

A GLOBAL CONTEST

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PREVALENT ODYSSEY

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BitsBBytes-JIT

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TOTAL (USD)
PRIZE POOL **\$2000**

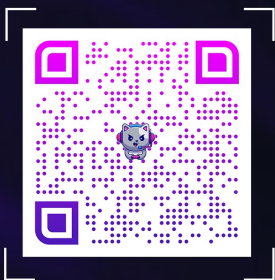


BitsNBytes & Department of ISE presents

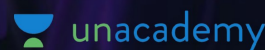
GAMEATHON 5.0



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IN ASSOCIATION WITH



25th & 26th

NOV 2022

CONTACT DETAILS

Dr. Kishore G R : +91 95384 60697
Mr. Balakrishna K : +91 63634 82396
Mr. Karthik V : +91 70221 67690
Ms. Inchara J A : +91 96862 00021

VENUE

JYOTHY INSTITUTE OF TECHNOLOGY
Off Kanakapura Road, Thataguni, Bengaluru-560082

A GLOBAL CONTEST

THE JUDGE & JURY



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GAMEATHON 5.0

A PREVALENT ODYSSEY



Mr. Gurucharan H C

Designation: Lead Engineer
Company: Apple Inc.
Place: Cupertino, California, USA
Date: 26th Nov, 2022
Guest of Honour (Valedictory) & Jury



Dr. Yezhou Yang

Designation: Associate Professor & Researcher
College: Arizona State University
Place: Phoenix metropolitan area, USA
Date: 25th Nov, 2022
Chief Guest & Jury



Dr. Piyush Kumar Pareek

Designation: Head(AIML & IPR CELL)
College: Nitte Meenakshi Institute of Technology
Place: Yelahanka, Bengaluru, Karnataka
Date: 25th Nov, 2022
Guest of Honour & Jury



Dr. Bharatesh Chakravarthy

Designation: Post Doctoral Fellow
College: Arizona State University
Place: Phoenix metropolitan area, USA
Date: 25th & 26th Nov, 2022
Jury



Mr. Chethan M

Designation: Assistant Manager, Game Developer
Company: Deloitte
Place: Bengaluru, Karnataka
Date: 25th & 26th Nov, 2022
Jury



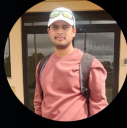
Mr. Thrivikrama Taula

Designation: Head of Search Matching
Company: Etsy
Place: San Francisco Bay Area, USA
Date: 25th Nov, 2022
Jury



Mr. Vijay Kulkarni

Designation: Vice President Technology and Development
Company: Labor Solutions
Place: Bengaluru, Karnataka
Date: 25th & 26th Nov, 2022
Jury



Mr. Karunakara T R

Designation: Senior integrated program Specialist
Company: NTT DATA
Place: North Carolina, USA
Date: 25th Nov, 2022
Jury



Mr. Sunder Madakshira

Designation: Chief Executive Officer
Company: Resolve
Place: Bengaluru, Karnataka
Date: 25th Nov, 2022
Guest of Honour

25th & 26th NOV 2022



TOTAL (USD) PRIZE POOL \$2000

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GAMEATHON 5.0



25th & 26th NOV 2022

About GAMEATHON

GAMEATHON, organised by the Department of Information Science and Engineering, is one of the most interesting and popular events across the country. It is a 24-hour Game Development Competition, in which competitors must come up with intuitive and innovative ways to bring their unique game concept to life. Every past GAMEATHON has been a huge success so far, with remarkable team participation rates that having doubled with each passing year since 2018. We have reached another milestone last year, when we held GAMETHON 4.0 as a national event with 40 teams from all around the country participating and constructing absolutely incredible games. This year we are stepping up our game by opening up the event to global participants. Teams from various institutes will be competing to win prizes from the pool of USD 2000. We have judges of universities from around the globe and experts from tech giants like Etsy and Apple to provide us their critical opinion, arrangements for the judges joining us offline have also been made to ensure their comfortable stay with us. Gameathon 5.0 is most competitive and eagerly awaited technical event on campus and definitely a rendezvous everyone who is interested in game development looks forward in competing. Looking forward to the incredible turnout, this year is bound to bring in!

Registration Options

OFFLINE

With training - ₹600

Without training - ₹400

**TOTAL (USD)
PRIZE POOL \$2000**

Eligibility Criteria

- Participants must be Undergraduate students.
- Number of team members can vary from 2 to 4 per team.

Guidelines

- Theme for the game to be developed will be revealed to the participants 12 hours prior to the commencement of the event.
- If the participants have opted for our training sessions, they will be trained on the tools such as Unity game engine, Blender, Photoshop, Spriter and Audacity for a week. All the aspects of basic game development will be discussed and covered in these sessions.
- Every participating team is required to submit a PDF document pertaining the following, 1 hour prior to the commencement :
 1. The abstract of their game
 2. Concept of the game
 3. The inspiration behind their game
 4. Character concept
- The participants are permitted to complete 30% of the assets before the commencement of the event.
- Any changes to the abstract that are to be made after the submission should be made only after notifying the respective mentors.
- The final submission of the game should be based on the abstract initially submitted by the team at the commencement.
- The teams must submit their project folders along with any playable exe/apk files.
- All participants will be subjected to review sessions by our mentors to check their progress.
- Participants joining us via online mode will be asked to share their screens at any time during the event by the mentors to see the progress. Failure to do so will result in disqualification of the team.
- Any grievances faced during the event that hinders the progress of the participants are to be notified to the mentors as soon as possible. Any issues regarding networking or infrastructure during the event have to be communicated at the earliest to the mentors via Whatsapp groups or email.
- The participants are requested to construct the framework for their game and the respective codes during the duration of the event. Failure to do so will result in disqualification.
- If any part of the game (i.e. character, music etc) is copied, a warning will be issued.
- If any part of the game is seen to be a copy even after the warning, the team will be disqualified.
- The characters are to be designed by the team from scratch and the team should be able to produce proof for the same if needed. The participants can submit character concepts and ideation using storyboards.
- The allotted points for the character will not be awarded if the characters are found to copied or downloaded.
- Any team incorporating a commercially available template of any form for creation is liable for disqualification.
- The event will begin at 11am IST on 25th Nov 2022 and ends on 26th Nov at 11am IST.

Game Submission Rules

- The participants are permitted to create the majority of the code and art assets specifically for this Game Jam.
- The participants can use any game engine or programming language they desire as long as it meets all the following criteria:
 1. The game can be played by a wide audience without installing any software except for the game. We suggest making the game run as an executable for Windows or MAC operating systems or in apk format or run in a web browser.
 2. The game can be distributed for the community to play without violating any licensing or terms and conditions of the game engine.
 3. Discretion is advised while designing the characters and game concepts.
- The following types of content will not be allowed and can form a basis for disqualification :
 1. Pornographic content
 2. Racist or minority abuse including profanity
 3. Excessive violence and gore
- We welcome people and teams from around the world, and will gladly accept a game in any language. We will make every effort to accommodate everyone but please do note that for the duration of the event, the primary mode of communication will be English.
- Submission details for the final game will be provided to the Team Leaders before the deadline of the event.

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