



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION



**IEEE**

**Silver Oak University  
IEEE Student Branch**

A REPORT ON  
**Level up! – Game development Workshop**

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Date: 24<sup>th</sup> May, 2020

Place: YouTube Live

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**Level Up!**  
**Game Development Workshop**



## Introduction:

With the perspective to enhance the knowledge of students in the field of technology, The Department of Computer Engineering had organized a one-day workshop entitled “Level Up! - Game Development Workshop” in association with Silver Oak University IEEE Student Branch. The core purpose behind conducting this event was to provide a detailed view of the most trending field of game development, gaming industry, ideation of gaming concepts, and introduction of the UNITY 3D game developing engine to the participants. We had a very prominent and distinguished speaker in the field of game development for conducting this workshop.

The workshop was open for all and more than 400 students participated in it.

## Expert Introduction:

### **Mr. Yohaán Tavadia:**

He is the CEO of Ahura Technosoft and a game developer. Also he is an IT consultant expertise in both AR and VR.

## About the Session:

**Date:** 24<sup>th</sup> May, 2020

**Time:** 5.30 PM - 7.50 PM IST

**Channel Name:** IEEE SOCET SB

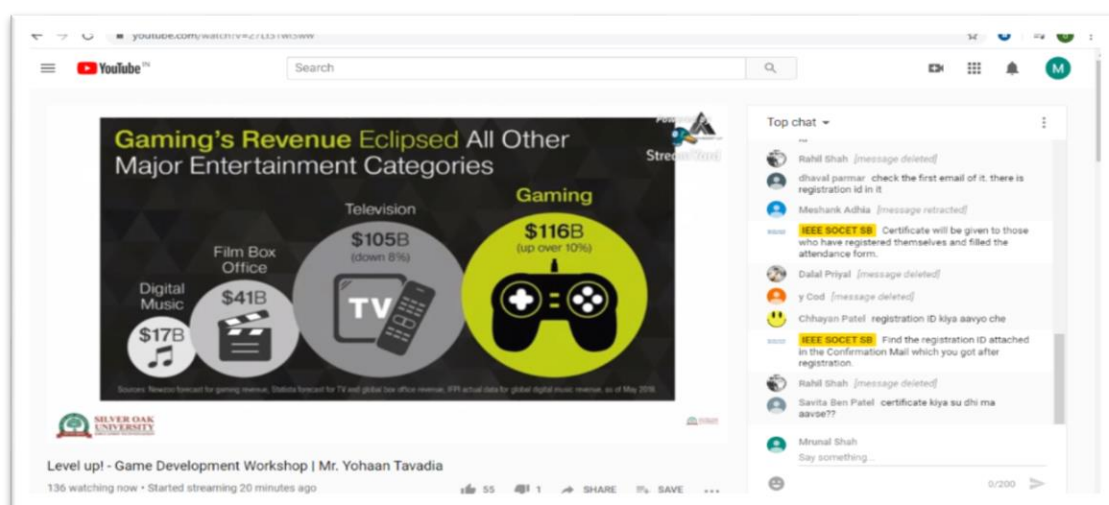
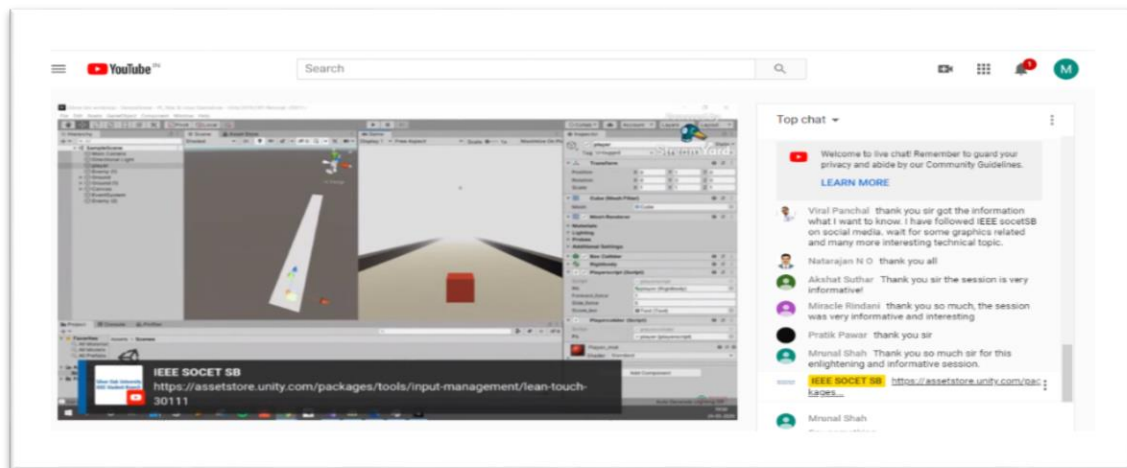
**YouTube Link:** <http://bit.ly/GDWLIVE>

“Level Up! - Game Development Workshop” commenced with a welcome speech introducing the Silver Oak University IEEE Student Branch, Computer Engineering Department, and our eminent speaker Mr. Yohaán Tavadia. The session was then handed over to the speaker. He started the session by introducing himself and by giving a brief about all the topics that were going to be covered in the entire session. He discussed what a game is and what one should keep in mind while creating a game. Moreover, he talked about why people love games and the benefits of games. He also projected the evaluation of the Gaming Industry by various examples. Furthermore, he gave a detailed explanation of the Gaming Industry, Different Roles in the Game Development Industry, and types of video games. He gave a detailed overview of Game engines and UNITY 3D and described the installation of the same, and for better understanding he also showed a practical demonstration for developing a small game by explaining the coding part and visualization. At the end, the Q&A session was organized, in which participants interacted with Mr. Yohaán Tavadia and got the solution of their queries. As a part of this interaction, he also suggested some resources for learning Game Development.

## Conclusion:

It turned out to be an enlightening workshop especially for those enthusiastic participants who wanted to explore something new in the field of Game Development. The workshop was concluded by expressing the gratitude towards the distinguished speaker, participants, our provost Dr. Saurin Shah sir, our faculty branch counselor and HOD of Computer Engineering Department Dr. Satvik Khara sir, the entire staff of the computer engineering department and the team of Silver Oak University IEEE Student Branch. As this workshop had received a great response from participants, we are looking forward to such more informative and knowledgeable events in the near future.


## Some glimpse of the event:



youtube.com/watch?v=27LF3TwISww

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## Comparison between CS 1.6 and CS GO



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Level up! - Game Development Workshop | Mr. Yohaán Tavadia

**Top chat**

- Mrunal Shah Check your email for the Registration Id
- Rahil Shah [message deleted]
- dhaval parmar check the first email of it. there is registration id in it
- Meshank Adhia [message retracted]
- IEEE SOCET SB Certificate will be given to those who have registered themselves and filled the attendance form.
- Dalal Priyal [message deleted]
- y Cod [message deleted]
- Chhayan Patel registration ID kiya aavyo che
- IEEE SOCET SB Find the registration ID attached in the Confirmation Mail which you got after registration.
- Rahil Shah [message deleted]
- Mrunal Shah Say something...

youtube.com/watch?v=27LF3TwISww

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Level up! Game Development Workshop

Organised by  
Department of Computer Engineering  
in association with  
Silver Oak University IEEE Student Branch

Powered by  
IEEE Silver Oak University IEEE Student Branch

Yohaán Tavadia  
CEO @ Aurora Technology  
IT Consultant  
Game Developer  
AR/VR Developer

Registration Link : [bit.ly/IEEEGDW](https://bit.ly/IEEEGDW)

Date : 24<sup>th</sup> May, 2020  
Time : 5:30 PM to 7:30 PM

Level up! - Game Development Workshop | Mr. Yohaán Tavadia

**Top chat**

- on social media. wait for some graphics related and many more interesting technical topic.
- Natarajan N D thank you all
- Akshat Suthar Thank you sir the session is very informative!
- Miracle Rindani thank you so much, the session was very informative and interesting
- Pratik Pawar thank you sir
- Mrunal Shah Thank you so much sir for this enlightening and informative session.
- IEEE SOCET SB <https://assetstore.unity.com/packages>
- Md Farazul Haque [message deleted]
- jugal prajapati wonderful session
- jugal prajapati [message deleted]
- Rutvi Patel thanks sir for such a knowledgeable session
- Mrunal Shah Say something...