



Bhoj Reddy Engineering College for Women

(Sponsored by Sangam Laxmibai Vidyapeet, approved by AICTE and affiliated to JNTUH)
Vinaynagar, IS Sadan Crossroads, Saidabad, Hyderabad – 500 059, Telangana. www.brecw.ac.in

Department of Information Technology National Level Technical Event JIJNASA 2024

28 February 2024

Event Name: “Mobi Game Expo”

Event Description: Mobi Game Expo is an exhilarating showcase of talent and creativity at our college's National Level Technical Event JIJNASA-2024. Calling all aspiring game developers to participate and showcase their innovation and skills in crafting captivating mobile games.

Our Mobile Game Development Contest provides a platform for students to unleash their creativity and ingenuity in the world of mobile gaming. Participants will have the opportunity to design, develop, and present their original mobile game creations to a panel of esteemed judges and fellow enthusiasts.

Event Time: 10:30 Hrs to 13:00 Hrs

Event Venue: IT Lab-I (South Block 216)

Event Date: 02 April 2024

Topics:

- ❖ Mobile e sports
- ❖ AI / ML based games
- ❖ AR Powered Mobile games
- ❖ Virtual reality android games
- ❖ Block Chain based Games
- ❖ Networking and multiplayer games

Eligibility

- This opportunity is open to all engineering students.
- Cross-college teams are allowed.

Prize

Exciting prizes await the top contenders, including cash rewards, recognition, and the chance to showcase their games.

General Guidelines for Mobi Game Expo:

Registration:

- Form a team of two members or go solo and register for the contest.

Round 1- Abstract Submission Rules:

- i. Must be relevant to the topics specified for the contest.
- ii. Should be submitted in PDF format not more than 300 words.

- iii. Must be submitted via email to mobigameexpo.brecw2024@gmail.com on or before March 25, 2024.
- iv. Each abstract must include the participant's or team's name, email address, and contact number.

Judging Criteria:

- i. Originality and Creativity: Uniqueness and innovativeness of the mobile game concept.
- ii. Feasibility: The practicality of developing the proposed game within the given constraints.
- iii. Relevance: Alignment with the specified topics and the overall theme of the Mobile Game Expo 2024.

Round II (27 March 2024)-Demo Presentation Rules:

- a) Selected Participants:
Participants whose abstracts are selected for Round II will be notified via email by March 26, 2024 and mode of communication for the same will also be notified.
- b) Demo Presentation:
 - i. Selected participants must prepare a live online demo presentation of their mobile game concept.
 - ii. The presentation should showcase key features, gameplay mechanics, and any unique aspects of the proposed game.
- c) Duration:
Each participant will be allocated a specific time slot for their demo presentation.
- d) Result:
The final decision regarding the advancement of participants to subsequent rounds or the selection of winners will be made by the judging panel based on the demo presentations and other evaluation criteria.

Round III (2 April 2024) Showcase Rules:

- a) Participants must wear their college ID cards for identification purposes.
- b) Venue and Equipment:
 - i. The event will provide PCs for participants to showcase their mobile game.
 - ii. Participants are responsible for bringing any additional necessary equipment, such as controllers, mobile devices, or presentation materials.
- c) Presentation Time:
 - i. Each participant or team will be allocated 8 minutes for their game presentation.
 - ii. An additional 2 minutes will be allotted for questions and queries from the audience and judges.
- d) Game Showcase:
 - i. Participants should demonstrate their mobile game on the provided PCs.
 - ii. The showcase should highlight key features, gameplay mechanics, graphics, and any unique aspects of the game.

- e) Setup Time:
Participants will be given a designated setup time before their presentation slot to prepare their game and any accompanying materials.
- f) Time Management:
Participants must adhere to the allocated presentation time to ensure a smooth flow of the event.

Judging Criteria:

Presentations will be evaluated based on criteria including Innovation, Gameplay Experience, User Experience (UX), Graphics and Audio, Performance, Technical Proficiency, Presentation Quality, and Responses to Queries.

Event Coordinators:

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