



Confederation of Indian Industry

iDES
INDIAN DIGITAL GAMING SOCIETY

CII
LEVELUP
NORTHEAST
Empowering Digital Futures in the Northeast

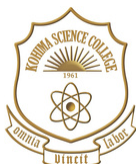


iDES
GAMEFORGE
UNITING MINDS, UNLEASHING SKILLS

GAME DEV WORKSHOP REPORT

NAGALAND EDITION

Venue Partners



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ABOUT LEVELUP NORTHEAST

LevelUp Northeast is a Flagship initiative of CII Northeast aimed at building skills, awareness, and opportunities in gaming, creative technology, and digital innovation across the Northeast region.

The Gaming Track of LevelUp focuses on introducing young people in the region to the fundamentals of game development, digital storytelling, and interactive technology. Through workshops, mentorship, and exposure to industry practices, the initiative seeks to create pathways for careers in gaming, design, and creative tech.

Nagaland was identified as a key state for this track, given its growing community of young, tech-driven individuals and the state's strong cultural foundation in art, design, and storytelling. By combining technical training with local cultural expression, the initiative encouraged the development of games and digital content that reflect the region's identity.

Key focus areas for Nagaland included:

- Practical workshops on game development and design
- Mentorship and guidance from industry experts
- Opportunities to explore careers in the gaming industry
- Platforms to showcase talent and ideas
- Promoting the integration of local stories and culture into game narratives

The broader objective remains to catalyze a creative technology ecosystem in the Northeast, with Nagaland continuing to play a key role in India's digital economy.

ABOUT GAMEFORGE

GameForge is a dedicated platform designed to bridge the gap between industry and academia, supporting the growth of India's gaming and esports sector through skill development, awareness building, and ecosystem collaboration.

With India now positioned as one of the fastest-growing gaming markets globally, GameForge focuses on building a future-ready talent pipeline by aligning academic institutions with evolving industry needs. The initiative brings together students, educators, and industry experts to foster innovation, promote research, and equip young talent with the practical skills required for success in gaming, esports, and interactive technology.

Key Focus Areas:

- Industry-led workshops and expert lectures
- Esports tournaments for student engagement
- Policy discussions to support ecosystem growth
- R&D promotion within academic settings
- Curriculum and skill alignment for emerging job roles

Through GameForge, the goal is to strengthen India's position as a global gaming hub by creating structured pathways for young talent and fostering continuous collaboration between educational institutions and the gaming industry.



EVENT OVERVIEW

The **LevelUp Northeast - Gaming Track** officially launched its first set of workshops on **July 8 and 9, 2025, in Kohima and Dimapur**, marking a major milestone in the effort to connect youth in Nagaland with the immense opportunities emerging in India's gaming and creative technology ecosystem.

Organized by the Confederation of Indian Industry (CII) and the Indian Digital Gaming Society (IDGS), and supported by the Services Export Promotion Council (SEPC), the workshops were held at Kohima Science College and Tetso College. They brought together students, educators, and senior professionals from top gaming companies like KRAFTON India, JetSynthesys, Reliance Industries, and Chitkara University.

The events were designed to move beyond traditional lecture formats and provide a high-impact, immersive experience. Sessions combined industry-led panels, hands-on creative workshops, open Q&A, and discussions that explored both career pathways and the intersection of culture, creativity, and technology.

These workshops also served as a proof of concept—demonstrating how creative tech and game development could be meaningfully introduced into academic and skill-building platforms across the Northeast.

The initiative aimed to achieve the following objectives:

- **Introduce Students to Game Development & Design**

Provide students with a foundational understanding of the gaming industry, its key components—such as game mechanics, storytelling, and world-building—and real-world exposure to how games are developed from concept to prototype.



- **Enable Direct Interaction with Industry Leaders**

Create spaces for young people to hear from and engage with professionals working in game studios, tech companies, and academia, enabling them to ask questions, explore career pathways, and understand the industry landscape.

- **Promote Career Awareness in Emerging Digital Sectors**

Highlight the breadth of opportunities in gaming, interactive media, esports, and creative technology—particularly relevant for students from non-technical backgrounds interested in writing, design, art, or sound.

- **Build Academia-Industry Bridges**

Start a long-term dialogue with educational institutions on integrating gaming, storytelling, and interactive media into formal curricula, potentially through electives, labs, or extracurricular programs.

- **Spark Aspirations for Startups & Innovation**

Empower students and aspiring entrepreneurs to think beyond employment and consider building their own IP (intellectual property), apps, or creative startups using the skills and insights gathered through the event.

Through this two-day initiative, Nagaland emerged as a promising launchpad for deeper engagement around creative technology—and as a model for how similar interventions can be replicated across the Northeast.



WORKSHOP HIGHLIGHTS

The **LevelUp Northeast - Gaming Track** workshops in Nagaland marked a high-impact beginning for the initiative, bringing together over 600 students across Kohima Science College and Tetso College, Dimapur. With focused sessions led by industry experts, students were introduced to the fundamentals of game development, storytelling, and the diverse career paths within the gaming and creative tech ecosystem.

KEY SESSIONS & THEMES

Mr Shiv Shukla

EC Member, IDGS and

VP, Reliance Industries (Policy, Strategy and Growth Projects)

Gaming Industry Awareness & Emerging Career Opportunities

Shiv Shukla delivered the keynote address, highlighting the enormous potential of the gaming industry and the importance of early exposure, upskilling, and talent readiness. He emphasized how new job roles are emerging rapidly and encouraged students from the Northeast to actively shape their future in this growing sector.

Dr (Adv) Shraddha Damle

IP Attorney, JetSynthesys

Legal & Business Aspects of Game Development

Shraddha's session provided students with a primer on legal frameworks essential to game development, including copyright, intellectual property, publishing rights, and monetization models. The discussion also touched upon ethical gaming practices and player protection.



Mr Karthick B

Associate Prof, Chitkara Centre for Game Design & Immersive Tech.
Game Mechanics, Storytelling & World Building

Through interactive activities, Karthick walked students through the process of building compelling narratives, designing immersive levels, and shaping gameplay that captures user interest. His session helped students understand how design choices impact player experience and storytelling depth.

Mr Karan Gaikwad

Lead-India PM, KRAFTON India
Game Design Thinking & Technical Fundamentals

Karan's session blended design principles with the technical aspects of game development, introducing students to the development pipeline—from ideation and prototyping to basic mechanics and user testing. He also spoke about how game logic, UI/UX, and player behavior are integrated into effective design systems. Additionally, he showcased how gaming can be applied to solve real-world challenges.

KRAFTON India

Speakers: Saurabh Shah, Head- People Operations, KRAFTON India

Manva Hunswadkar, Lead- PR, KRAFTON India

Careers in Gaming & Industry Expectations

The KRAFTON team shared insights on industry needs and job-readiness. They emphasized the relevance of both PC and mobile gaming sectors, and helped students understand how to build portfolios, upskill through available tools, and stay aligned with trends in content, gameplay, and design.

Dr Abhay Sinha

Director General, SEPC
India's Global Gaming Potential

Dr. Sinha discussed the role of India in the global gaming export landscape and how the Northeast can contribute meaningfully to this sector. He stressed the importance of capacity-building and investment in talent from emerging regions like Nagaland.



STUDENT CURIOSITY & ENGAGEMENT: A MAJOR HIGHLIGHT

Across both venues, Q&A sessions extended well beyond schedule, as students were highly engaged and inquisitive. Some of the most common (and insightful) queries included:

- *How can we start a career in gaming from Nagaland?*
- *What courses or tools should we begin with?*
- *What are the challenges developers face while building games?*
- *How is player feedback used to improve games?*
- *What's the scope for indie game development?*

In addition to the open panel interactions, students actively approached speakers **one-on-one** during breaks and post-session networking, seeking personal advice on skill-building, career guidance, and how to get started with their own projects.

This level of **genuine curiosity and initiative** validated the importance of conducting these workshops in emerging regions and demonstrated the presence of a highly motivated, untapped talent pool in the Northeast.



PARTICIPATION & REACH



600+ STUDENTS (300+ PER COLLEGE)



5+ INDUSTRY LEADERS



**2 COLLEGES
(KOHIMA SCIENCE COLLEGE & TETSO COLLEGE)**



**POSITIVE COVERAGE ACROSS
LOCAL AND REGIONAL PRESS**



MEDIA COVERAGE

Nagaland to host LevelUp Northeast Game Development workshop

Staff Reporter

DIMAPUR, JULY 7 (NP): The Confederation of Indian Industry (CII), Nagaland Office, is set to host the "LevelUp Northeast Game Development Workshop" on July 8 and 9 at Kohima Science College and Tetso College, Dimapur. Addressing a press conference on July 7 at Tetso College, CII Nagaland Office informed that this marks a first-of-its-kind initiative in the state, aimed at promoting the Northeastern Region as a rising hub for gaming, digital innovation, and creative technologies.

LevelUp: Youth (The Gaming Track) and LevelUp: MSME (The AI Enablement Track)—targeted at upskilling youth and MSMEs with future-ready digital skills. In partnership with Game Forge, the workshop will feature standalone sessions, panel discussions, and hands-on training in game concept development, world-building, design applications, storytelling, and exploring global gaming careers. Organisers also aim to integrate Nagaland's rich cultural heritage into game narratives by encouraging students to incorporate local



Resource persons addressing media at Tetso College. (NP)

and a platform for creative expression. CII Nagaland State Council chairperson and CEO of Faith Hospital, Kohima, Sema, said that gaming was identified as a high-potential sector

ing, we are opening a gateway for talent to connect with global opportunities," she stated. The resource persons for the workshop would include, Head-People Operations, KRAFTON India, Dr. Damle highlight e-sports' growing recog

CII & IDGS host LevelUp NE gaming event in Nagaland



CII and IDGS with support from the Services Export Promotion Council (SEPC), organised a two-day LevelUp Northeast – Gaming Track in Kohima and Dimapur.

NAGALAND 10th July 2025

Kohima, July 10 (MEXN): The Confederation of Indian Industry (CII) and Indian Digital Gaming Society (IDGS), with support from the Services Export Promotion Council (SEPC), organised a two-day LevelUp Northeast – Gaming Track. The initiative is powered by GameForge, IDGS's flagship industry-academia connect platform. The event was held in Kohima and Dimapur to equip youth with skills, insights, and opportunities in the fast-growing gaming and creative technology sector, stated a press release.

Held at Kohima Science College on July 8, the first day brought together industry leaders from KRAFTON India, JetSynthesis, Chitkara University, Reliance Industries, and more. Students explored topics like game development, storytelling, legal aspects of gaming, and how to apply design thinking to real-world challenges.

Game development workshop by Confederation of Indian Industry to be held in Nagaland

Nagaland to host its first-ever hands-on game development workshop by Confederation of Indian Industry with LevelUp Northeast and GameForge

Published on Jul 7, 2025
By Hensly Phom Osho



Representatives of the CII Nagaland, GameForge and LevelUp Northeast addressing media persons in Chumoukedima on Monday. (EM Images) © Nagaland travel guide

DIMAPUR — For the first time in Nagaland, a hands-on game development workshop is being launched by the Confederation of Indian Industry (CII) in collaboration with LevelUp Northeast and GameForge.

First-ever game development workshop to be held in Nagaland

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SPORTS



Resource persons addressing media at Tetso College. (NP)

Dimapur, July 7 (MEXN): The first-ever hands-on game development workshop is being launched by the Confederation of Indian Industry (CII) in collaboration with LevelUp Northeast and GameForge. The workshop, which is being held at Kohima Science College, Kohima, on July 8 and 9, is aimed at upskilling youth and MSMEs with future-ready digital skills. In partnership with Game Forge, the workshop will feature standalone sessions, panel discussions, and hands-on training in game concept development, world-building, design applications, storytelling, and exploring global gaming careers. Organisers also aim to integrate Nagaland's rich cultural heritage into game narratives by encouraging students to incorporate local

According to her, gaming is a rising sector in the state, and the workshop is a first-of-its-kind initiative in the state, aimed at promoting the Northeastern Region as a rising hub for gaming, digital innovation, and creative technologies. The workshop is part of CII's "LevelUp Northeast" programme, which includes two focus areas—LevelUp: Youth (The Gaming Track) and LevelUp: MSME (The AI Enablement Track)—targeted at upskilling

spite their policies for the field, and in the region, the government is not doing much to support the industry. The workshop is a first-of-its-kind initiative in the state, aimed at promoting the Northeastern Region as a rising hub for gaming, digital innovation, and creative technologies. The workshop is part of CII's "LevelUp Northeast" programme, which includes two focus areas—LevelUp: Youth (The Gaming Track) and LevelUp: MSME (The AI Enablement Track)—targeted at upskilling

3rd Inter-Ward Football Tournament held in Mon

Dimapur, July 7 (MEXN): The 3rd Inter-Ward Football Tournament was held in Mon on July 7. The tournament was organised by the Mon Ward Committee and was attended by a large number of players and spectators. The tournament was held in a friendly manner and was a great success.

Buanthanglung Samte extends NEUFC contract

Dimapur, July 7 (MEXN): Buanthanglung Samte has extended his contract with the Nagaland Football Federation (NEUFC) for another year. The extension is for the 2025-26 season and will see Samte continue to lead the team in the I-League.

Nagaland to host LevelUp Northeast Game Development workshop



Resource persons addressing media at Tetso College. (NP)

The Confederation of Indian Industry (CII), Nagaland Office, is set to host the "LevelUp Northeast Game Development Workshop" on July 8 and 9 at Kohima Science College and Tetso College, Dimapur. Addressing a press conference on July 7 at Tetso College, CII Nagaland Office informed that this marks a first-of-its-kind initiative in the state, aimed at promoting the Northeastern Region as a rising hub for gaming, digital innovation, and creative technologies. The workshop is part of CII's "LevelUp Northeast" programme, which includes two focus areas—LevelUp: Youth (The Gaming Track) and LevelUp: MSME (The AI Enablement Track)—targeted at upskilling

Gaming breeding ground for digital innovation

Morning Express News
Dimapur | July 7

The Confederation of Indian Industry (CII) will be conducting a series of two experts (short for electronic sports) development workshops targeting college students in Nagaland. A first of its kind for the state, the workshop will be conducted by professionals from the gaming development industry at Kohima Science College, Jotsona, on July 8, and Tetso College, Jotsona, on July 9. CII Nagaland Office made the announcement at a press conference, on July 7, held at Tetso College in Chumoukedima. It said that the CII's LevelUp Northeast initiative has partnered with Game Forge to execute the vision of transforming India's NE Region into a prominent center for gaming and digital innovation. GameForge is an initiative of the Indian Digital Gaming Society (IDGS).

In collaboration with partners like Game Forge and with support from industry giants such as KRAFTON India, it seeks to bridge the gap between education and the professional gaming industry. The programme operates through two main tracks—one focused on teaching game development and skills to youth, and another designed to help small and medium-sized businesses adopt AI. It also maintained that the workshop will also open new pathways for skill development, career opportunities, and entrepreneurship helping position Nagaland as an emerging player in India's digital innovation landscape. According to CII Nagaland office, key focus areas for Nagaland include practical workshops on game development and design; mentorship and guidance from industry experts; opportunities to explore careers in the gaming industry; platforms to showcase talent and ideas; and promoting the integration of local stories and culture into game narratives. The resource persons for the workshops include—Saurabh

Shah, Head-People Operations, KRAFTON India; Dr. Shradha Damle, inhouse Intellectual Property Attorney, Manya Hunsawalkar, Lead-India PM, KRAFTON India; and Kartick B. KRAFTON India, Associate Professor, Chitkara Centre for Game Design & Immersive Technologies. Saurabh Shah, Head-People Operations, KRAFTON India said that the workshops lined up on July 8 and 9 would essentially amplify the comprehension of gaming as a career option. According to him, helping students unfold their perspective and "ignite their passion in terms of what gaming can offer." While gaming is largely treated as a hobby, Dr. Shradha Damle said that it has become a serious business today. She asserted that it is recognised as a legitimate sport in India, and also finding place in the Asian Games, Commonwealth Games and Olympics. According to her, government policies are gradually shifting towards embracing the growing popularity of esports as an industry.

INSIGHTS & OUTCOMES

1. Strong Student Engagement:

Both workshops witnessed high levels of student participation—not just in numbers, but in enthusiasm. Students asked in-depth questions ranging from technical aspects of game design to career pathways and monetization models. They also interacted with speakers one-on-one after sessions, reflecting deep curiosity and intent to explore the industry further.

2. Institutional Interest in Curriculum Integration:

Both Kohima Science College and Tetso College expressed keen interest in building gaming-related programs:

- Kohima Science College is considering future engagement depending on sustained student interest.
- Tetso College is exploring the idea of setting up a gaming lab or elective, provided sponsorship and academic support can be arranged.

3. Industry-Academia Connect Strengthened:

The event bridged a crucial gap between industry leaders and academic institutions in Nagaland. Speakers shared real-world insights into game development, creative technology, and entrepreneurship—topics that remain underexplored in the region.

4. Local Media Visibility:

The workshops were covered positively across regional and local press, helping amplify the message that gaming is a serious, future-ready industry. This visibility also helps in breaking social perceptions of gaming as “just play.”

THE WAY FORWARD

Following the successful rollout of the LevelUp Northeast – Gaming Track in Kohima and Dimapur, the initiative will now transition into its next phase—focused on deeper engagement, sustained learning, and ecosystem development across the Northeast.

The upcoming action plan is structured to enable long-term impact across student communities, academic institutions, and emerging creators:

✦ **Planned Activities**

- **Online Hackathons:** Thematic challenges to help students apply skills, build prototypes, and receive feedback from mentors.
- **Mentorship Programs:** Online and offline mentoring sessions for students with the industry professionals to guide career and project development.
- **Skill-Building Workshops:** Continued hands-on training in core areas such as game design, development, AI integration, and storytelling.

✦ **Institutional Collaboration**

- **Curriculum Integration:** Academic institutions will be supported in exploring modules on game design, digital storytelling, and creative tech.
- **Infrastructure Development:** Support for colleges seeking to set up gaming labs or creative technology hubs.

✦ **Ecosystem Building**

- **Regional Showcase:** Talent and projects from the Northeast will be highlighted in national-level showcases and publications.
- **Industry-Academia Connect:** Continued partnerships under the GameForge SkillSync Program to align education with job market needs.

✦ **Flagship Summit**

A Tech + Gaming Summit will be organized later in the year to consolidate learnings, share outcomes, and bring national visibility to the region's growing digital ecosystem.

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Confederation of Indian Industry

The Confederation of Indian Industry (CII) works to create and sustain an environment conducive to the development of India, partnering Industry, Government and civil society through advisory and consultative processes.

For 130 years, CII has been engaged in shaping India's development journey and works proactively on transforming Indian Industry's engagement in national development. CII charts change by working closely with the Government on policy issues, interfacing with thought leaders, and enhancing efficiency, competitiveness and business opportunities for industry through a range of specialised services and strategic global linkages. It also provides a platform for consensus-building and networking on key issues.

In the journey of India's economic resurgence, CII facilitates the multifaceted contributions of the Indian Industry, charting a path towards a prosperous and sustainable future. With this backdrop, CII has identified "Accelerating Competitiveness: Globalisation, Inclusivity, Sustainability, Trust" as its theme for 2025-26, prioritising five key pillars. During the year, CII will align its initiatives to drive strategic action aimed at enhancing India's competitiveness by promoting global engagement, inclusive growth, sustainable practices, and a foundation of trust.

With 70 offices, including 12 Centres of Excellence, in India, and 9 overseas offices in Australia, Egypt, Germany, Indonesia, Singapore, UAE, UK, and USA, as well as institutional partnerships with about 250 counterpart organisations in almost 100 countries, CII serves as a reference point for Indian industry and the international business community.

Confederation of Indian Industry

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