

DON BOSCO INSTITUTE OF TECHNOLOGY



Premier Automobiles Road, Kurla West, Mumbai - 400070

Department of Computer Engineering

Report on – Unity Workshop

Title: Unity Workshop

Date:13th & 14th October 2023

Time:11am to 3pm

Venue: Computer Center

Target Audience: Students

No. of Participants Present: 95

Resource Person: Nicole Saldanha

Organization of Resourse Person: ACM Student Chapter

Organizing Department / Committee / Authority: ACM Student Chapter

Faculty Coordinator: Mr. Imran Mirza

Objectives:

❖ To teach the students how Unity engine works.

❖ The Students will be able to learn how to develop their own game using Unity Engine.

❖ To teach the students the basics of game development.

Outcomes:

- ❖ The Students will be able to make their own game on Unity Engine.
- ❖ They will know how to use Unity Engine and
- ❖ The students will learn game development from industry professionals.

Detailed Report:

The 'Unity Engine Workshop' was organized by the ACM Student Chapter of Don Bosco Institute of Technology on the 13th and 14th of October 2023 from 11am to 3pm. This session was organized to impart knowledge and provide the necessary skills for designing and developing games using the Unity Engine Software. The workshop lasted two days and was open to participants both online and offline.

The first day of the Unity Engine workshop began precisely at 11am by Ms. Nicole Saldanha and Ms. Ria D'costa welcomed the guest speakers, Mr. Marmik Timbadiia the senior Unity Developer and Mr. Aryan Sason the senior Unreal Developer, Game Institute India, to the audience. The opening ceremony of the Unity workshop was also graced with the presence of Mr. Gopal Sharma, co-founder of Game Institute of India, Dr. Sudhakar Mande, Principal of Don Bosco Institute of Technology, Dr. Phiroz Shaikh, HOD, Computer Department, Prof. Imran Mirza, faculty coordinator of ACM-DBIT, Mr. Shashank Rasal, business and media coordinator of Game Institute India and Ms. Swapna Sali, Branch Manager of Game Institute India, Ghatkopar. For the 1st day apart from having the workshop offline, the students were also provided a google meet link. Mr. Shashank Rasal began the program by engaging the students by presenting them with a thorough introduction to game creation and the gaming business. Mr. Marmik Timbadiia then introduced the pupils to the Unity Engine program. During the event, participants were shown step by step how to install and utilize the Unity system. Mentors were on hand to assist students with any questions they may have. Various ideas were shown and discussed to them as the program continued. The students were taught the fundamentals of creating 2D games with the Unity engine. Participants were also shown how to obtain sprites for games from the Unity Asset Store. Ms. Nicole Saldanha then concluded the first day by thanking the Game Institute India developers for attending and participating in this session.

Day 2 of the Unity workshop commenced on 14 October at 11am. This was conducted online, via a live YouTube stream. In addition to this, students were able to freely ask doubts to their mentors who were connected with each other, and with Game Institute via a discord call. The workshop was conducted by Unity Developer, Marmik. The students were demonstrated how they can use the sprites they have downloaded in the previous session in their games. They were also taught how movements and various other effects were added in the game. At the end of the session the students were also guided on how to deploy their game.

Although the participation on Day 2 majorly dropped, the students had access to online recordings of the same, and greatly benefitted from those. Numerous resources were provided to students, including recorded lectures on development of top-down games, past year unity game development workshop recordings, as well as several resources made available to students via Game Institute, India.

Following the workshop, the ACM core felicitated Game Institute, India with tokens of appreciation at their office in Ghatkopar East.

Snapshot of the Event:







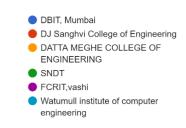


Feedback Analysis:

Day 1:

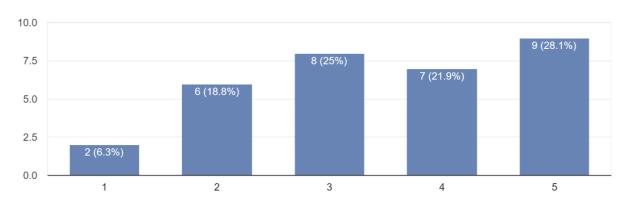
College Name 32 responses

84.4%



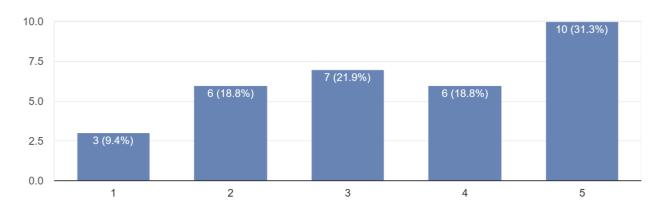
Was the session thought provoking and engaging ?

32 responses



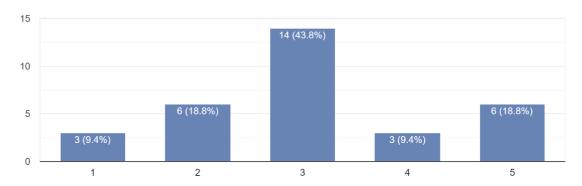
Were all your doubts solved satisfactorily?

32 responses



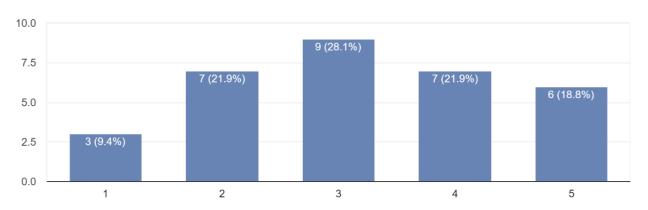
On a scale of 1 to 5 rate your understanding of topics covered in the workshop like "Overview of Unity Engine, Camera, Canvas, Inspector, Assets, UI Elements, etc"

32 responses



Rate Day 1 of the workshop

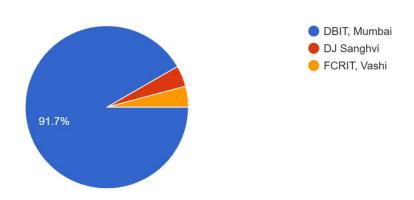
32 responses



Day 2

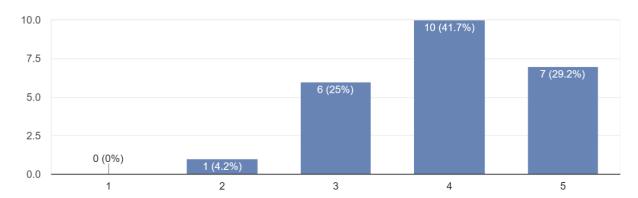
College Name

24 responses



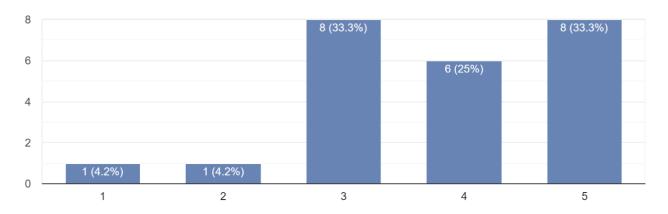
Was the session thought provoking and engaging?

24 responses



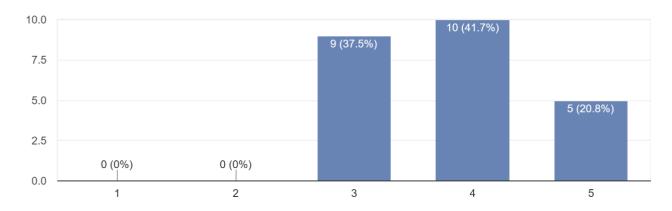
Were all your doubts solved satisfactorily?

24 responses

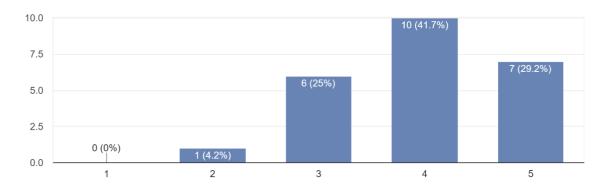


On a scale of 1 to 5 rate your understanding of topics covered in the workshop like "Scripts, Prefabs, Colliders, GameManager" etc.

24 responses



Rate Day 2 of the workshop 24 responses



Event Poster:



Social Media Links:

LinkedIn: https://www.linkedin.com/company/acm-dbit/

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

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