

**EDCell** IN COLLABORATION WITH **GouravGo Games**

# GAME CRAFT

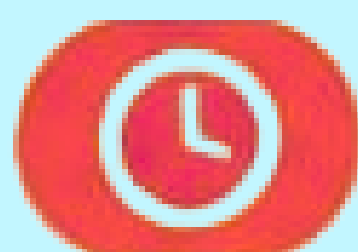
Seminar & Hands-on Session

**Explore | Learn | Build**

## **WHAT YOU'LL GET**



Exclusive Internship Opportunities



3 Hour Game Development Session



Hands-on Practical Experience



Live Game Development



Learn Through Real Development Workflows



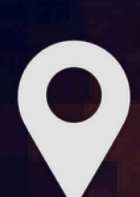
Refreshments Available

**LEVEL UP  
YOUR  
SKILLS!**

**Limited Seats • Learn the Basics • Build Your First Game**



**3<sup>rd</sup> Oct 2026**



**EB001**



**10 AM - 1 PM**

Making your dream game, needs your first step.

# READY TO BUILD?

## REQUIREMENTS



### WHAT YOU NEED

- ✓ Intel Core i5 or equivalent
- ✓ Minimum 8 GB RAM recommended
- ✓ Adequate Storage Space for Setup
- ✓ Unity Installed before the Session
- ✓ Laptop Charger and Mouse
- ✓ Backup source of Internet



### SOFTWARE



Click the Logo's to download



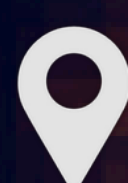
Unity Hub  
(Install before  
attending)



Unity Editor  
Version  
6000.1.17f1



3<sup>rd</sup> Oct 2026



EB001



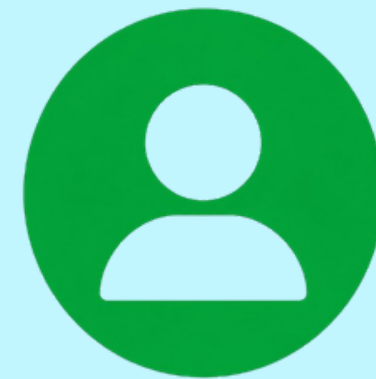
10 AM - 1 PM

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# **INSTALLATION STEPS**



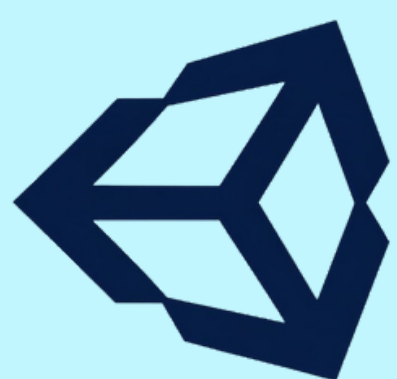
Download  
and Install  
Unity Hub



Sign in or  
Create an  
Unity Id



Open Unity  
Hub >  
Install's>  
Install Editor



Select Version  
6000.1.17f1



Install  
required  
modules and  
wait for  
installation



Open Unity  
and create a  
3D/2D project  
to Verify  
Everything



## **BEFORE YOU ARRIVE**



Install



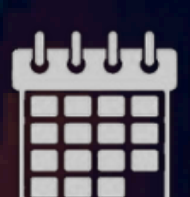
Setup



Charge



Create



3<sup>rd</sup> Oct 2026



EB001



10 AM - 1 PM

Making your dream game, needs your first step.



**Date: 29/09/2026**

## **GAMECRAFT – Seminar & Hands-On Session**

All students and faculty members are hereby informed that “**GameCraft – Seminar and Hands-On Session on Game Development & Design**” is being organized, in collaboration with **GauravGo Games Technologies Pvt. Ltd.**, with the objective of fostering a culture of creativity, innovation, and practical learning in the field of game development. The session is intended to provide participants with valuable insights into contemporary game development technologies, design principles, industry practices, and emerging opportunities in the gaming and interactive media sector.

**Date and Time:** 3<sup>rd</sup> Oct, 2026, 10:00 AM – 1:00 PM

**Venue:** EB001

**Who Can Participate?**

- Students
- Faculty Members

**Why Participate?**

- **Gain Industry Exposure:** Learn about the latest trends, technologies, and practices in the gaming and interactive media industry.
- **Develop Practical Skills:** Get hands-on experience with game development.
- **Learn from Experts:** Interact with industry professionals and gain insights into real-world game development workflows.
- **Explore Career Opportunities:** Discover career pathways and emerging opportunities in game development, game design, and related fields.
- **Encourage Creativity and Innovation:** Enhance creative thinking, problem-solving, and technical skills through practical learning.

Interested one, fill the details at link:

<https://docs.google.com/forms/d/e/1FAIpQLSeMvenwtv12iNxZP14Ffy11FYI-IzYc6mjMT947wVpanxLQ0Q/viewform>

For more information contact, the student coordinators:

- a) Ankita Mohapatra, +91-9602889270
- b) Pratyush Kumar Mishra. +91-9692194520



**Dr. Ashish Ranjan**  
ED Coordinator  
Entrepreneurship  
Development Cell



**Dr. Sandeepan Maity**  
ED Co-Coordinator  
Entrepreneurship  
Development Cell



**Dr. Sabyasachi Parida**  
ED Co-Coordinator  
Entrepreneurship  
Development Cell