



IIIT-D Organizes Game Design Hackathon

As Paul Coelho says, *“Everybody has a creative potential and from the moment you can express this creative potential, you can start changing the world.”* Walking along the same lines, the Training and Placement Cell partnering with Centre for Design and Media at Indraprastha Institute of Information Technology Delhi is going to organize an event “Game Design Hackathon” in association with Kajaani University of Applied Sciences (KAMK), Finland. The three-day long event will begin on 28 September 2018 with a purpose of garnering the interests and innate talents of the students. Over 250 participants are expected to showcase their talent in Game Design Hackathon that will conclude on 30 September 2018.

To bring coding and design enthusiasts under one roof and harnessing their potential, Game Design is the theme of the bilateral Hackathon. Game Design is the domain which witnessed significant advancement and progress in the past few years, but it often goes unnoticed by the majority of Hackathon organizers.

Taking this joint initiative with KAMK University (Finland) which has always come up with path-breaking advancements in the field of Game Design, IIIT-D provides the game designers a unique opportunity to showcase their creative game design skills. The core members of the Game Design Lab, KAMK University will be providing mentorship to the participants in order to enhance their skills and help them gain in-depth knowledge.

The 48-hour-long Hackathon is an ideal place for Gaming Enthusiasts to hone their skills. Besides, they will learn the basics of developing a commercially successful game and the techniques to overcome the hurdles they usually face while developing a game. The Game Design Hackathon is one of its kinds where mentors have been invited from a prestigious foreign university (KAMK) who are known for their exemplary contributions to the gaming industry.

IIIT-D is receiving an overwhelming response for Game Design Hackathon with registrations in large numbers. Based on the pre-decided parameters, IIIT-D has invited over 250 participants to Game Design Hackathon.