

SCOPE

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

START

2026

with big
Cash prizes

 Design Trends
for 2026

GGJ Next-2026
07-03-2026

GGJ-2026

30-01-2026



January Edition_2026

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ARTIST SPOTLIGHT



Akira Toriyama

April 5, 1955 – March 1, 2024

In a world where most stories fade with time, Akira Toriyama's creations refuse to age. They live in our memories, in laughter, in every "Kamehameha" which LITERALLY echoes through generations. It would be wrong if we term him "just an amazing artist" but he was such a storyteller who turned each ink and imagination into emotions which millions could feel.....02

Register for the Competitions & win mindblowing prizes (Cash Money Included)



FOUNDER



Mr. Arup Roy

Founder & CEO of Red Apple

Dear Students,

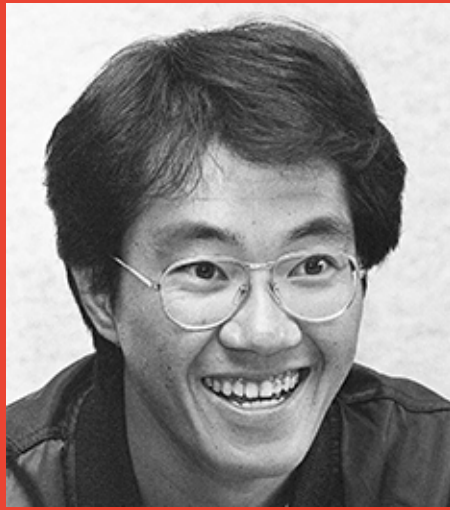
Congratulations on the launch of SCOPE Magazine, a groundbreaking initiative poised to revolutionize the gaming industry. As the Director and CEO of Red Apple Technologies and Red Apple Learning, I'm honored to witness this game-changing platform's debut. Gaming has evolved from a pastime to a billion-dollar 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

**ARTIST
SPOTLIGHT**



Akira Toriyama

April 5, 1955 – March 1, 2024

He wasn't just a manga artist.
He was, and forever will be...

**A LEGEND
WAY
BEYOND
LIMITS...**

A Legend Beyond Limits–

Akira Toriyama

In a world where most stories fade with time, Akira Toriyama's creations refuse to age. They live in our memories, in laughter, in every "Kamehameha" which LITERALLY echoes through generations. It would be wrong if we term him "just an amazing artist" but he was such a storyteller who turned each ink and imagination into emotions which millions could feel.

Before Dragon Ball Z became a global phenomenon, there was Dr. Slump which showed his gift for blending humor with heart. But with Dragon Ball, Toriyama didn't just make a show but he literally built an entire universe. A universe where courage and friendship were the real strength, and failure was never the end.

Goku, Vegeta, Bulma, they weren't just characters. They were every 90's kid's nostalgia!

Toriyama's art was simple, yet striking. His storytelling had no fancy tricks, just pure honesty and boundless amount of creativity. He made us believe that heroes could be foolish, funny, and still incredibly brave. Every fight scene, every transformation, carried hope and emotion beyond the punches.

And perhaps that's why his work reached every corner of the world. From Japanese kids growing up with Dr. Slump to Indian teens watching Dragon Ball Z dubbed on TV, his stories broke every geographical location and culture.

With his characters; he drew childhoods, dreams, and unshakable determination.

Although, he's not with us, his legacy roars on...



Google Nano Banana



India's now Going Gaga over Nano Banana

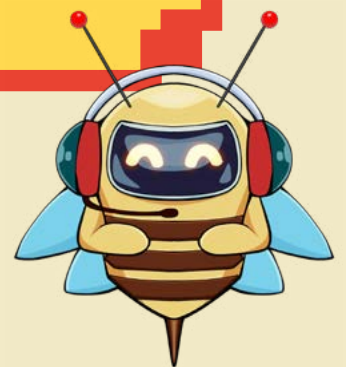
A banana??? Whaaat?
Don't worry it's not a fruit!

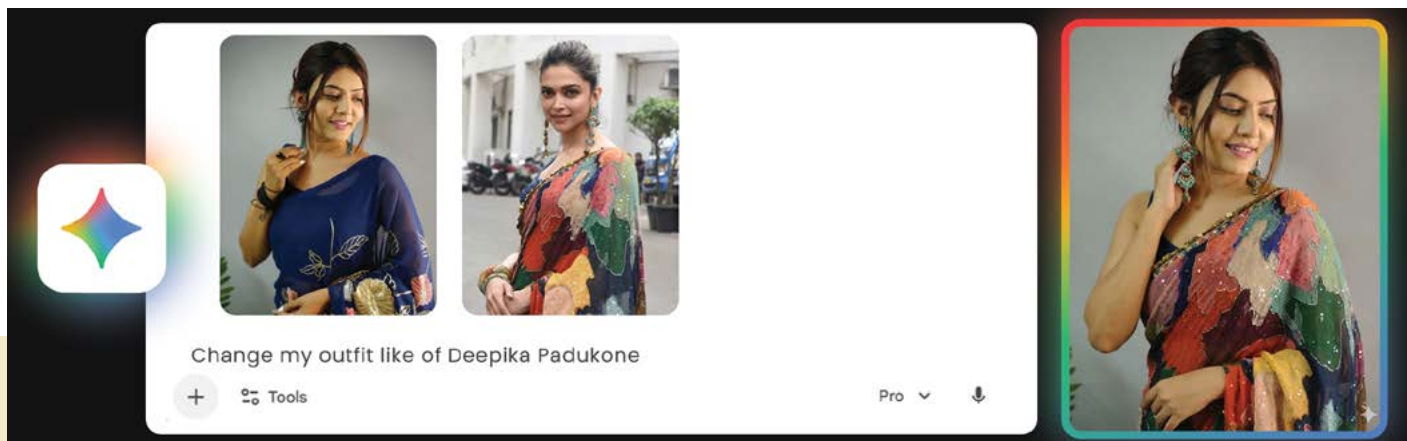
It's an AI-powered image trickster that's shaking up social media.

Basically, Nano Banana is part of Google's Gemini family. It is a light, smart image-generation and editing model which takes just one photo you've clicked and spin out dozens of new versions!

Do You know?

Rain in movies is usually CG, because real rain doesn't show up on camera.





“Change my outfit like of Deepika Padukone or shift lighting, mix scenes etc...”

What’s making it storm social media is how playful and accessible it feels. And for that you really don’t need any skill. People are entering prompts like “Bollywood diva look” or “festive saree under moonlight,” and bam “YOUR BEAUTIFUL PORTRAIT IS RIGHT IN FRONT OF YOU”.

Selfies are getting makeovers. Everyday moments are turning into cinematic frames. Creators as well as influencers in India have leapt in, using it for wedding shoots, festival edits, fashion reels and LITERALLY posting everything everywhere (Instagram, X, Reels, you name it).

Because Nano Banana is light and fast, apps and tools are already plug-

ging in. That means users don’t have to leave their favorite tools — they get to edit right there, without needing a high-end device. This seamless integration is helping it spread fast and more people are trying it, sharing it, making it the next internet craze.

Of course, not everyone’s had perfect results. Some users say the AI gives weird or unintended edits and some of the features looking odd and also the changes which they didn’t ask for. That’s raised eyebrows about privacy, safety, and authenticity as well. Google says it’s built in safeguards and marks AI-made images with watermarks, but people are cautious about what they upload and share.

HAVE YOU USED IT?

Are the results worth the exploration? We’d love to hear your take, send us your thoughts in scopemagazines@gmail.com

SCOPE
GAMING COMMUNITY

Explore New Age Career Opportunities in Immersive Technologies like AR, VR, and Metaverse!



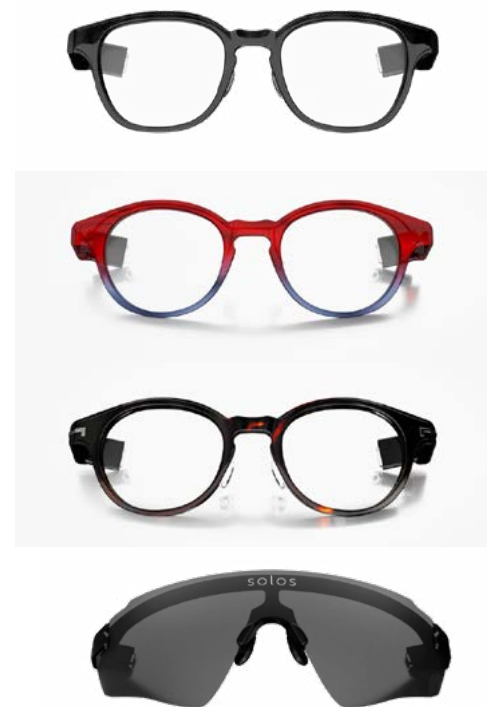
Warby Parker x Google Where “Smart” Finally Meets “Style”

In a move which feels absolutely like a peek into the near future, Warby Parker and Google are officially joining forces to launch AI-powered smart glasses in 2026 and this announcement is LITERALLY #trending in all the tech as well as in fashion circles!!!

Revealed during The Android Show | XR Edition, the partnership finally comes with a public timeline after months of speculation. For Google, this marks a confident return to wearable tech after its first attempt with Google Glass, a decade ago. This time, we think that the strategy is different

than the last one...this team up with a brand which people already trust to put something stylish on their face.

And for that Warby Parker fits that role perfectly. Known for turning everyday eyewear into a lifestyle statement, the company now gets a chance to redefine what glasses can be. Their upcoming pair is described as “lightweight and AI-enabled,” built to work all day without feeling like a gadget strapped to your head.





Behind the scenes, the glasses will run on Google's Android XR platform and Gemini AI model, giving them the ability to understand voice, visuals, and context at the same time. Google says users can expect two types of devices

#1

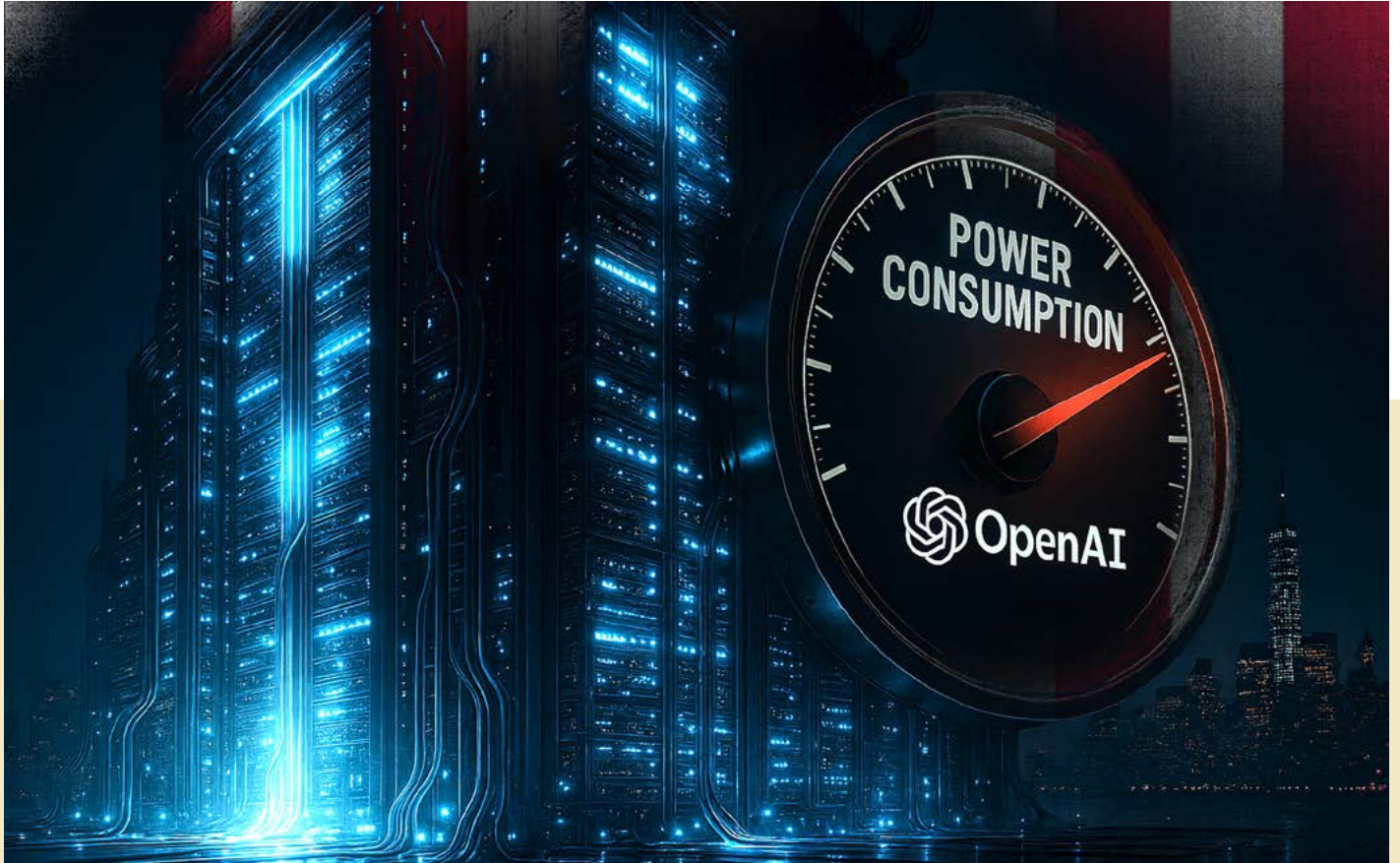
Offers hands-free assistance through audio, microphones, and cameras

#2

Quietly beams information onto a lens, like translation captions or navigation



With Meta pushing Ray-Ban smart glasses and Apple carving out the premium space with Vision Pro, Google's comeback arrives at the perfect moment. And if this collaboration succeeds, the next must-have accessory in 2026 might not be a new phone but a pair of glasses that thinks with you.



OpenAI's New Data Centers to Use More Power Than New York City

OpenAI is now bigger than ever.

OpenAI, the company behind ChatGPT, partners with Nvidia to create some of the largest AI data centers in the world. Experts say these could end up consuming more electricity than New York City.



Yes, you heard that right!!!



Big power, Big potential

but it also comes with big responsibility.

To break it down, **OpenAI** and **Nvidia** are to construct around 10 gigawatts of AI data centers. To put that into perspective, that is more power than some of the countries uses, such as Switzerland and Portugal. Nvidia is reportedly investing approximately \$100 billion, which shows the magnitude of the operation.

OpenAI is also part of a more comprehensive plan called Project Stargate which could add another 7 gigawatts

of power demand, about as much as the city of San Diego uses during their extreme heat waves. While all this sounds exciting for AI's future, it's also raising serious environmental concerns. Running so many powerful computers takes an enormous amount of electricity and water to keep them cool. Experts warn that by 2030, computing could eat up 10 to 12% of the world's total power if things continue like this.

Sam Altman, OpenAI's CEO, believes this massive computing push is necessary. He says, "Compute infrastructure will be the basis of the economy of the future."

Still, there are many environmentalists who are worrying about the carbon footprint. Unless the AI industry switches quickly to renewable or nuclear energy, this new AI boom could make the climate crisis even worse.

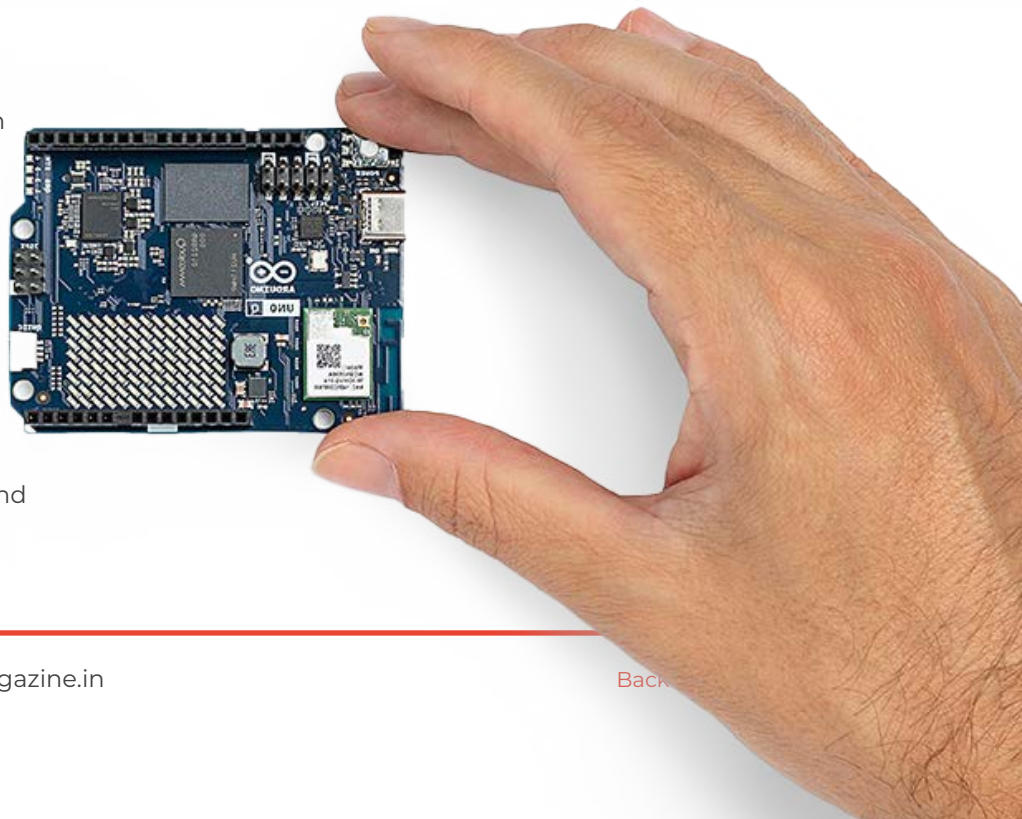


Qualcomm Introduces The Arduino Uno Q Linux-Capable SBC

There is something which the tech lovers are buzzing about...

And that is...

Qualcomm and Arduino partners on new Arduino projects, the Arduino Uno Q. The new Uno Q is designed as a classic Uno, but has considerably more power. Historically, all Uno and Arduino boards are used/ known for simple low power projects, usually microcontrollers (MCU) that are used for simple automation, robotics, and IoT. That will certainly not be the case with the new Uno Q, as it will be a greatly important and used tool.





The new Uno Q has the classic uno shape, but this time has 2 powerful brains, a single cortex M33 and 4 Cortex A53 Qualcomm that also means it can run Linux and other advanced OS.

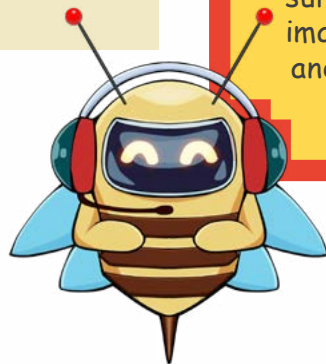
Uno Q is priced around \$44 USD, and for that, it has 2GB of LPDDR4 RAM, 16Gb of eMMC, and other important and convenient wireless connectivity (Wi-Fi and Bluetooth). It can run advanced AI, simple automation and advanced light computing all without complicated instruments. Simply, it is a powerful light computing tool. Nonetheless, there is also a downside and that is:

It has only a USB-C port for power as well as data which means you will need to connect extra peripherals and for getting a video output, it would probably require a USB-C hub.

This launch follows Qualcomm's acquisition of Arduino, and it looks like the start of a powerful new chapter. With the Uno Q, the boundary between microcontrollers and full-fledged computers just got a whole lot thinner.

Did You Know ?

Most video games lie about water physics. What looks like flowing water is usually just a flat surface with animated textures and reflections.



Student Membership Benefits

1. Access to accurate and up-to-date information about gaming events and industry news
2. Opportunities to participate in:
 - Game Jams
 - Gaming Tournaments
 - Art Competitions
3. Free Masterclasses on Game Design and Programming
4. Exposure to Career and Job Opportunities in the gaming and tech industries





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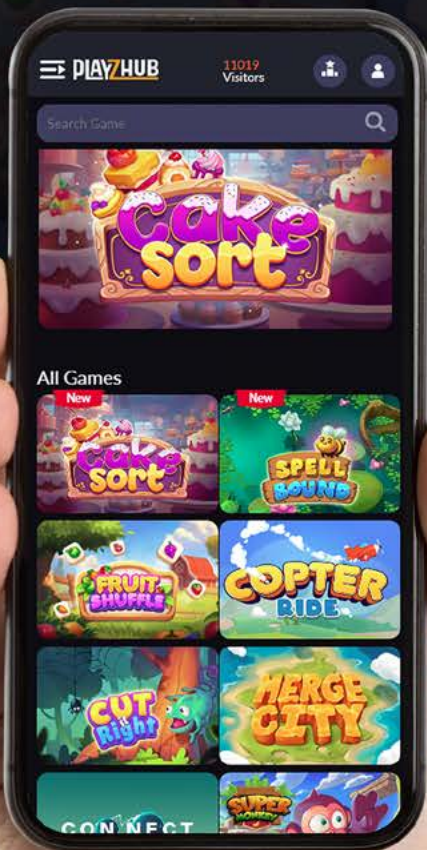
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Click to play 

FREE

No Login Required



Scan to Play



Battle for Hollywood Crown “Warner Bros”

On one side we have Netflix, which already struck a deal to buy Warner Bros. Discovery’s (WBD) studios and streaming assets.

On the other hand, we have Paramount Skydance, which has responded with a bold, all-cash takeover bid for the entire WBD behemoth.

What’s Going On?

SCOPE
GAMING COMMUNITY

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Basically, the thing is, on 5th December 2025, Warner Bros. Discovery's board approved a deal with Netflix valued at roughly US \$82.7 billion.

That deal covers WBD's film studios and streaming business which includes HBO/HBO Max but excludes its cable and linear-TV networks, which WBD intended to spin off into a separate entity.

On 8th December 2025, Paramount Skydance suddenly entered the scene with a hostile bid for the entire WBD portfolio.

They offered US \$30 per share in cash, valuing WBD at US \$108.4 billion (including debt).

Paramount's pitch to shareholders:

- Immediate, guaranteed cash payout.
- No waiting for spin-offs or restructuring.
- No uncertainty about future stock performance.

Netflix's counter-position:

- Its deal is already board-approved by WBD.
- It focuses only on studios and streaming, which Netflix says makes the transaction simpler for regulators.
- Claims its acquisition plan is more stable and easier to execute compared to a full-company takeover.

What If WBD Walks Away from the Netflix Deal?

In case Warner Bros. Discovery abandons the agreement with Netflix to accept Paramount's bid, several things would follow:

- WBD would likely have to pay a breakup fee (as is standard in deals of this magnitude) to Netflix. Analysts say this would weigh on the financial attractiveness of switching deals.
- Paramount would emerge as a dominant media powerhouse, controlling legacy networks, new streaming, studios, and a deep content library.
- Investors, regulators, and creative stakeholders would closely monitor how the new entity handles content creation, streaming distribution, and competition.

At this moment though Netflix holds the edge, on the other hand Paramount Skydance's aggressive all-cash bid has turned the acquisition into a real contest.

Upcoming weeks will decide who actually ends up as custodian of Warner Bros. Discovery!!!



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 - Art Competitions
3. Free Masterclasses on Game Design and Programming
4. Exposure to Career and Job Opportunities in the gaming and tech industries





INDIAN GAMING INDUSTRY IS EXPECTED TO GENERATE

2,50,000 JOBS BY 2026

YOU CAN BE THE NEXT ONE TO GET PLACED !

****Source: Meta**

www.redapplelearning.in

62-8969-0050



Design Masterclass:

Principal's Review

The masterclass proved to be an enriching learning experience for our students. They were deeply engaged throughout the session, exploring new concepts with curiosity and enthusiasm. The instructors of Red Apple Learning explained every topic clearly, making even complex ideas easy to understand.

I noticed a remarkable improvement in students' confidence as they asked questions, participated in discussions, and applied what they learned through hands-on activities. Many students shared that the session helped them see real-world opportunities connected to the subject, motivating them to learn more.

As a teacher, I truly appreciate how well-structured and student-friendly the masterclass was.

We are especially grateful to Scope Magazine for organizing this session for our Baranagar Rajkumari Memorial Girls' High School students.

It not only enhanced their knowledge but also encouraged creativity, teamwork, and problem-solving. Overall, the feedback from both students and teachers has been overwhelmingly positive, and we look forward to more such impactful sessions in the future.

**Principal of Baranagar
Rajkumari Memorial
Girls' High School**

As the Principal of Baranagar Rajkumari Memorial Girls' High School, I believe design is more than aesthetics— it is a way of thinking that encourages creativity, problem-solving, and innovation. Introducing students to design early helps them observe the world thoughtfully and apply ideas to real-life situations.



Student of
Baranagar Mohan
Girls' High School

Design Masterclass:

Student's Review

Scope Gaming Community and Red Apple Learning organized a seminar at our school, introducing us to the opportunity of joining their online Masterclass. The Masterclass was held in two sessions, a few months apart. In the first session, we learned the basics of design, and in the second session, we learned the basics of digital art.

My experience was truly enjoyable! The sessions were engaging and fun, and they gave us the chance to work on projects. Receiving appreciation certificates at the end of each session was also a good confidence booster. The most exciting part was knowing

about the gaming industry! Most of us enjoy playing digital games, and we are often scolded by our parents for spending too much time on them! We never realized before that this field could offer so many professional career opportunities. Connecting with them helped us know about the various career paths available in the gaming industry, such as designer, developer, and artist, all of which require specific skills and training.

Overall, the Masterclass was very educational and deeply inspiring! It motivated us to explore this creative field further.

Hello! I'm Geniya Mondal, a student of Baranagar Mohan Girls' High School. Like many others of my age, I like to play digital games and enjoy creative activities in my free time. My interest in the gaming field grows as I come to know about Scope Gaming Community and Red Apple Learning, and it encourages me to explore this field more seriously.



Graphic Design Trends for 2026

- | | | | |
|----|----------------|-----|---------------------|
| #1 | Naive Design | #6 | Signal Graphics |
| #2 | Trinket Design | #7 | Blueprint Design |
| #3 | Grainy Blur | #8 | Distorted Portrait |
| #4 | Type Collage | #9 | Future Medieval |
| #5 | Punk Grunge | #10 | Surveillance Design |



A big thanks to Kittl for being such a great help to all the designers across the globe. Click on the YouTube icon to watch the full explainer video on the topic and click the Kittl icon to download the PDF.



89.2 %

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007: First Light-

The Young Bond Rises

I **007: First Light** is the official title of the upcoming James Bond game from IO Interactive (yes, the same studio which gave us the legendary Hitman series which almost everyone loves). Earlier this game was known as Project 007. The thing is this game will be letting you play as a young James Bond, long before he became the confident spy who we all know.

**And fans are already
SUPER DUPER HYPED!!!**

**RELEASING IN
2026!!!**

007: First Light

After its big reveals at Summer Game Fest as well as Gamescom 2025, we finally have a clearer picture of what's coming!!!

007: First Light isn't just about shooting or sneaking around but it's about becoming Bond. You will learn

- How he thinks
- How he talks his way out of trouble
- And how he uses his charm and quick reflexes to survive.

Starting from stealth missions to clever distractions, the game is built to make you feel like the world's youngest secret agent who is in training.

What makes it even more exciting is that this story stands on its own which means that it's not tied to any of the previous Bond movies. That gives IO Interactive full freedom to explore how Bond's journey began. Expect classic spy gadgets, smooth hand-to-hand combat, and of course, those sleek Aston Martin-style car chases that define Bond's legacy.

007: First Light looks all set to give us a fresh, cinematic, and action-packed look at how the legend of James Bond truly began.

Anime

NO ENTRY FEE

ART COMPETITION

IN KOLKATA

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2ND PRIZE

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3RD PRIZE

₹5,000

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-KOLKATA 2026-

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JAM IN THE
7TH OF
MARCH



10-18
Years of age

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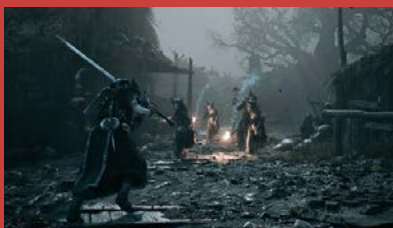
Upcoming Games for 2026



Mortal Shell II

2026

Mortal Shell II is an upcoming dark fantasy action RPG and the standalone sequel to Mortal Shell. In this game, players assume the role of the Harbinger, a mysterious being tasked with reclaiming the stolen Ova of the sacred Undermether. The journey involves traversing forbidden forests, ancient temples, and dark dungeons, all while uncovering the secrets of fallen warriors' bodies known as Shells.



(P.S: This is not an exhaustive list release dates are subject to change)



Nioh 3

February 6, 2026

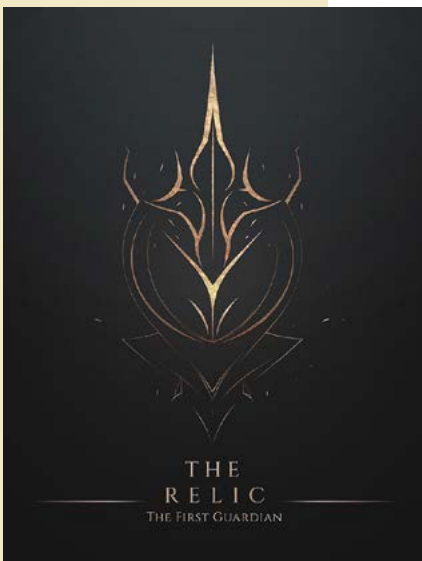
Nioh 3 follows Tokugawa Takechiyo, heir to a legendary bloodline, as he faces betrayal, yokai, and supernatural forces threatening Japan's future. Set in a semi-open world, the game blends brutal Souls-like combat with deep Samurai and Ninja styles, new Deflect and Arts Proficiency mechanics, and intense boss battles across beautifully haunted landscapes.



Rules of Engagement

June 18, 2026

Set in the eerie dimension known as the Grey State, players assume the role of elite operatives called Striders, tasked with retrieving a powerful artifact named The Vertex. The dimension is inhabited by nightmarish creatures inspired by various horror genres, including Lovecraftian entities and internet folklore. Teams must navigate this perilous environment, facing both hostile creatures and rival squads, to secure valuable artifacts.



The Relic: First Guardian

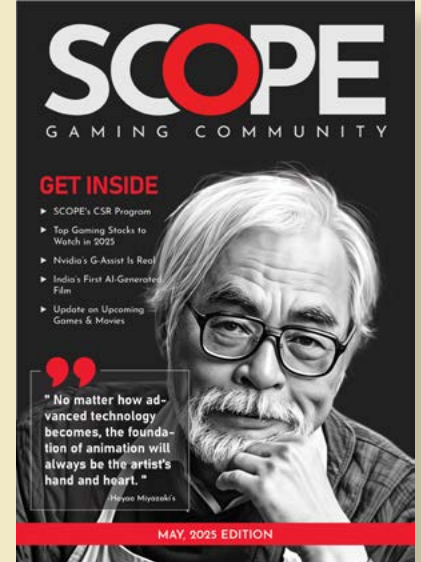
May 26, 2026

The Relic: First Guardian is an upcoming action RPG / Souls-like from Project Cloud Games. You play as the "last guardian" in the land of Arsiltus, which has been consumed by darkness after the Great Relic was destroyed.



(P.S: This is not an exhaustive list release dates are subject to change)

PAST EDITION



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LATEST TECHNOLOGIES

