



The Bombay Salesian Society's
Don Bosco Institute of Technology, Mumbai-400070
Department of Computer Engineering



Report on : Teknack 2024

Title: Teknack 2024

Date: 22nd February 2024

Time: 9am – 5pm

Venue: DBIT ground

No. of Participants Present: 1800+

Resource Person: Mr. Leander Braganza

Organization of Resource Person: ACM-DBIT

Organizing Department / Committee / Authority: ACM-DBIT

Faculty Coordinator: Mr. Imran Mirza

Objectives:

- ❖ The purpose is to provide student developers with a platform where they can exhibit their games.
- ❖ To encourage the students to explore and try new skills .
- ❖ The students will be able to gain feedback and recognition for their talent.

Outcomes:

- ❖ The students are able to develop their own game using their new skill.
- ❖ The students were able to exhibit their game and gain valuable feedback from various guests.

Detailed Report:

In line with the profound words of Don Bosco, "The Dream that makes you Dream", here at Teknack, each developer's dream is set to translate into reality.

Teknack, the celebrated annual gaming festival of DBIT, epitomizes innovation and creativity in the realm of game development. The journey of Teknack commenced in October with a series of immersive events designed to foster talent and collaboration. It began with a Unity workshop conducted by Game Institute India, providing participants with essential skills and knowledge in game development using one of the industry's leading platforms. This workshop served as a springboard for aspiring developers to delve deeper into the intricacies of game creation.

Following the workshop, participants engaged in a dynamic process of game ideation, where ideas were conceptualized and refined through brainstorming sessions and creative exploration. Mentor review meetings offered invaluable guidance and feedback, allowing developers to fine-tune their projects and address any challenges encountered along the way. In the month of February, pre-events such as "Rob the Bank" and others added an element of excitement and camaraderie, further fueling the anticipation for the culmination of Teknack.

Finally, the day of Teknack arrived, eagerly anticipated by gaming enthusiasts and developers alike. On February 22, 2024, from 10 am to 5 pm, the ACM student chapter of DBIT proudly presented Teknack 2024, the institute's flagship event, held at the sprawling grounds of Don Bosco Institute of Technology. This exciting event marked the culmination of months of hard work and dedication by student developers, who showcased their creative prowess through a variety of fun games. Notably, the event attracted not only students from diverse departments within the institute but also school and junior college students from nearby institutions, adding to the vibrant atmosphere. Developers relished the opportunity to demonstrate their games, while visitors immersed themselves in a day of fun-filled gaming experiences, making Teknack 2024 a memorable celebration of creativity and camaraderie in the world of game development.

The festivities of Teknack commenced with an auspicious inauguration ceremony, setting the stage for a day filled with excitement and creativity. The event began with an assembly on the ground, where Fr. Anthony graced the occasion by cutting the ribbon, symbolizing the official commencement of Teknack 2024. This year, the Teknack gaming studio developed and showcased 16 games from 40 developers. The inauguration ceremony began with dignitaries and students being welcomed by the event's host, Mr. Noel Monteiro. A moment of prayer led by Fr. Charles brought a sense of solemnity and reflection to the proceedings, before the symbolic act of lamp lighting, where Fr. Anthony Pinto, Rector Director, DBIT, Fr. Charles Anthony, Assistant Director DBIT, Dr. Sudhakar Mande, Principal, DBIT, Dr. Phiroj Shaikh, HOD of the Computer Engineering Department, Prof Imran Mirza, faculty coordinator, ACM-DBIT, Dr. Amiya Tripathy, IQAC head, Ms. Leona Varghese, Advisor, ACM-DBIT and Mr. Leander Braganza, Chairperson ACM-DBIT participated in the lighting of the lamp.

Fr. Anthony addressed the crowd, congratulating them for the event put together as well as giving them his best wishes. As the ceremony progressed, Fr. Charles delivered an inspiring speech, setting the tone for the day ahead. This was followed by words of encouragement from the principal of the college, instilling confidence and motivation among the participants. Ms. Nicole Saldanha, on behalf of ACM-DBIT then provided an overview of Teknack, shedding light on the event's evolution and the role of ACM over the years, highlighting its significance in fostering innovation and collaboration.

With the formalities concluded, attendees were invited to explore the array of games on display,

immersing themselves in the creativity and ingenuity of the student developers. Alongside, announcements were made regarding mini-games like "7 Up 7 Down," adding an extra layer of excitement to the proceedings. A heartfelt shoutout was also extended to the sponsors, whose support was instrumental in making Teknack 2024 a resounding success. With spirits high and anticipation mounting, the stage was set for a day filled with fun, camaraderie, and memorable gaming experiences. During the day, a FIFA tournament was also conducted for the students at 2 pm. Individuals eager to engage in the Teknack game were encouraged to acquire a passport, priced at 20 Rs, with the goal of amassing the highest number of stamps for an opportunity to win enticing electronic gadgets. Moreover, those who purchased a passport became eligible for a lucky draw, amplifying the potential for extra rewards. The passport system included two lucky draws, and the coveted prize for each draw was a pair of earphones. The curiosity surrounding the functioning of the passport system fueled increased sales, with a minimum of 150 passports sold. Furthermore, the passport served as a memory aid for participants, helping them remember Teknack 2024.

The journey of Teknack 2024 involved a total of over 40 developers & 18 games published on [Google playstore](#). Over 100 hours of relentless efforts and creativity was dedicated by the ACM team, and numerous meetings were held to organize the event. The ACM team involved 6 advisors, 13 members of the Senior Core and 9 members of the junior core. Additionally, neighboring schools such as St. Michael's, Mumbai Utkal, Akbal Islam and Mumbai Public participated in this grand event.

As the day unfolded, the grounds of Teknack buzzed with excitement as games developed by talented students were showcased. Developers reveled in the opportunity to exhibit their creations, while attendees immersed themselves in the diverse gaming experiences on offer. The event ended with the Felicitation Ceremony at 4 pm, marking a moment of recognition and appreciation for the efforts and achievements of all involved.

The ceremony commenced with an introduction by Mr. Joshua Menezes, Vice Chairperson, ACM-DBIT, setting the stage for the proceedings to follow. First on the agenda was the felicitation of Dr. Phiroj Shaikh, HOD of the Computer Department, acknowledging his pivotal role in supporting and guiding the student developers. Mr. Imran Mirza then took the stage, delivering an insightful speech that underscored the importance of events like Teknack in nurturing talent and fostering innovation.

Grejo Joby and Sean D'Cruz, distinguished former chairpersons of ACM-DBIT, played a crucial role as judges at Teknack, where their unwavering dedication to the judging process was rightfully acknowledged. Their speeches went beyond mere evaluation, offering comprehensive insights and constructive critiques that significantly enriched the learning experience for all participants. Leveraging their extensive expertise in game development, they provided invaluable guidance aimed at refining the showcased projects and nurturing the talents of the burgeoning student developer community. Their presence not only elevated the prestige of the event but also underscored ACM-DBIT's commitment to fostering excellence in gaming. Alongside their expert evaluations, the poignant testimony of a first-time participant added a poignant and relatable dimension to the proceedings, shedding light on the transformative journey experienced by those venturing into Teknack for the first time. Through the amalgamation of expert critique and personal narrative, Teknack exemplified a culture of collaboration, innovation, and continuous growth, further solidifying ACM-DBIT's position as a nurturing hub for aspiring game developers.

The ceremony continued with the felicitation of all participants, recognizing their hard work and dedication in bringing their game concepts to life. The awards ceremony comprises four categories: Best Gameplay, Best UI, Best Game Concept, and People's Choice. Winners of the first three awards are determined solely by the cumulative scoring of the jury, while the People's Choice award is decided through a combination of Instagram likes, Play Store downloads, and poll votes from over 20 countries. The Best Gameplay award recognizes immersive experiences with meticulous attention to detail and seamless gameplay mechanics. The Best UI award honors exceptional creativity and innovation in

interface design that enhances the gaming experience. The Best Game Concept award celebrates games that redefine imagination and storytelling, offering strategic depth and captivating narratives. The People's Choice award acknowledges the game that has garnered widespread love and support from the gaming community worldwide. Mr. Yashas Khot, Tech Head of ACM-DBIT, elucidated on the game criteria and announced the winners of Teknack.

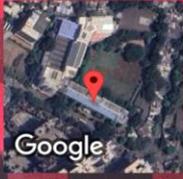
The contributions of ACM advisors, including Leona Varghese, Sasha Rebello, Grace Lewis, Smriti Sunil, Pratik Daga, and Siddharth Dhaigude, were then acknowledged and appreciated for their unwavering support throughout the event. The felicitation extended to the ACM core team, both junior and senior members, recognizing their tireless efforts in orchestrating the success of Teknack 2024. A moment of anticipation ensued with the announcement of lucky draw winners, adding an element of excitement to the proceedings. Finally, Leander delivered a heartfelt vote of thanks, expressing gratitude to all participants, sponsors, volunteers, and organizers who contributed to making Teknack 2024 a memorable and enriching experience.

As the Felicitation Ceremony drew to a close, attendees departed with more than just prizes and certificates; they left with cherished memories of camaraderie, creativity, and shared passion for gaming. These experiences would linger in their minds long after the event, serving as reminders of the friendships forged, lessons learned, and the joyous moments shared during Teknack 2024. Indeed, as participants bid farewell to the festivities, the spirit of celebration and camaraderie continued to reverberate, marking yet another unforgettable chapter in the storied legacy of Teknack.

Snapshot of the Event:







Mumbai, Maharashtra, India
Don Bosco Centre for Learning Premier automobiles road, Amar Nagar, Kurla West, Kurla,
Mumbai, Maharashtra 400070, India
Lat 19.081464°
Long 72.888688°
22/02/24 11:01 AM GMT +05:30

 **GPS Map Camera**



Mumbai, Maharashtra, India
Don Bosco Centre for Learning Premier automobiles road, Amar Nagar, Kurla West, Kurla,
Mumbai, Maharashtra 400070, India
Lat 19.081524°
Long 72.88878°
22/02/24 10:13 AM GMT +05:30

 **GPS Map Camera**

Event Poster:



The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY
DEPARTMENT OF COMPUTER ENGINEERING

ACM-DBIT cordially invites you to

TEKNACK 2K24

THURSDAY, 22nd February
9 AM ONWARDS

VENUE : DBIT Ground

*Get ready to embark on a gaming adventure like no other!
Immerse yourself in the world of gaming, discover cutting-edge tech,
and connect with fellow gamers.*

*Join us at Teknack, where excitement knows no bounds.
Don't miss out on the ultimate gaming experience – see you there!*

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EVENT SCHEDULE

9:30 AM	Inauguration
10:30 AM	Game Exhibition
2:00 PM	Mobile Gaming Tournament
4:00 - 5:00 PM	Felicitation

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Social Media Links:

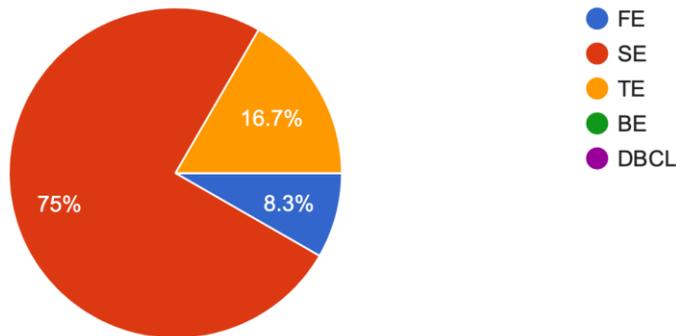
<https://dbit.acm.org>

<https://www.instagram.com/acmdbit/>

Feedback:

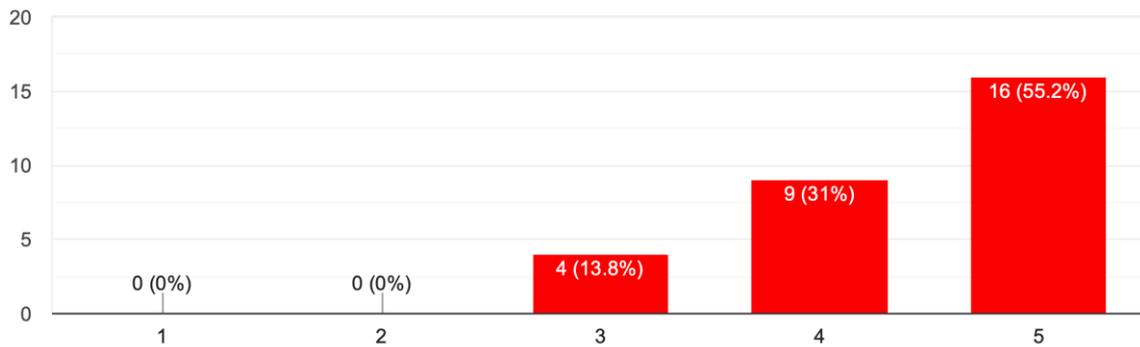
Year

12 responses



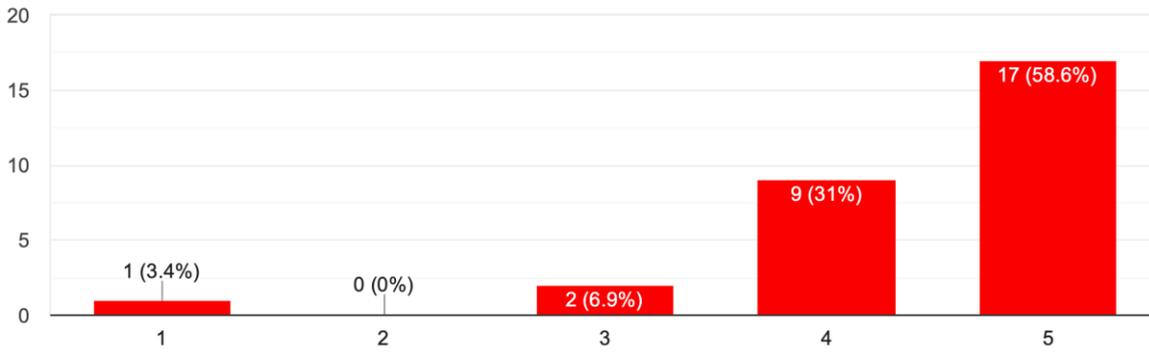
How was your experience on the day of Teknack'24 ?

29 responses



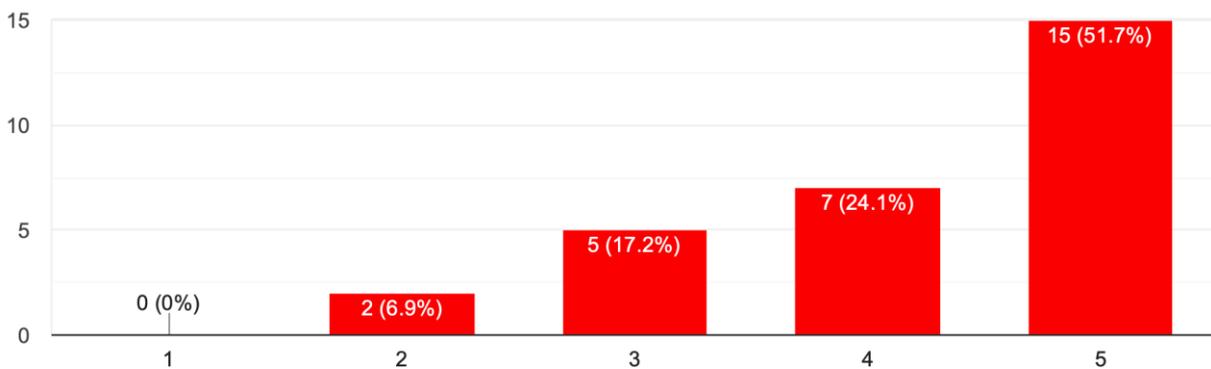
How would you rate the hospitality?

29 responses



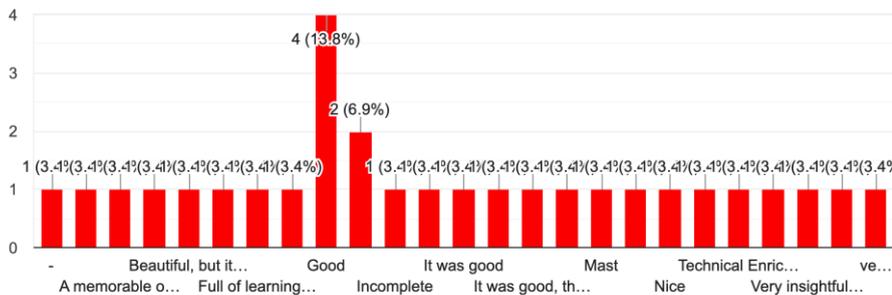
How would you rate the atmosphere?

29 responses



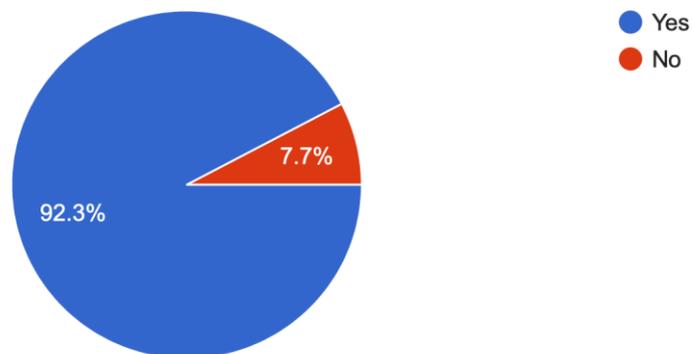
How was your journey of Teknack 2024?

29 responses



Did you receive adequate feedback and guidance from mentors during Teknack'24?

26 responses



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Post of the Faculty: Faculty Co-Ordinator