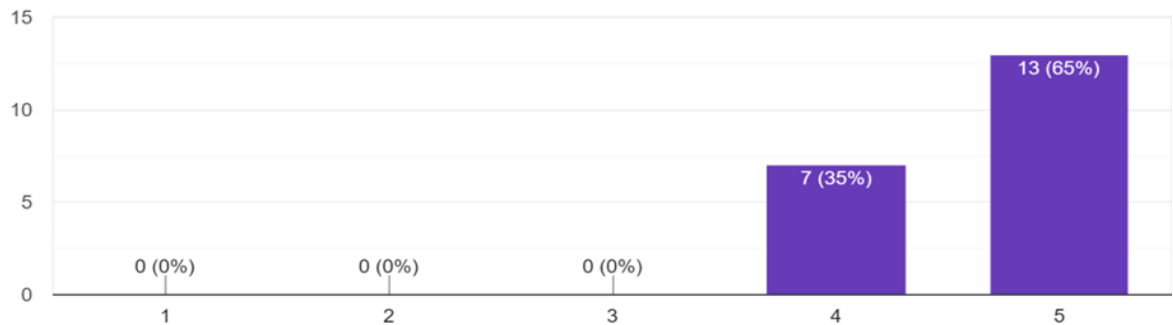20 responses

The quality of the Games Developed
20 responses

Experience of Mini-games
20 responses

Hospitality & Venue
20 responses

Was the flow of the events Satisfactory
20 responses

● Yes
● No

100%
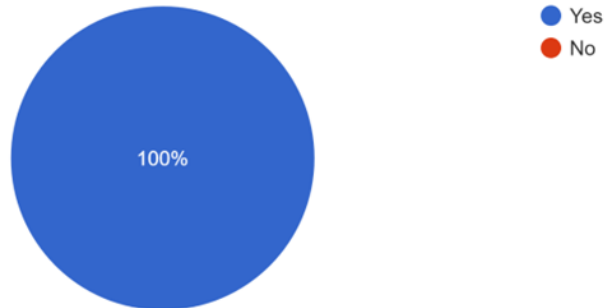
Report Prepared By :   **Report Approved By :**

Ms. Sanika Chaudhari   **Mr. Imran Mirza**

(Admin Head - ACM)   **(Faculty Coordinator - ACM)**