ORGANIZED BY: GDC CLUB　　　　　**DATE: 06/02/2025 AND 07/02/2025**

LEVEL FORGE:

CRAFT YOUR GAME WORLD

Event Overview

The GDC Club in collaboration with Born Monkey, successfully organized a two-day workshop, Level Forge: Craft Your Game World, designed to provide students with a comprehensive understanding of game development. This workshop covered essential aspects of the gaming industry, helping participants explore potential career paths, gain hands-on experience with game art and development tools, and interact with industry professionals.

Through this workshop, students learned about entering the gaming industry, game programming, game art, design, and production. Additionally, they engaged in practical sessions using Blender for game art and Unity for game programming, equipping them with the skills needed to start their journey in game development.
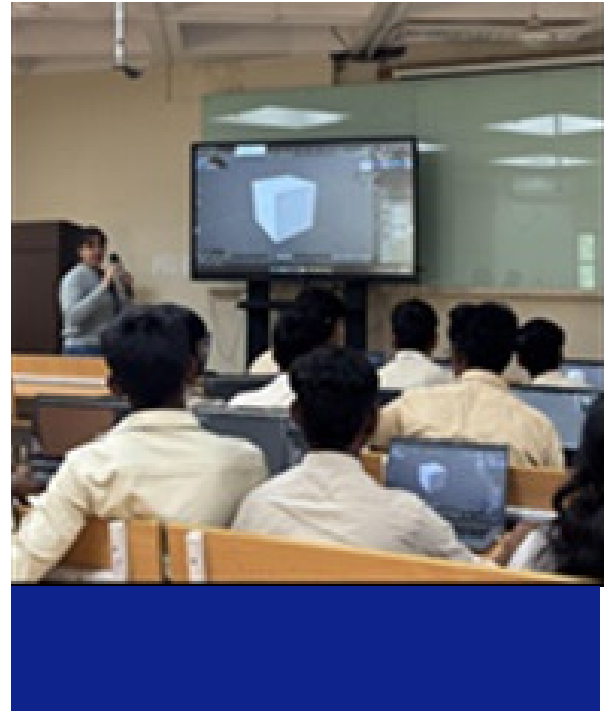
Introduction

The workshop began with a warm welcome from Keerthana, the President of the GDC Club, who greeted the audience and introduced the esteemed guests, V.K. Samhith, Founder of Born Monkey, and Sri Samveda, Co-Founder of Born Monkey. She then provided the audience with an overview of the guests' backgrounds and contributions to the gaming industry, followed by a brief outline of the agenda for Day 1, setting the stage for an insightful and engaging learning experience.

Day 1: Understanding Game Development Fields

V.K. Samhith started the session by introducing himself and providing insights into the video game industry, discussing how students can break into the field and start creating games.
The session covered:
1. How to Get Into the Video Game Industry & Make Games
2. Game Programming 101 & Game Art
3. Game Design Principles
4. Game Production Process

The afternoon session was taken over by Sri Samveda, who expanded on the morning topics, providing a deeper understanding of game design, development workflows, and industry practices. The interactive nature of the session allowed students to ask questions, engage in discussions, and gain practical knowledge through live demonstrations.

Quiz Session

To wrap up the day, a 30-minute quiz was conducted to assess the students' understanding of the topics covered. This helped in identifying the most engaged learners, and the top 50 performers were shortlisted for the hands-on workshop on Day 2.

Day 2: Practical Hands-on Workshop

Day 2 was focused on practical application, where the top 50 students from the Day 1 quiz attended an intensive hands-on workshop. The session covered:

1.   Hands-on Game Art – Blender: Students learned how to create game assets and understand 3D modeling fundamentals.

2.   Hands-on Game Programming – Unity: A deep dive into game mechanics, scripting, and building interactive game elements.

Both V.K. Samhith and Sri Samveda actively participated in guiding students, explaining the tools in detail, and helping each participant troubleshoot and refine their work. The interactive nature of the session ensured that every student received personalized guidance, making it a highly enriching experience.

Impact

The workshop had a significant impact on the students, providing them with a clear understanding of various game development fields and potential career paths. Through hands-on sessions, they gained practical experience with industry-standard tools like Blender for game art and Unity for game programming. The opportunity to interact directly with professionals allowed students to gain valuable insights into the gaming industry, helping them understand real-world applications of their skills. Additionally, the engaging and interactive nature of the workshop boosted their confidence and motivation, inspiring them to explore game development further and pursue their passion in the field.

Thanksgiving & Closing Remarks

President Keerthana expressed gratitude to everyone who attended, with special thanks to the guests, V.K. Samhith and Sri Samveda, for their invaluable teachings. A heartfelt appreciation was extended to Shadab Sir, the GDC Club mentor, for his constant guidance and support throughout the event.

She also introduced the GDC Club core team and encouraged students to join the club to participate in future game development events, workshops, and competitions.

Conclusion

The event concluded with a vote of thanks to the organizing team, whose dedication and efforts ensured the smooth execution of the workshop. Their hard work in managing the logistics, coordinating with guests, and engaging the participants played a vital role in making Level Forge: Craft Your Game World a grand success.