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Jawaharlal Nehru Architecture &
Fine Arts University

BUILDING GAMES
BUILDING LIFE

BACKSTAGE®
PASS

**INSTITUTE OF GAMING
AND TECHNOLOGY**

HYDERABAD | PUNE | BENGALURU

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A Dream and a Beginning

Where the mind is without fear and the head is held high;

Where knowledge is free;

Where the world has not been broken up into fragments
by narrow domestic walls;

Where words come out from the depth of truth;

Where tireless striving stretches its arms towards perfection;

Where the clear stream of reason has not lost its way into
the dreary desert sand of dead habit;

Where the mind is led forward by thee into ever-widening
thought and action...

Into that heaven of freedom, my Father,
let my country awake.

Gitanjali

By **Gurudev Rabindranath Tagore**

(Recipient of Nobel Prize for Literature, 1913 for Gitanjali)

What words can better describe us?

If Gurudev's poetry is a vision, we

are one of the dreams that make

the vision.

Backstage Pass was born with the

dream to create a cradle for

creative geniuses to explore

gaming in all its glory.



About Backstage Pass

Backstage Pass was established in 2010 with a singular aim – to provide technical education in Game Development that embodies in-depth exploration of theoretical base, freedom to explore and innovate, and the culture to tread paths less travelled.

In more commonplace terms, we have created courses that are:

- Hands-on
- In-depth
- Cutting edge

Backstage Pass is the brainchild of Surya Prakash P. More than 9 years ago, he foresaw the need for creating an institution that would create the talent pool for the nascent gaming industry in India and abroad. Looking back, we can only say, that is a profound vision and the reports that emerged much later show that the vision is well founded.



FICCI – FY Report 2018

Online Gaming in India: Inflection year for the industry

Online Gaming has started gaining traction among a larger Indian population with lower cost of smartphone devices which have gaming capabilities and reduced internet access cost. In addition, distribution of games through app stores has allowed increased access to a wide variety of games and allowed developers to reach wider audiences. Other factors that have played an important role in the rise of gaming is convenient payment methods, rising disposable income and direct carrier billing.

Online gaming grew 17.6 % in 2017

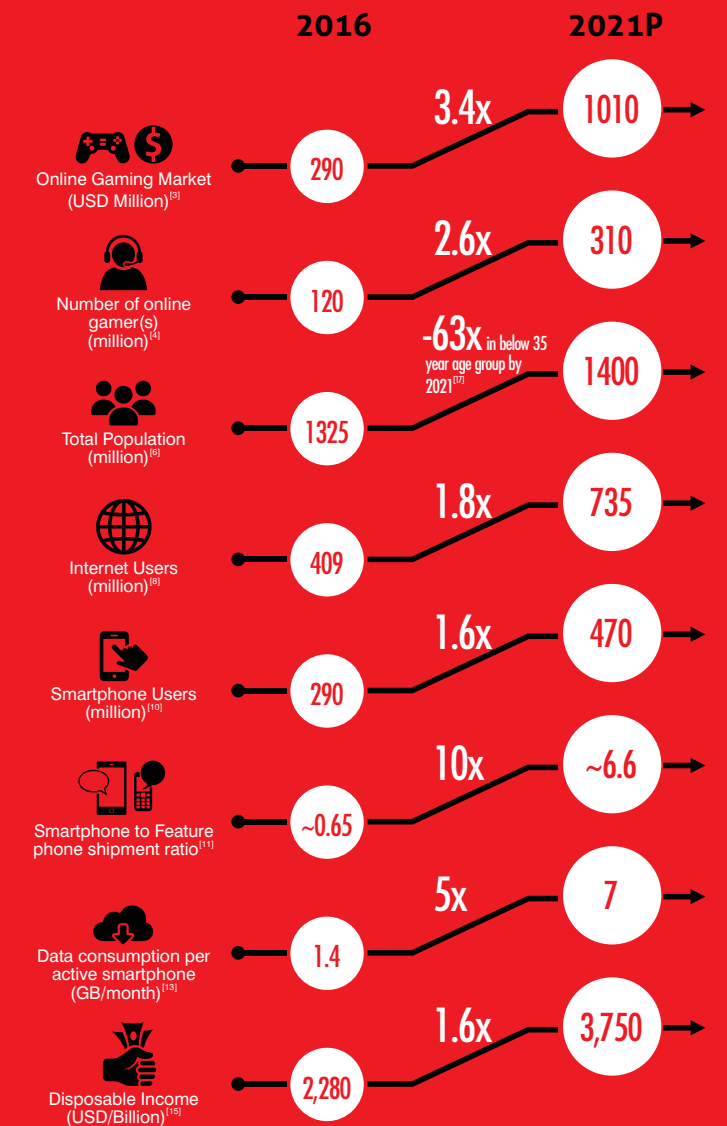
The online gaming segment grew from INR25.9 billion in 2016 to INR30.4 billion in 2017.

Year	Online Gaming
2016	25.9
2017	30.4
2018E	40.1
2020E	68.3

The numbers above are in INR billion (gross of tax). This size excludes console gaming, Casinos, lotteries and offline betting.

Indian Gaming Industry characteristics

A study by KPMG in India and Google



Why Backstage Pass

The faculty are experts, entrepreneurs, practising game developers, game designers and game artists. They act as mentors for our students in understanding and practising all areas of knowledge in game development.

While giving an exceptionally strong grounding in academics, we ask students to use their creativity to learn from mentors. It is this freedom that our students value the most.

We evolve the course structure every year to align our curriculum with the needs of the game industry.

We provide a liberal environment to students to help them explore their creativity and be able to develop and implement their ideas into real games.

Backstage Pass assists students to obtain internships during the 3rd year of the degree programme. When selected for internships, students acquire 1.5 years of experience by the time they graduate.

Facility

Backstage Pass is equipped with:

- A game lounge
- Air-conditioned classrooms
- Computer labs
- Power back-up
- Wi-fi-enabled campus

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Affiliation With JNAFAU

Backstage Pass, Hyderabad is affiliated with Jawaharlal Nehru Architecture and Fine Arts University (JNAFAU) to offer the Bachelor Programs in the following disciplines.

- Computer Science and Game Development
- Game Art and Design
- Augmented Reality and Virtual Reality (AR & VR)

The Degree is conferred by JNAFAU which is a recognized State Government University of Telangana by the University Grants Commission (UGC), The Central body in charge of higher education in India.

Association with Game Development Studios

Game development studios such as Purple Talk, Yes Gnome, Glu Mobile, Dhruva Interactive, X Cube Labs, GoLive, Launchship studios, Hitwicket Studios, Streetlamp Games, Sony India and so on organise workshops, seminars, lectures, and company tours for our students. Also, these studios recruit interns and workforce from Backstage Pass.

The interaction with the industry always leaves a highly positive impact on the young and aspiring minds.



Awards & Achievements

2013

Nominated for 'Student Game of the Year': NGDC 2013

Nominated for NASSCOM BYOG Competition 2013

Nominated for Espaciocenter Game Awards 2013

2014

Won Best Game : Microsoft Imagine Cup (India) 2014

Won Best Game : Microsoft's Dev Camps (Hyderabad) 2014

Won 'Best Game Story' award : Casual Connect Asia, 2014

Won Runners up 'Game of the Year': NGDC 2014

Honorable Mention : UX Challenge Imagine Cup 2014

Nominated for 'Best Game' : Microsoft Imagine Cup world 2014

Nominated for 'Indie Prize Award' : Casual Connect Asia 2014

Nominated for Espaciocenter Game Awards 2014

2015

Won Runner up Game at GameHack , 2015

Nominated for the BAF Awards at the coming FICCI Frames event in Mumbai, March 2015

Nominated for 'The Big Indie Pitch' at PG Connects Bangalore, April 2015

Nominated for Indie Prize Awards 2015 at Casual Connect Asia, May 2015

Backstagepass Runner up - in Microsoft Imagine cup, 2015

Won the Indie Game of the Year at NGDC, 2015 for the game - 'Avion Flight Simulator 2015'

2016

Nominated for Casual Connect, India 2016

2017

Winner Times Education Icon 2017 in the Gaming Category

Recognized as Top Education Icon 2017 in Gaming Category by Hyderabad Times

Qualified for Finals, Microsoft Imagine Cup 2017

Winner, Times Education Icon 2017 in the Gaming Category!

2018-19

Times Education Icon Award 2018-19.

Two students were selected for the Emerging Scholar Awards, at Technology, Knowledge & Society 2019 - Barcelona, Spain.

Winner, Student Game of the Year, IGDC 2018

Runner, Student Game of the Year, IGDC 2018

Nominated for Upcoming Game of the Year, IGDC 2018.



Placements

Our placements start with internships that start in the third year of the Bachelor programme. Many game development companies, both startups and MNCs, seek to recruit our students.

Every batch enjoys 70% to 80% placement record, with the remaining opting for higher studies. Placements lead to positions such as game developer, game programmer, game designer, level designer and game artist etc.

Our students are pursuing master's in gaming in well-known universities in the UK, USA and Australia. A small section ventures into entrepreneurship as well.

Our students are currently employed with:



Support to Alumni

Backstage Pass mentors nurture a long-term relationship with all the students. The mentors guide the alumni when they seek help.



**LEVEL2
GAMES**

Incubator

To bring the ideas of our students to life, we have launched an incubator.

The incubator is a creative space with all the facilities to support developing games through launching entrepreneurial ventures. Also, the startups will receive venture capital.

Experienced mentors from the industry guide the young entrepreneurs through developing games. Backstage Pass has tied up with some leading game development companies to provide mentoring and incubator support.

The incubator is currently open only to the Backstage Pass students and alumni.

For more information, please refer to our website, www.backstagepass.co.in



Student Games

Many of our student games have won national and international awards. Pac-Port and Petite are internationally acclaimed games made by our students.



The Orc's Ambush

Sumanth - Bachelor in CS & GD

The Orc's Ambush is a single player, defense game, where your character is an Orc. The mighty Orc's castle is being attacked by the Goblins and Archers. Your objective is to save the castle by fighting your enemies. Enemy's objective is to kill the Orc and take over Orc's castle, so you must keep in mind to be fast with your moves and save Orc's castle.

RunningOnLava

Vallabh - Bachelor in CS & GD

A Player Running On Lava Where he need to survive the Lava blocks.It is an endless lava runner game where you can Score Points by collecting coins.Make sure you avoid the as many obstacles as you can. The character in this game is running for his life, he has already lost his leg help him survive by backing your reflexes.



Avion Flight Simulator

Asar Dhandala, Bachelor in Game Design
Y Satish, Adv. Diploma in Game Design

Avion Flight Simulator™ is a sophisticated flight simulator that includes 12 planes, 4 detailed cities, and over 9 airports. The player can fly anything from single-engine aircraft to jumbo jets, with idealistic to realistic flight simulation experience. Over 5 million downloads.

The Domingos

Y Satish, Adv. Diploma in Game Design

The Domingos is an award winning physics-based puzzle game that uses the "Domino effect" as a core mechanic in a wild west setting.



Academic Programmes

Our flagship programmes are

- Bachelor in Computer Science and Game development
- Bachelor in Game Art and Design
- Bachelor in Augmented Reality and Virtual reality (AR & VR)



Eligibility

You are eligible to pursue this course if you have completed Intermediate or an equivalent course with Mathematics and Physics.

Bachelor in Computer Science and Game Development

We offer interdisciplinary Bachelor program in Computer Science and Game development.

The curriculum includes computer science, Game Design and Game Programming, in addition to the regular subjects such as Mathematics, Physics and Humanities.

The programme prepares you for successful careers in the IT sector as well as game development.

On completing the course, you will be able to:

- Demonstrate technical knowledge and the skills necessary for game development.
- Demonstrate and understand the aesthetics of design and its importance in the world of technology in general and game development in particular.
- Understand and apply virtualisation for gaming.
- Understand how the current methodologies of game development projects influence game development.
- Demonstrate the knowledge of best practices in game development.
- Harness the attitudes that enable you to be successful in later years.

Duration: 4 Years

Medium of Instruction: English

Bachelor in Game Art and Design

As a student of Bachelor in Game Art and Design program, you will learn traditional Fine Arts, Game Art and Game Design.

While game art focuses on the visual elements of the story, game design is about designing the content and rules of a game and the design of gameplay, environment, storyline, and characters.

On completing the programme successfully, you will pursue careers in 2D art, 3D art, game design and game development in the game development and entertainment industries.

Eligibility

You are eligible to pursue this course if you have completed Intermediate or an equivalent course.

Duration: 4 Years

Medium of Instruction: English

On completing the course, you will be able to:

- Demonstrate the ability to develop art assets.
- Demonstrate technical knowledge and the skills necessary for game design.
- Demonstrate and understand the aesthetics of design and its importance in the world of technology in general and game development in particular.
- Understand how the current methodologies of game development projects influence game development.
- Demonstrate the knowledge of best practices in game art and game design development.
- Harness the attitudes that enable you to be successful in later years.



Bachelor in Augmented Reality and Virtual Reality (AR & VR)

We offer an interdisciplinary Bachelor Program in AR and VR.

The Curriculum includes Computer Programming fundamentals, Game Engines, Game Design, Traditional Art, Concept Art, 3D Art, Augmented Reality and Virtual Reality .

Eligibility

You are eligible to pursue this course if you have completed Intermediate or an equivalent course.

Duration: 4 Years

Medium of Instruction: English

On completing the course, you will be able to:

- Demonstrate technical knowledge and the skills necessary for Game Development.
- Demonstrate and understand the aesthetics of Design and its importance in the Game Development.
- Demonstrate the the ability to develop art assests
- Demonstrate the technical knowledge and skills necessary for Game Design.
- Demonstrate the technical knowledge and skills necessary for the Augmented Reality applications.
- Demonstrate the technical knowledge and skills necessary for the Virtual Reality applications.



The Admission Process

The Admission process for Bachelor Programs is as follows:

1. Download the application form from our website, www.backstagepass.co.in or request for the application form via email.
2. Print the application form.
3. Fill it.
4. Scan the application form and email it to us. Alternatively, send it by mail or courier.
5. On receiving your application, we will conduct an entrance examination with prior intimation of the date and time of the examination. You can take this examination online or at our campus.
6. If you qualify, a call letter for counselling will be issued.
7. Attend the counselling session with the required documents and the tuition fee for the first semester.
8. On paying the first-semester fee and submitting the relevant documents, your admission will be confirmed.

Examinations

Examinations are conducted by JNAFAU at the end of a semester. After evaluation, JNAFAU announces the results and issues marks memos.

After completing the course successfully, JNAFAU awards the degree.

For more information, please visit the portal <http://exams.jnafau.ac.in/>

More Information

To know about the syllabus, the next academic session and admission process for international students, please refer to our website at

www.backstagepass.co.in

Student Life

Accommodation

Backstage Pass provides good accommodation to outstation candidates.

Diversity

Hyderabad has a population of nearly one crore and a considerable portion of the population are migrants from other parts of India. Students account for nearly 32 percent of the floating population in the city according to a survey done in 2012 for Hyderabad Metropolitan Development Authority (HMDA) as part of the Comprehensive Transportation Study (CTS).

Connectivity

Hyderabad is well connected by air, rail and road. The Rajiv Gandhi International Airport at Hyderabad received 124,93,397 passengers in 2015-2016 and a quarter of the passengers were international visitors.



Life@Hyderabad

The diversity in population in Hyderabad enhances the cosmopolitan nature of the city and presents a potpourri of cultures for you to savour. The city hosts educational, cultural and professional events on a regular basis which helps you enrich your learning experience.

The people are supportive and friendly. Cultural associations of different states of India are popular venues for students to meet people from their states.

The culture of Hyderabad is a blend of regional and historical influences. You will see, in the course of a year, not a single month passes without celebrating a festivity -- Dussera, Bonalu, Deepavali, Sankranti, Christmas, Ramadan, Id, to name a few.

Education

Hyderabad is home to two central universities, three deemed universities, and six state universities. Both national and international students have made the city their home.

Language

Students are conversant in English and also speak Hindi, Telugu, and Urdu. Even shops and local delis and eateries serve customers speaking only English.

Entertainment

The numbers of restaurants, cafes, multiplexes and malls in the city provide good venues for entertainment and socialising.

Safety

The city is safe for students. Initiatives such as the SHE teams introduced by the Hyderabad City Police to protect women have been widely appreciated. The city also has a peaceful political and social environment.

Banking

An array of national and international banks serve the Hyderabad population. Global banks such as the City Bank, HSBC, The Royal Bank of Scotland and Bank of Bahrain & Kuwait, are some of the well-known international banks.

Healthcare

Hyderabad is the healthcare capital of India. It boasts of the Apollo Group of Hospitals, Dr. Agarwal's Eye Hospital, KIMS and so on. The fact that medical tourism attracts patients from the Middle East and Africa shows the resilience of the medical care at Hyderabad.



Testimonials

Game Studios



Shridhar
CEO, Purple Talk

We have been recruiting from Backstage Pass for a couple of years now. They have a certain quality and their courses are amazing! We don't need to wait until the end of the year for us to be able to hire their students. We can hire them right in the middle because they are so good. We will definitely recommend Backstage Pass.



Ravi
CEO & Founder of
GoLive Gaming Solutions

We had long association with Backstage Pass and it really helped us with some of best hires for our company. Most of our best employees came through BSP.

As Gaming Industry is growing rapidly in India, I think this is the time for colleges like Backstage Pass to grow and help the Industry.

Game Studios of our students



Asar Dhandala
Bachelor in
Game Design,
CEO & Founder of
Seven Summits Studios

While doing my Graduation at Backstage Pass, I started my own Game studio Seven Summits with the help of college. We learned concepts related to Game Art, Game Design, Level design etc from Industry Experts.

We have made games collaborated with seniors mentors. Made few successful games like Aviation Stimulator.



Satish
Adv Diploma in
Game Design,
CEO & Founder of
TeaPot Games

BSP really helped me for my transition to become Game Developer. It helped me a lot with the concepts of Game Engines, Game programming concepts etc by Industry experts.

BSP Alumni



Anand Dhalve
Bachelor in CS & GD,
Game Programmer,
June Games

All mentors of Backstage Pass are from the Gaming industry. It is good to learn technology, industry culture and standards from them. The college provides flexibility to learn and develop games that are of interest to us. So, I strongly recommend Backstage Pass to anyone who wants to make a career in this field.



Keshav Sharma
Adv Diploma in
Game Development
Unity Programmer
- Gamitronics

My experience at Backstage pass has been great. During my PG Diploma course, I learned under the guidance of the finest out there in the industry. There were challenges in everyday tasks that made my mind think of overcoming them by seeing them with a new perspective. All this has been possible due to the intensive work with hands-on experience in every aspect that was introduced. The course, my instructors and in all, BSPIGT has fully prepared me for the industry.

Thank you for this wonderful opportunity.



Anshul Soni
Bachelor in CS & GD,
Game Programmer,
Electronic Arts,
Seattle, Washington

First of its kind college in India, with some great industry experts. I had the joy of learning from the people who work in the game industry. I was taught how the industry works and the work ethic. That helped me while working at EA Sports. So, Backstage Pass was a life changing experience.



Piyush Sain
Adv Diploma in
Game Art & Design
2D-Artist, QYJO

The Backstage pass Program gave me the opportunity of collaborating in an actual multidisciplinary game development project from stages of concept and design through to production. The highly experienced faculty taught me how to work in a team and collaborate with others from different fields of study. Although making a game had its challenges, but the results were very rewarding. Their approach really helped me for a multi-rounded 2d artist.

FAQs

What happens if I can't pursue the course after I get the admission and pay the fees?

The admission letter mentions the withdrawal period. If you withdraw within the period, your fee will be refunded after deducting 15% of the fee paid. If you withdraw after the period, you will forfeit the entire fee paid.

After getting the admission letter, can we defer the admission till next year?

No. Admission is granted only for the current year. You should reapply next year.

When was Backstage Pass established?

Backstage Pass Institute of Gaming and Technology was established in the year 2010 by Surya Prakash P.

Will I get a University degree after the course?

Yes. After you complete the course successfully, you will get a degree from Jawaharlal Nehru Architecture and Fine Arts University (JNAFAU), Hyderabad, India.

Do you have any other branch in India?

No, the only branch of Backstage Pass is in Hyderabad.

Which game companies are you associated with?

We are associated with many Game Companies. Please refer to our association page.

Is the campus route easily accessible from anywhere in Hyderabad?

The campus of Backstage Pass is located in Madhapur, Hyderabad. You can reach this location using a bus, cab, or an auto-rickshaw from anywhere in Hyderabad. Please check our 'contact us' page for map location.

What is the difference between diploma and degree?

Diploma is a short-term course of 1 year where we give you the tools or knowledge needed for the game industry.

Degree is a detailed study of the course with core subjects. The course duration is 4 years.

What are the required documents which I have to submit to take an admission? (I am an Indian citizen.)

The required documents are:

- 10th Class Marks Memo original copy
- 12th Class Marks Memo original copy
- Bonafide/study certificates of schooling
- Transfer certificate.

What is the eligibility criterion for the courses?

You should have passed the 12th grade or an equivalent examination.

What is the medium of instruction?

The medium of instruction is English.

How do I prepare for the entrance examination?

We provide students with syllabus of examination, model paper and question paper pattern. Contact us for more details.

What are the job opportunities available after the course?

After the course, you can work with gaming companies in positions such as game designer, game developer, game programmer, game writer, game artist, game tester, game producer and so on.

What is the starting remuneration I can expect in an entry level job?

As an intern, you can expect to earn around Rs 15000 to Rs 25,000. Once you graduate, you can expect a 100% hike in your salary depending on your skills and competence.

Do you help with getting placements?

Yes, we do.

Who is the faculty at Backstage Pass Institute?

The faculty at Backstage Pass are professionals from the Gaming Industry.

What are the business hours?

9:30 AM to 5:30 PM (Monday to Saturday).

I am a working professional. Which courses can I pursue over weekends?

Please call us for information about weekend courses.

Do you provide financial aid?

We assist the students in acquiring student loans by providing the relevant documents.

Once I join the course, can I complete it as a correspondence course?

No.

What is the minimum attendance required?

75% attendance is mandatory.

Do you provide the hostel (dormitory) facility?

Yes. We do.



1-89-3/4, 2nd Floor, Raghuma Towers
Madhapur, Hyderabad - 500081, Telangana, India

Call: **+91 - 800 800 2794 / 95**

Email: info@backstagepass.co.in

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