

# Xavier's TechByte Society

Department of Computer Science  
St. Xavier's College, Ranchi

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## Game Development Workshop

**Date:**

2<sup>nd</sup> – 5<sup>th</sup> November 2024

**Mode:**

Online (via Google Meet)

**No. of Participants:**

Approximately 45–60 students

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### Introduction:

Xavier's TechByte Society (XTS) organized a *Game Development Workshop* from 2nd to 5th November 2024 in online mode using Google Meet. This four-day immersive workshop introduced students to the foundational concepts of game design and development in an engaging and beginner-friendly format.

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### Objectives:

- To provide hands-on exposure to the basics of game development
  - To introduce students to game engines and essential coding concepts
  - To encourage creativity through game design principles and mechanics
  - To empower students to create their own simple games through guided practice
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### Outcome:

The workshop witnessed enthusiastic participation and strong engagement throughout the four days. Participants developed a clear understanding of the game development process and successfully completed basic game-building tasks. The event contributed significantly to XTS's goal of nurturing practical and creative tech skills among students.

# BrandXperience

**Duration:**

22nd November – 22nd December 2024

**Result Showcase:**

23rd December 2024

**Mode:**

Online (via Google Meet)

**No. of Participants:**

16 students (4 teams)

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**Introduction:**

Xavier's TechByte Society (XTS) organized *BrandXperience*, a month-long experiential learning event from 22nd November to 22nd December 2024. The initiative aimed to expose students to real-world business environments by allowing them to engage in in-depth brand studies. The final showcase was held on 23rd December 2024 via Google Meet.

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**Objectives:**

- To help students understand the real-world business landscape through brand analysis
  - To develop research, presentation, and web development skills
  - To encourage collaboration and communication through team-based projects
  - To bridge classroom knowledge with practical, field-based insights
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**Outcome:**

The event saw active involvement from students divided into four teams, each selecting and studying a local brand. They conducted field visits, created detailed case reports, built brand-specific websites, and presented their findings virtually. Brands analyzed included:

- **Moreish Food Limited**
- **The Wellness Club Gym**
- **Adarsh Academy**
- **Jharcraft**

The project culminated in a final presentation session on 23rd December, showcasing the teams' research, creativity, and digital execution. *BrandXperience* was a successful fusion of business study and technical skill development, significantly enriching the students' practical learning journey.

