

SCOPE

G A M I N G C O M M U N I T Y

"...Gaming ecosystem, along with its brands, will be worth around \$7.5 billion. The industry can create around 250,000 jobs by 2025."

-Sandhya Devanathan
Managing Director, Meta India

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GAME JAM BY

igdc 2024
INDIA GAME
DEVELOPER
CONFERENCE

J U N E E D I T I O N 2 0 2 4

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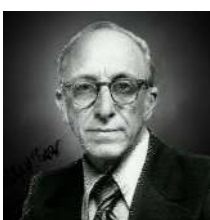
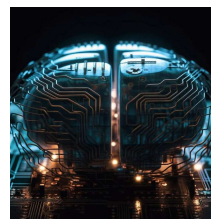
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DIRECTOR'S DESK

Mr. Arup Roy
Founder & CEO (RED APPLE)



Dear Students,

Congratulations on the launch of SCOPE Magazine, a groundbreaking initiative poised to revolutionize the gaming industry. As the Director and CEO of Red Apple Technologies and Red Apple Learning, I'm honored to witness this game-changing platform's debut. Gaming has evolved from a pastime to a billion-dollar industry, transcending cultural and generational boundaries thanks to passionate and innovative individuals like you. SCOPE Magazine's focus on gaming promises to transform interactive entertainment. It represents the boundless potential of youth and opens new horizons for dreamers. This magazine not only fills a void in gaming

but also connects enthusiasts worldwide. Embrace journalism and gaming with the same passion that birthed SCOPE. Your journey will have the support of Red Apple Technologies, Red Apple Learning, and the gaming community. SCOPE Magazine's pages await stories that will shape the gaming future.

Congratulations again on this remarkable achievement. May SCOPE Magazine soar to new heights and inspire others to pursue their dreams. Here's to a future filled with gaming and outstanding journalism!

Best wishes



GODSHARD CHRONICLES

Jacqueline Todd

Co-Director of J-Cat Games



I am the co-director of *J-Cat Games* and Collectibles. We are currently running a Kickstarter crowdfunding campaign for our upcoming *Godshard Chronicles* video game. We wanted to create a mix of retro 90s nostalgia with a bit of contemporary innovation.



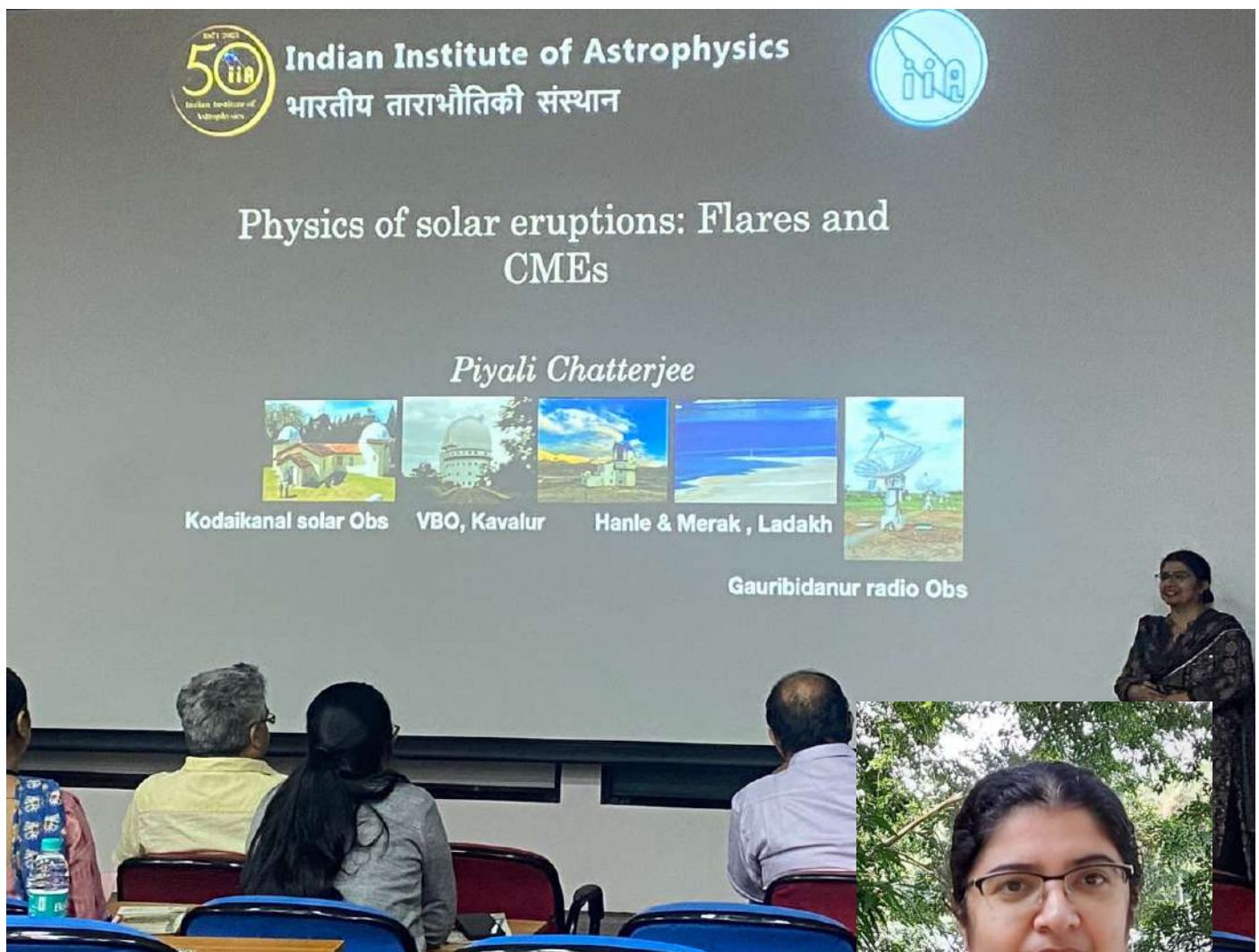
Players will follow two protagonists, Adanna and Ruby, on their quest to find Adanna's long-lost father and climb the ranks as Mana Knights. This action-based RPG will have multiplayer co-op, hand-drawn animated cut scenes, and stunning pixel art. The music will be performed by Lunar and Grandia series composer Noriyuki Iwadare and violinist Shauno Isomura, with a track by Nier Automata singer Emi Evans.

As a female, I appreciate our team's decision to use female protagonists like Adanna and Ruby. In the early days of gaming, video games had mostly a male audience with male characters. When I was a kid, I could only play male

characters, and sometimes I wished that I could play as a girl. Now females make-up a large percentage of young gamers. Fortunately, today's games offer more variety in terms of character design, allowing all players to visualize themselves inside the game and better connect with the characters.



**GET THE GAME ON
STEAM**



Piyali Chatterjee, Associate Professor at Indian Institute of Astrophysics. She works with Solar magnetohydrodynamics, MHD waves, solar flares and coronal mass ejections, solar dynamo theory. On International Women's Day- she spoke to SCOPE on how to become unstoppable while achieving your goals.



My interests lie in computational plasma astrophysics and solar physics. I spend time developing insightful modules to make physics-based simulations of solar plasma more realistic and comparable to observations. The combination of math and intuition, back-of-the-envelope estimates of complex phenomena, and the pleasure of seeing research problems

gradually take shape from a fledgling idea is what brought me to solar physics. Most women in science experience patriarchal stumbling blocks during their journey just like in other professional domains. Nevertheless, if you take pleasure in and are good at what you do, then you will be unstoppable.

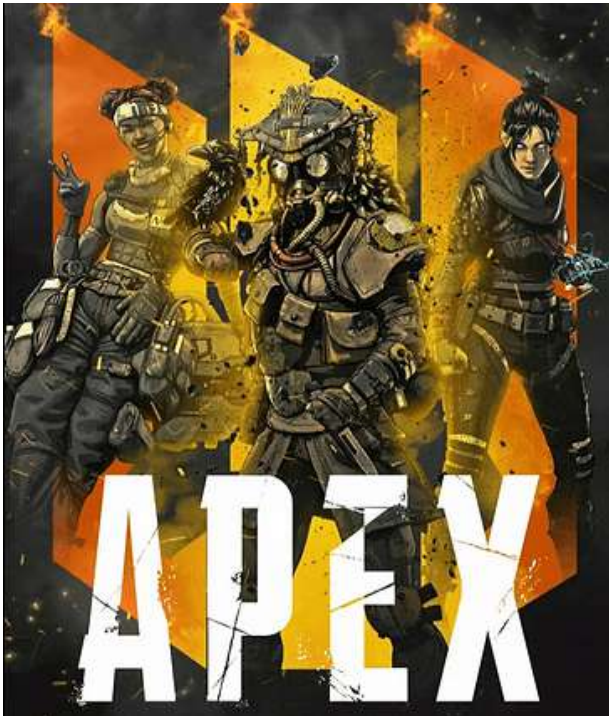
I congratulate team SCOPE and wish them all the best in their endeavors.



BLITZ E-SPORTS



In a groundbreaking move that underlines a decade of innovation, Blitz Esports proudly announces the opening of India's first **360 Hz Pro Zone** on **9th March 2024**. This pioneering initiative, aligns perfectly with the motto '*Dream. Stream. Esports Extreme*,' is set to revolutionize esports training and bootcamp experiences, featuring premier equipment from Logitech, Compassco, and Zowie.



FRONT MISSION 2 REMAKE COMES TO PS4 AND PS5 THIS APRIL

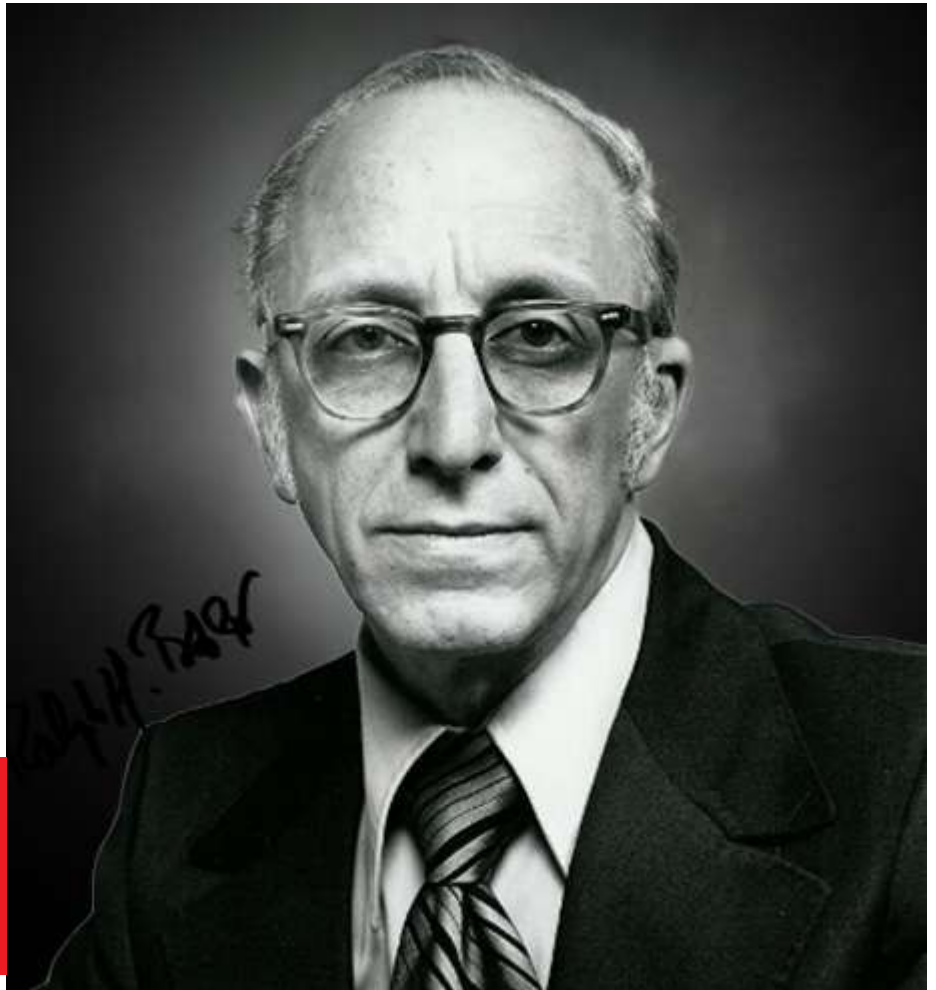
**Playstation Lifestyle



Prince Goyal, CEO of Blitz Esports, comments on this significant venture, *"The Pro Zone is a pivotal step in our mission to cultivate esports talent. Leveraging our historic achievements, we're establishing new benchmarks for esports training and bootcamp experiences in India, facilitated by our partnerships with Logitech, Compassco, and Zowie, and supported by technology from Intel and Nvidia, as well as gaming chairs from Galax."* The introduction of the Pro Zone marks a significant milestone in Blitz Esports' strategy to elevate grassroots esports. Looking forward, we aim to expand our reach across various games and demographics, championing inclusivity and ongoing development in the esports sector.

For a decade, Blitz Esports has led the esports revolution, fueled by innovation and excellence. The ethos of 'Dream. Stream. Esports Extreme' encapsulates our relentless pursuit of new frontiers in the esports world.

RALPH BAER
(1922-2014)



Ralph Baer, often referred to as the '**Father of Video Games**' was a German-American inventor, engineer, and video game pioneer. He is best known for creating the first home video game console, the "Magnavox Odyssey", in the late 1960s. Baer's innovations laid the foundation for the multi-billion dollar video game industry we know today.

Born in Germany, Baer came to the United States as a teenager. After serving in the U.S. Army Military

Intelligence during WWII, Baer attended the American Television Institute of Technology, receiving his B.S. in 1949. In 2004, Baer was the recipient of the National Medal of Technology. Baer developed several games that became a part of his multi-game console, the 'Brown Box.' It included games like ping-pong, handball, soccer, volleyball, target shooting, checkers, and golf. Baer passed away on December 6th, 2014, leaving behind a legacy as one of the pioneers of the video gaming industry.



ICE LONDON 2024

The curtains have closed on ICE London 2024, and what a closing act it was! This year's edition, the last to be held in London before its big move to Barcelona in 2025, was a record-breaker, attracting over 45,000 attendees and 811 exhibitors from across the globe.



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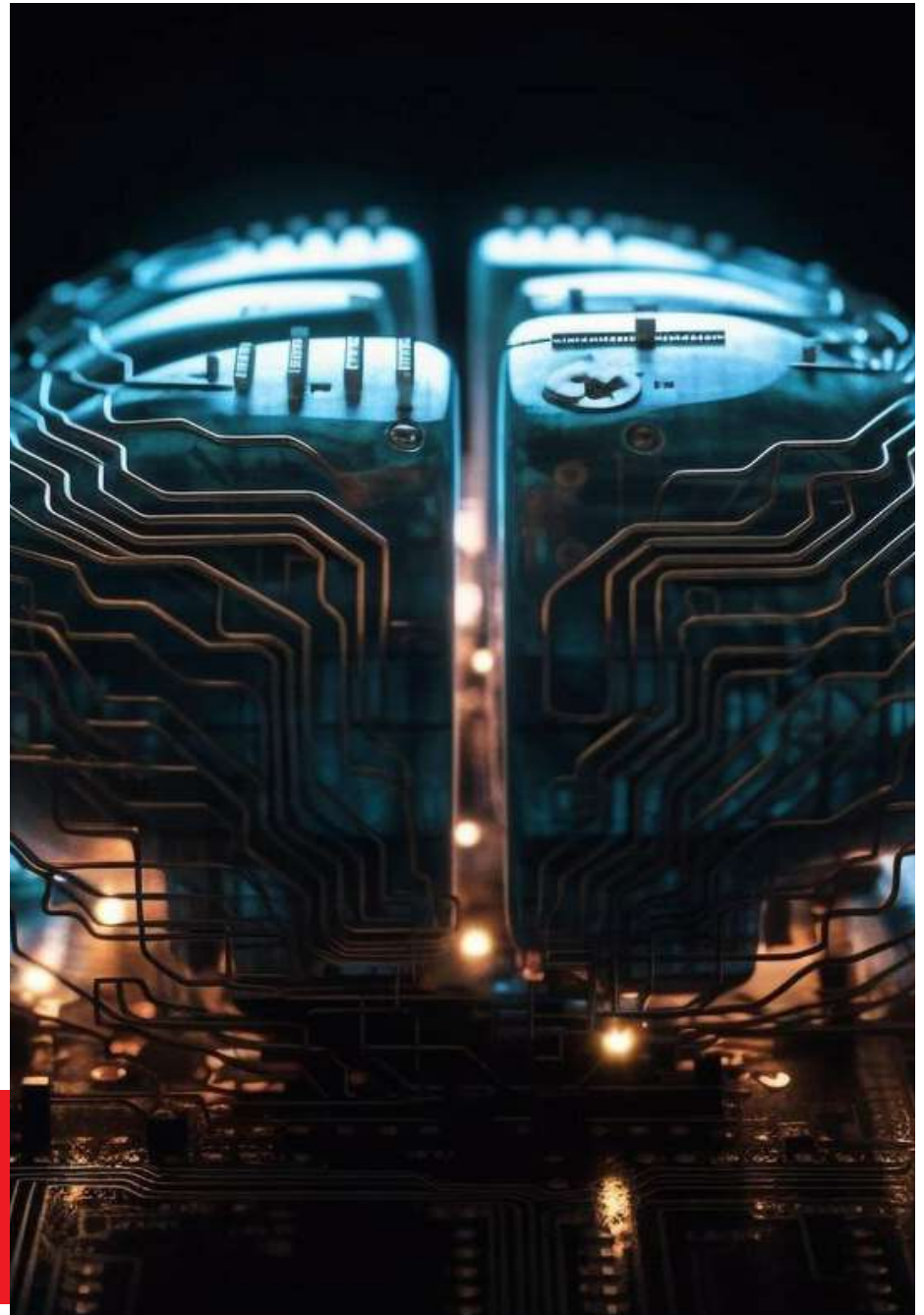
Red Apple at ICE LONDON 2024



THE NEXT ICE EVENT WILL BE HELD IN BARCELONA

The show buzzed with cutting-edge technology, from immersive virtual reality experiences to the latest in cashless payment solutions. Whether your focus was on online gaming, sports betting, or the lottery, ICE London had something for everyone. Beyond the dazzling displays, ICE London is renowned for its unparalleled networking opportunities. Industry leaders, regulators, and innovators from all corners of the gaming world converged to share ideas, strike deals, and shape the future of gaming. While the London chapter closes, a new one opens in Barcelona. Many are curious to see how the city will shape the event in 2025.

CODE LLAMA



Meta's recent launch of Code Llama 70B has sent ripples through the AI and developer communities. This new large language model (LLM) promises to revolutionize the way we write code. But what exactly is Code Llama, and how can it benefit

you? Well, think of Code Llama as your super-powered coding assistant. This AI model, boasting 70 billion parameters (a measure of its learning capacity), can generate code, translate between programming languages, and even debug existing code.



Do you have an idea for an app but lack the coding expertise?

Code Llama can help you translate that idea into basic code, giving you a solid starting point.

Stuck on a bug?

Code Llama can analyze your code and suggest potential fixes.

Need to switch languages?

Code Llama can translate your Python code into Java or vice versa, streamlining your workflow.



THE THE TERM "BUG" CAME FROM A MOTH WHICH GOT STUCK IN HARVARD MARK II

But the very next question comes, "Will Code Llama meant to replace programmers entirely?"

Well, fewwww! Code Llama isn't intended to render the programmers obsolete. While it excels at automating repetitive tasks and generating code snippets, the real magic happens in collaboration. You will need to imagine Code Llama as a super-powered co-pilot, freeing you up! Like designing elegant solutions as well as understanding complex problems. The best thing is, even for understanding and getting assistance from code, Llama you need to have an in-depth understanding of coding with different programming languages! This human-AI partnership has the potential to revolutionize software development, making it faster, more efficient, and perhaps even more creative.



GLOBAL GAME JAM



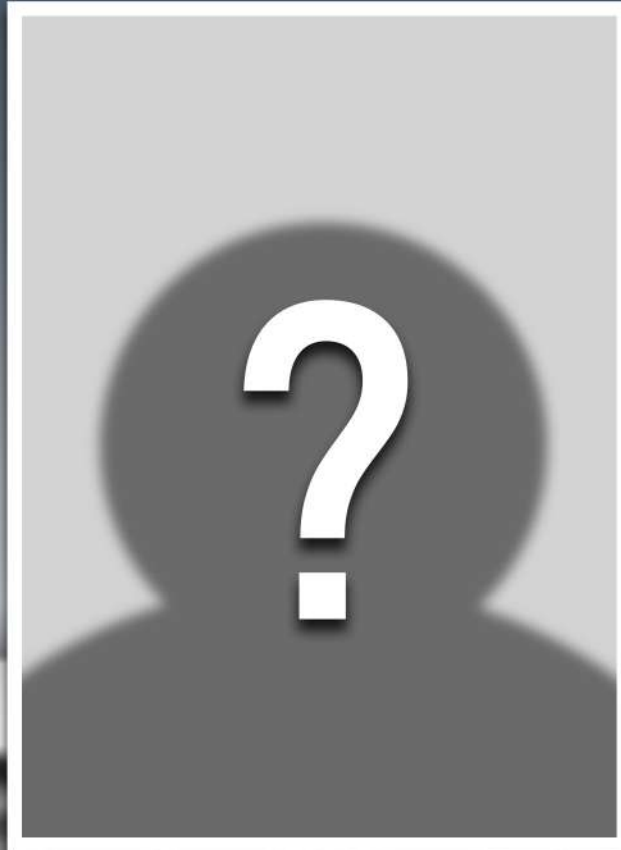
Student of Red Apple Learning proudly displaying in GGJ certificate



The Global Game Jam (GGJ) serves as a remarkable testament to the boundless power of collaboration and creativity that transcends geographical limitations. With participants from 131 countries, this global event has successfully brought together aspiring game developers and designers. A staggering 79,182+ games were created this year, showcasing the incredible talent and innovation within the gaming community. **Satyajit Chakraborty**, organizer of the Global Game Jam in Kolkata, emphasized the event's importance. He highlighted that the GGJ brings together gaming enthusiasts globally and provides a platform for

local talents to showcase their skills on the world stage. *The event serves as an encouraging space for young minds to explore innovative ideas and forge their way to success in the gaming industry.*

It is a celebration of creativity, collaboration, and the indomitable spirit of local talents. These budding game developers and designers not only created games but also crafted memories and experiences that will undoubtedly shape their future endeavors in the ever-evolving world of gaming. The Global Game Jam stands as a testament to the boundless possibilities when passion meets innovation.



INDIAN GAMING INDUSTRY IS EXPECTED TO GENERATE

2,50,000 JOBS BY 2025

YOU CAN BE THE NEXT ONE TO GET PLACED !

****Source: Meta**

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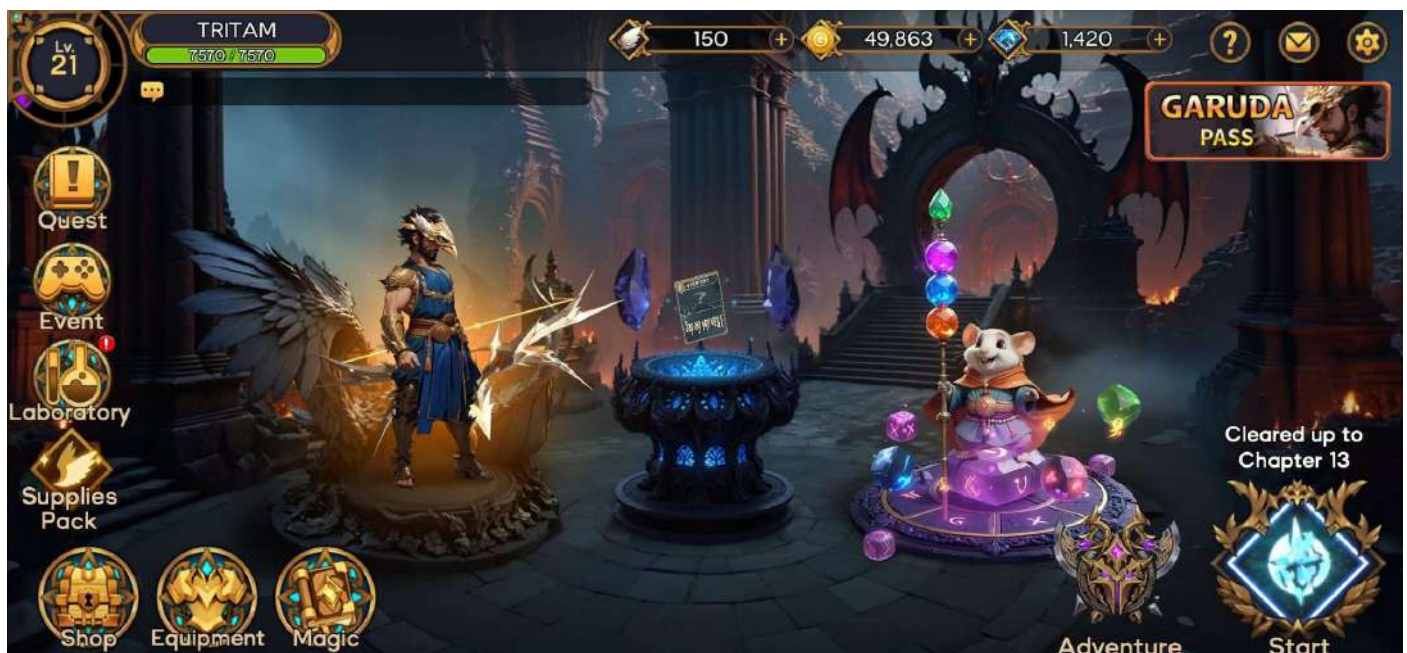
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GARUDA SAGA
BY KRAFTON



Krafton Inc. is a South Korean entertainment company best known for developing and publishing globally popular video games such as PUBG Mobile and Battlegrounds Mobile India. Established in 2018, Krafton strives to deliver exciting gaming experiences to audiences around the globe.



KRAFTON

KRAFTON INDIA HAS LAUNCHED ITS INAUGURAL COHORT UNDER KRAFTON INDIA GAMING INCUBATOR.

Garuda Saga follows the mythical character Garuda as he embarks on his mission to rescue King Allu from the abyss of hell. There are 19 story chapters, each offering 15 multi-wave levels. The proposed game stands out as a fantasy RPG title while it also offers skill upgrades for its protagonist character.

Krafton highlights that Garuda Saga offers fresh narrative, characters and elements specifically tailored for Indian audiences. *"A unique mobile game that intricately weaves together thrilling gameplay with rich Indian narrative"* said Anuj Sahani, Lead of Garuda Saga & Krafton Incubator Program Head. Gain Epic powers by collecting

and upgrading mythical weapons and armor, master devastating combat skills and unlock divine abilities to conquer enemies! Furthermore, the game also offers an exhilarating combat experience, from facing towering demons to confronting celestial beings! Providing both strategic depth with intuitive action gameplay!

By pre-registering you'll gain exclusive rewards, early access to the game, and have an opportunity to shape its development through community feedback. Moreover, Krafton has promised special pre-registration rewards as a unique starter pack upon its official release!



**NODWIN
GAMING**



Nazara Technologies' esports subsidiary NODWIN Gaming will invest EUR 8 Million (INR 71.8 Cr) into German marketing services company Freaks 4U Gaming GmbH which specializes in gaming and esports marketing services. Just days ago, **NODWIN Gaming** invested an amount equivalent to INR 33.26 Cr in **Freaks 4U Gaming GmbH** through convertible notes.



Under this agreement, NODWIN and Freaks 4U Gaming will begin sharing resources from each other's key regions, including staff as well as equipment and facilities. Furthermore, NODWIN will have access to Freaks 4U Gaming's network across advanced markets as well as PC ecosystem services provided by Freaks 4U Gaming; Freaks 4U Gaming in turn will gain access to NODWIN's market-leading network and facility capabilities in mobile youth culture and esports ecosystems according to filing. NODWIN will appoint Niels Wolter of Madison Solar Consulting as part of the Freaks 4U Gaming advisory board in order to advise them on strategy, operations and integration between both companies in order to create synergies.

NODWIN was established by Akshat Rathee and Gautam Virk in 2014 as an esports, game development firm offering Valorant as its primary product alongside PUBG. Over time the firm has expanded globally across South Asia, Singapore, the Middle East and Turkey. The partnership between professional esports teams, athletes and content creators; it is supported by entities like Nazara, KRAFTON Inc, Sony Group Corporation and JetSynthesys. Parent company also raised new capital of INR 515 crore from investors like Zerodha's Nikhil Kamal and SBI Mutual Fund, according to Inc42's reporting. CEO Nitish Mittersain stated in response that these funds will be utilized in gaming studios that create high-quality games designed for both Indian and global markets.

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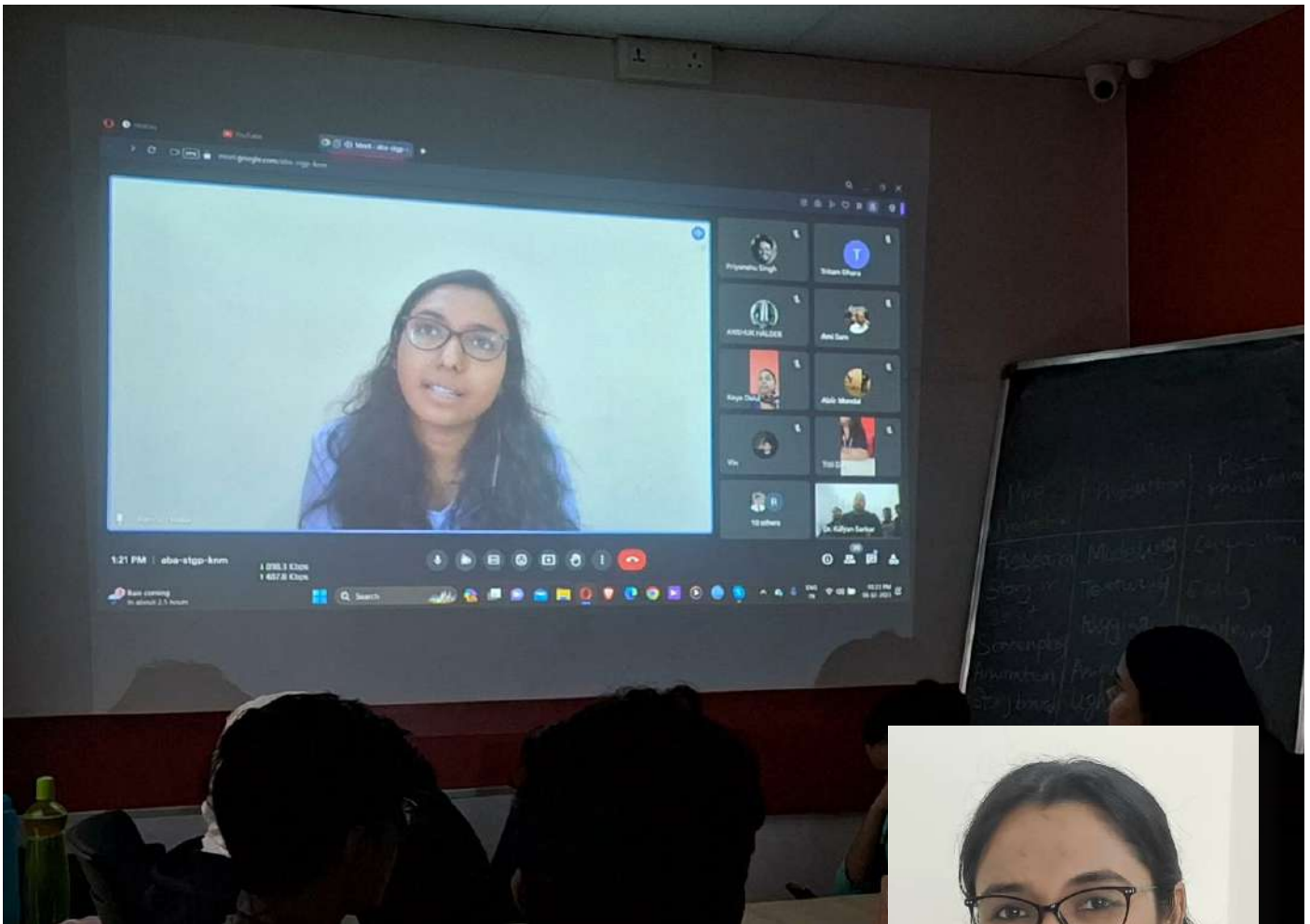


TO PRE-REGISTER



P R E S E N T S

GAME JAM



Ranita Haldar, a well-known name in the realm of graphic designer, shares her experience for the formidable women of the world on this auspicious occasion of International Women's Day:



PIXEL created by RED APPLE not only promotes the gaming industry and technologies but all other platforms as well where readers can augment their knowledge for beneficiary. To justify with it's values, Red Apple recently organized a FREE webinar : **"WOMEN IN GRAPHIC DESIGN INDUSTRY"** for Graphic designing students. In the fast paced world of Graphic Designing

industry, staying updated on the latest trends and insights is mandatory. Best possible way to gather information none but from a professional is like a cherry on cake. Webinar on 6th December hosted by Ranita Halder (Freelance Graphic Designer) aimed to shape minds of future designers of the Graphic Industry. In this review, we will provide insights that how well the webinar met its objective .



PIXEL

STAGE TO SHARE

It was August, 2018. I was flying to Hyderabad for a private trip with my family. While boarding the plane, my eyes fell on another mom who was talking to some professionals on the phone while hugging her newborn close to her. I stared at her and wondered what her life would be like as a mother and as a professional. This made me look deep inside myself and ask: **Who am I?** A mom, that's me! This is the only one-line story have to tell my daughter when she grows up: **Why don't I have my own identity? Why am I just someone's wife, daughter or now mother?** Were my years of studying advertising and journalism for nothing? I had no answer to that. Cut to 2019, and my little one

was ready for her first year of pre-school. When I went to the introductory sessions for parents, I was asked, **"What do you do for a living?"** I still did not have an answer. But this time I was determined to find one. A few months later, when my husband was preparing to go to Bangalore for his office project, I planned to stay back in Kolkata. And I did what my heart told me: I stayed back. My mother-in-law stepped in as the savior and handed me some money she had received from her long-time FD. Knowing this was the last hope I had, I decided to opt for the course I always wanted to do- graphic designing. In June 2019, the most enriching chapter in my life began, at the age of 28. Like any

other student, I focused more on classes, projects and deadlines and a little less on the daily food preparation. How did I manage that? I have no idea, was my family with me? Yes, of course. Did I do everything right this time? Can't go back to the beginning and ask myself again. What am I doing? I had to. So, after nine months, I was finally a certified graphic designer. Wow! I had made it; but wait a minute, what am I supposed to do with this piece of paper? Well, the race begins now. At this point, the world already knew about COVID - 19 and the misfortune it had brought into our lives. Well, the race begins now. It was mid-2020. I had already turned down two job offers because a 9-5 job is not my



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thing at all. I don't know if it was brave enough to turn down job offers when I had literally zero work experience other than volunteering at BYJU's, but it was. I mustered up all my strength and started researching "*how to become a freelance graphic designer*" on the internet. Since I was unemployed and did not know what to do next, I started designing a logo every day for the next few months according to the given specifications. Every single day I posted it on my social media. And that was my first step into the industry, earning me my first logo project for a company based in Toronto, Canada. From then on, there was no looking back. What started as a daily habit became my full-time profession.

Thereupon, I signed up for many online sites and forums that referred potential clients to me. Apart from being an independent freelancer, I have worked for various agencies- four to be precise (three from India and one from abroad) as a contract freelancer. It's been quite a while since I balanced motherhood and my professional commitments. And I have to admit that I am NOT killing it. There are days when I feel like giving up because I am not doing enough for my daughter. Then again, it hits me harder than ever that I have to accomplish all the online courses I signed up for because I am really not a PRO. As the saying goes, "*Do not be afraid of perfection, you'll never achieve it*".



Priyanshu Singh, a student of RED APPLE LEARNING who aspires to become a Graphic Designer.

Red Apple Learning recently hosted an Industrial Webinar on the topic, "Women in Graphic Designing" led by an experienced and esteemed senior graphic designer, Mrs. Ranita Halder. She is someone who's had an experience in the field of Graphic Designing for years working as a self employed freelancer handling both national as well as international clients. The housewife turned graphic designer, illustrates her journey of turning her passion of working as a graphic designer into a career with dedication and hardwork. Her experience and expertise in her field have inspired the young designers at Red Apple Learning to start their journey in the

field of Graphic Design.

The webinar talked about the scope and growth of the Graphic Designing Industry in India.

Mrs. Halder enlightened the students with her experience and insights on how to become a good graphic designer. She highlights the importance of perseverance and vision in turning ideas into creative and effective designs. The fruitful session was very helpful in providing tips for improving design skills and productivity.

Mrs. Halder discussed the importance of having a good portfolio and how

it can help candidates secure the best opportunity in the job market. Portfolio management is one of the most important skills to possess in the professional world. Mrs. Halder also touched upon the topic of Artificial Intelligence and its integration into the Graphic Design Industry. She talked about the opportunity Artificial Intelligence offers in meeting the design requirements. Rather than a threat, Artificial Intelligence can be used in collaboration with traditional design processes to increase productivity.

Overall, it was a very helpful session for the students to get an idea about the industry and what it has to offer.

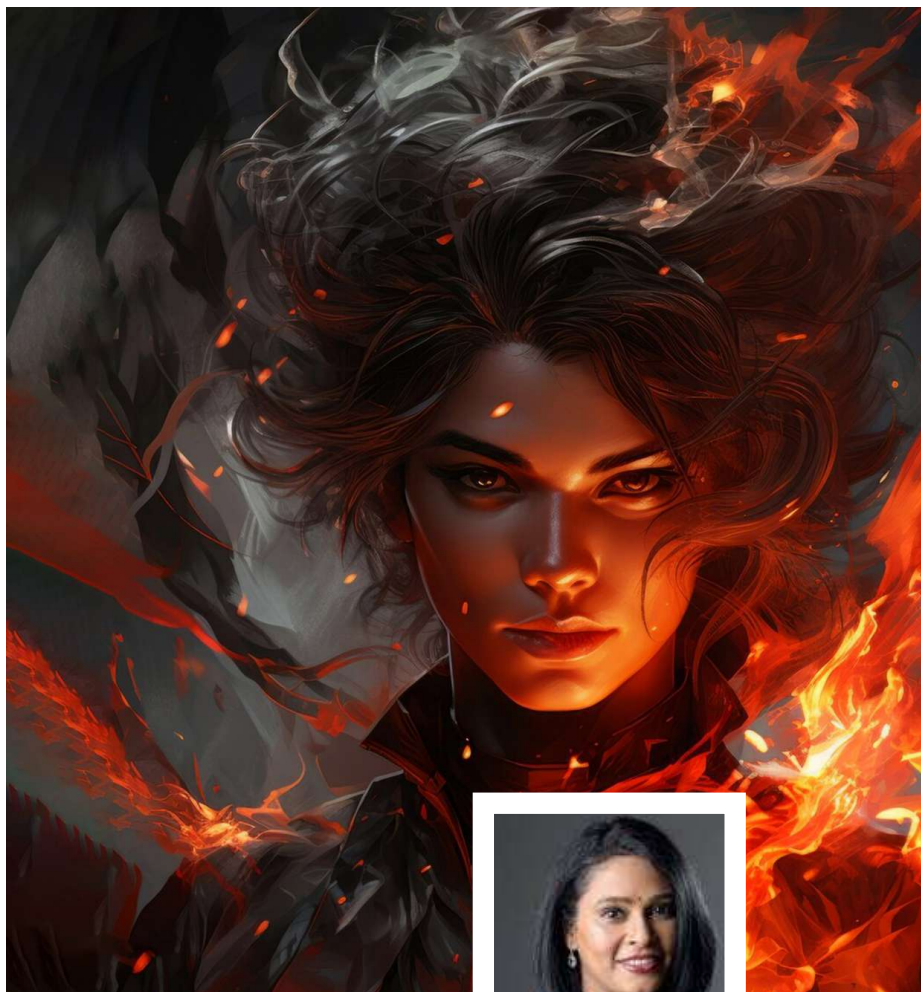


THE CII

Confederation of Indian Industry

New Delhi- Despite India's gaming industry poised for rapid growth, the Confederation of Indian Industry has said that the India's esports & game development sector can create more jobs. Mr. R. Dinesh, President of CII at the India Gaming Show in Pune recently concluded, said: ***"India is a country with immense potential for creating new paths for intellectual property and for esports."*** Mr. Dinesh underlined the importance of the sector's growth, predicting exponential growth in years to come. He stressed the importance of Esports, video games, and their transformational journey.

Mr. Chandrajit Banerjee- Director General, CII- said that the growing sector needs a responsible political framework. He highlighted the importance of socialising responsible game practices to educate people and promote ethical usage. Mr. Banerjee has also emphasized that innovation and skill building in the field are important for increasing the pool of talent available and transforming the demographics. ***He also cited a 49 per cent increase of the number of females working in the area.***



“...GAMING ECOSYSTEM, ALONG WITH ITS BRANDS, WILL BE WORTH AROUND \$7.5 BILLION. THE INDUSTRY CAN CREATE AROUND 250,000 JOBS BY 2025.”

- Sandhya Devanathan
Managing Director, Meta India

Scope of Indian Game Development sector:

It is true that the overall participation of women in Indian gaming industry is pretty low when compared with other similar industries. But this dearth of women participation is also significantly low in global gaming industry. When qualitative survey conducted by Scope magazine revealed multiple factors for this paucity of women participation in the Indian gaming industry. One being our socio-cultural fabric that prohibits girls to indulge in video games. Thus, there is an significant volume of ingrained apathy for games or game related career choices among girls.

Secondly, over adherence to conventional educational choices like Academic, Research, HR etc. remains the primary choice for the majority of Indian girls. Third but one of the most important reason being lack of awareness initiatives both from the government and the industry. Despite all these hindrances, we believe that India has the potential to overcome these hindrances and emerge as the mecca of global gaming giants.

Ever since India became the largest consumer of online games in 2020, both central and state governments are also encouraging esports and skill development initiatives in gaming. The growing popularity of gaming has not only enticed governments but also premium institutes like IITs to reap the benefits of gaming technology. As the topic suggests India's Esports and Game development sector can create more jobs, stands absolutely true with collaborative efforts both from the government as well as the industry.

SCOPE
GAMING COMMUNITY

Scope Magazine is an exclusive game magazine initiated and curated by students of Red Apple Learning Pvt. Ltd. It is an outreach program to augment the precinct of Games, gaming technology and the industry as a whole.

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