



INDIA GAME SUMMIT 2018

28th -30th SEPTEMBER, 2019

Event Details

Name of the event: INDIA GAME SUMMIT 2018

Venue: HARTRON INNOVATION & START-UP HUB, GURUGRAM

Date: 28th -30th SEPTEMBER, 2019

Organized by: SVSU AND HATRON IN ASSOCIATION WITH KAJAANI UNIVERSITY OF APPLIED SCIENCES, FINLAND

Brief overview

India Game Summit Hackathon 2018 is the first of its kind in India. The idea behind it is a Game-Jam-type event, where people bring their own machines and develop a game to the best of their skills. This Hackathon was conducted in 4 different locations. One of the locations was Hartron Innovation & Start-up Hub, Gurugram. SVSU and Hartron in association with KAMK University, Finland. organized this from 28th-30th September 2018.

- No of team participated – 11
- Total no of team members – 58
- No of Universities & colleges participated –5

This was 3-day long event all about the innovations and designing of new games by the young minds. The event took off with ribbon cutting Ceremony by honorable VC, HVSU Mr. Raj Nehru

Problem Statement: Innovations and designing of new games by young minds

Focus areas and sectors: IT and youth who love to play games

Role of State Government: SVSU and HATRON in association with KAJAANI UNIVERSITY OF APPLIED SCIENCES, FINLAND organized the event. GOH promoted the event and encouraged the students to participate in the Hackathon



After the initial welcome of our chief guest Hon'ble vice chancellor Shri Vishwakarma Skill University, Mr. Raj Nehru, Guest of Honor Prof. Rajiv Kumar Advisor, CVO AICTE, General Manager Hartron Mr. Rajeev Gulati. Esteemed guest from Finland Mr. Timo from Kajaani University of Applied Sciences Finland, a note of encouragement was given by all the panel members.



The theme given by Mr. Timo (Country Head KAMK University, Finland) was "Space". All the participants had to design their games based on the given theme.



29th Sept 2018, the second day

On second day i.e. 29/09/2018, the university organized a yoga session for the students to refresh the minds of participants, as they were working continuously from last 18 hrs. Students enjoyed a lot during the session & the session helped them to reenergize themselves for the second half of the event .



3rd day 30th sept 2018

The cut off time for the project submission was 1:00 PM. After the projects were submitted and all the presentations were given by the respective team members, the valedictory function was flagged off. The closing ceremony was initiated by Dr. R. S. Rathore, Dean Academics (SVSU). The certificates of participation were given to all the participants and the teams associated with the successful completion of the entire event.

The concepts developed by the various teams were –

- Timeline is in Future
- Tool in Real Machine
- Puzzle game, Algorithm for new players
- Relationship between space and outer space
- Simulator Game
- Shooting Game
- Gummy Dummy
- Virtual reality

The winning teams were –

- Team AR survival from UIET, Kurukshetra came first
- Gummy Dummy from Chandigarh University came second
- Infinity from Pacific University, Udaipur were third.

The event concluded with a vote of thanks from Dr. Dalip Raina, Asst. Professor, Management Studies, SVSU.

