



The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY

Premier Automobiles Road, Kurla West, Mumbai – 400070



Computer Engineering

Report on – Unity Engine Workshop – ACM-DBIT

Title: *Unity Workshop*

Date: 26th October 2025

Time: 10:00 a.m. – 4:00 p.m.

Venue: Don Bosco Incubation Centre (7th Floor B-Wing)

Target Audience: **S.E. / T.E / B.E**

No. of Participants Present: 48

No. of Girl Participants Present: 15

No. of Boy Participants Present: 33

Resource Person: Ms. Rucha Tatkare

Organization of Recourse Person: ACM Student Chapter

Organizing Department / Committee / Authority: ACM Student Chapter

Faculty Coordinator: Ms. Priya Kaul

Objectives:

- ❖ To introduce students to the fundamentals of game development using Unity.
- ❖ To provide hands-on experience in building simple interactive projects and understanding Unity's interface, tools, and scripting environment.
- ❖ To prepare participants for *Teknack 2026* by enabling them to apply creative and technical skills in game design and development.

Outcomes:

- ❖ Students gained foundational knowledge of Unity, including project setup, scene management, and the use of objects and layouts.
- ❖ Participants learned to integrate scripts, textures, and assets to enhance their game environments and add interactivity.
- ❖ The workshop successfully equipped students with practical skills and creative confidence to begin developing their own games for *Teknack 2026*.



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Detailed Report:

The ACM-DBIT team successfully organized the **Unity Workshop**, marking the official beginning of preparations for *Teknack 2026*, the student chapter's flagship game development event. The workshop served as a pre-requisite session aimed at introducing students to the world of game design through **Unity**, one of the most powerful and industry-standard game engines. The primary goal of this workshop was to equip participants with the foundational technical knowledge and creative tools required to develop and showcase their own interactive games.

The session was held at the **Don Bosco Incubation Centre (7th Floor B-Wing)** on **26th October 2025**, from **10:00 a.m. to 4:00 p.m.** The event commenced with a warm welcome by **Mr. Joshua Almeida**, Technical Head of ACM-DBIT, who introduced the esteemed speaker **Mr. Jigar Bhanushali, Founder of Gamoksh**, a reputed game development company. With over **12 years of experience** in the gaming industry, Mr. Jigar brought a wealth of expertise and real-world insights to the workshop.

The workshop began with an **introduction to Unity and its interface**, where students were guided on how to create new projects, navigate the Unity workspace, and manage key components such as **objects, scenes, and layouts**. This segment provided students with a solid understanding of the Unity environment, laying the groundwork for further exploration.

Following this, Mr. Jigar demonstrated how to **add interactivity and functionality** to games by attaching **C# scripts** to objects. He explained how behaviours could be programmed to control game logic and how Unity's scripting system integrates seamlessly with its visual tools. Participants also explored how to apply **textures, assets, and physics properties** to enhance the visual and interactive aspects of their games.

One of the highlights of the workshop was the use of **AI tools to assist in C# script generation**, helping students understand how modern development practices can streamline workflow. This integration of AI-assisted scripting fascinated participants and encouraged them to experiment creatively. Using these tools, students worked on developing an **interactive scary game**, which allowed them to practically implement everything they had learned, from environment setup and design to object interaction and game logic.

Throughout the session, the ACM-DBIT core team actively assisted participants by clarifying doubts, offering guidance, and ensuring that everyone was able to follow along. The workshop maintained a collaborative and interactive atmosphere, where students not only learned but also applied their creativity to build unique game concepts.

As the workshop concluded, a **felicitation ceremony** was held to honour the speaker. **Ms. Rucha Tatkare** (Chairperson, ACM-DBIT), **Mr. Andre Fernandes** (Advisor, ACM-DBIT), and **Ms. Erica Prasad** (Advisor, ACM-DBIT), presented a token of appreciation to **Mr. Jigar Bhanushali**, thanking him for his engaging and insightful session. The event wrapped up with students expressing enthusiasm and excitement for *Teknack 2026*, motivated to continue developing their skills and projects further.

The Unity Workshop proved to be a **cornerstone experience** for participants, providing them with the perfect foundation to explore the field of game development. It not only imparted technical skills but also inspired creativity, collaboration, and problem-solving, essential qualities for success in *Teknack 2026* and beyond.



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Snapshot of the Event:





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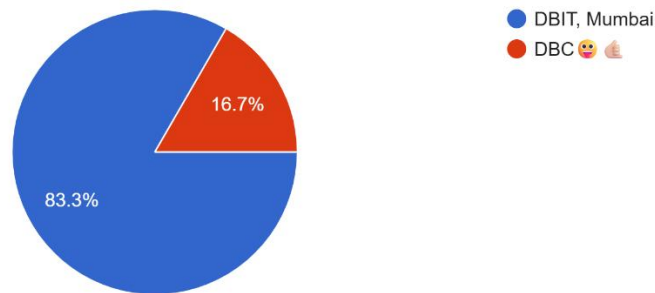
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Feedback Analysis:

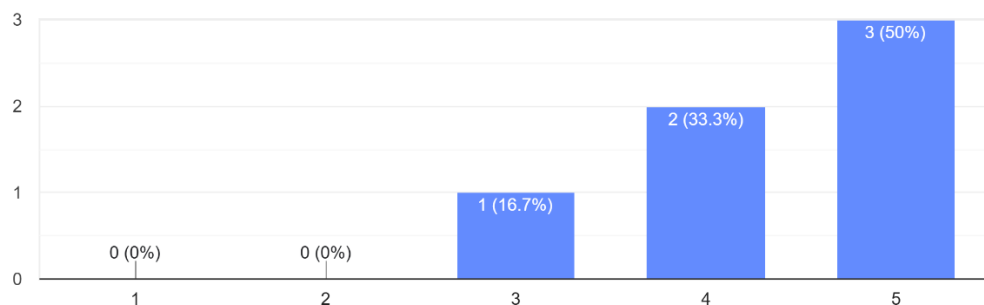
The Unity Workshop received **overwhelmingly positive feedback** from participants. Students appreciated the clarity of instruction, the balance between theory and practice, and the approachable teaching style of the speaker. Many attendees noted that the hands-on aspect of the session significantly improved their confidence in using Unity and scripting in C#.

College Name
6 responses



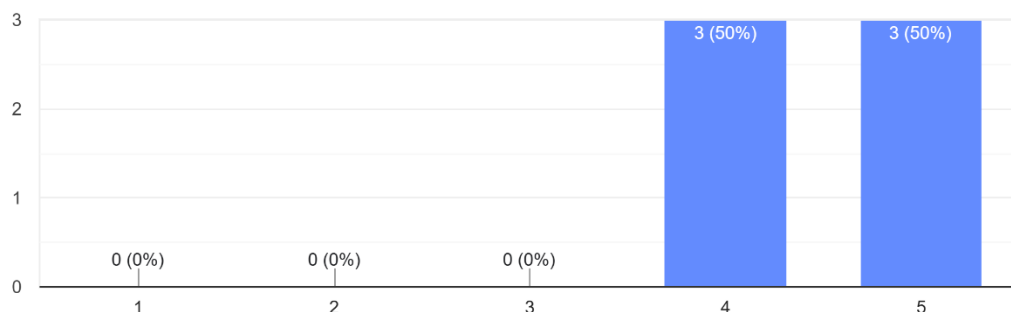
On a scale of 1 to 5 rate your understanding of topics covered in the workshop like (Unity basics, game objects, scenes, scripts, etc.)?

6 responses



Was the session thought provoking and engaging ?

6 responses





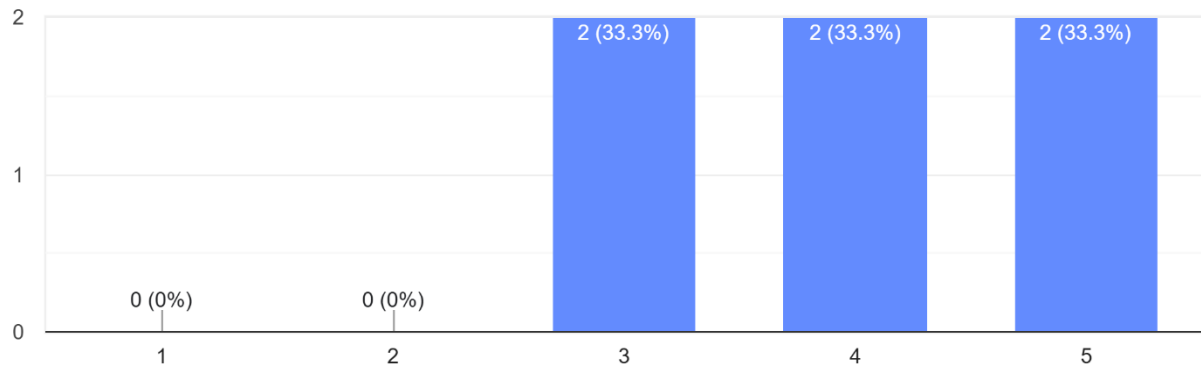
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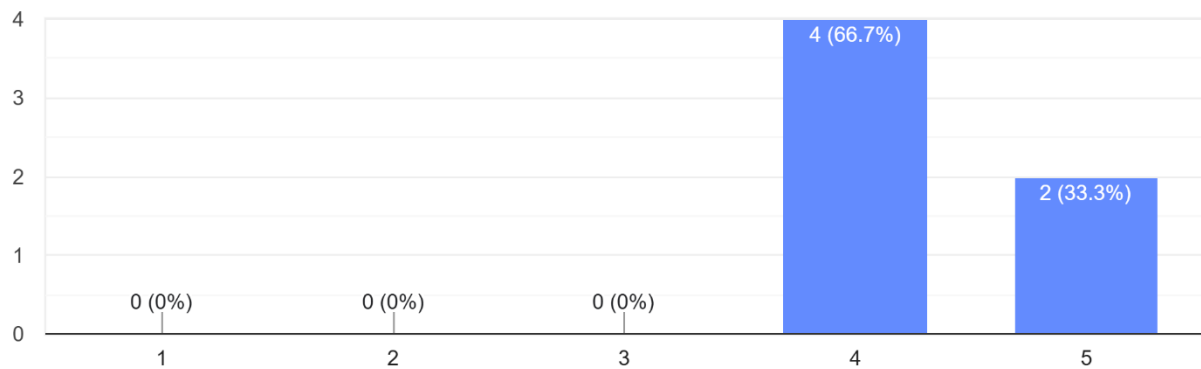
How clearly did the instructor explain the concepts?

6 responses



How would you rate the overall workshop?

6 responses





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Event Poster:

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DEPARTMENT OF COMPUTER ENGINEERING

ACM STUDENT CHAPTER
presents

UNITY WORKSHOP

26TH OCTOBER

**INCUBATION CENTRE
7TH FLOOR, B WING**

JIGAR BHANUSHALI

**ACM MEMBERS: 270/-
NON ACM MEMBERS: 320/-
GROUP OF 3: 250/- EACH**

SERAH :- +91 9004190620
MANYA :- +91 9321932121

SCAN QR CODE TO REGISTER

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Instagram: <https://www.instagram.com/acmdbit/>

Facebook: <https://www.facebook.com/ACMDBIT/>

Registration Details:

Sr. No.	NAME
1.	Newton dsouza
2.	Risa Kadantot
3.	Madhura Kedar
4.	Varad Khadilkar
5.	Hentry Jaison
6.	Jenny Joy Nereparambil
7.	Adam davis
8.	Malcolm Monserrate
9.	Leona Leo Lobo
10.	Seona Leo lobo
11.	George Jovin
12.	Arya Tarke
13.	Gururaj Panse
14.	Shubham Mahajani
15.	Aaron Braganza
16.	Albert Joykutty
17.	Astha Bombale
18.	Ronald
19.	Aditya Makarand Sabnis
20.	Soham Santosh Kokane



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21.	Tanvi Kale
22.	Dannish Bhardwaj
23.	Rahul Dubey
24.	Prathmesh Sawant
25.	Om Waghmare
26.	Sanket Pratap Jadhav
27.	Angeline Shaji
28.	Lester Mark Richard
29.	Shelly Benny Vadakkan
30.	Deviprasad Shetty
31.	Raissa Dsouza
32.	Vanessa Dsouza
33.	Atharv Tukaram Dalvi
34.	Atharva Shimpi
35.	Joel Litto
36.	Chris Dennis
37.	Ekjyot Singh
38.	Ishaan Garud
39.	Samridhi Sharma
40.	Dawn Neil D'Souza
41.	Samuel Pereira

Report Prepared By:

Name of the Student: Johan Fernandes

Post of the student: Admin Head
(ACM-DBIT)

Report Approved By:

Name of the Faculty: M.s Priya Kaul

Post of the Faculty: Faculty
Coordinator (ACM-DBIT)