BACKSTAGE PASS®
INSTITUTE OF GAMING AND TECHNOLOGY

JAINx
THE LEARNING HUB

ACCELERATE YOUR SUCCESS

Live Online Weekend 6 Months

- Certified Skill Diploma in AR & VR
- Certified Skill Diploma in Game Programming
- Certified Skill Diploma in Game Design
- Certified Skill Diploma in 3D Game Art
- Certified Skill Diploma in Concept Art for games

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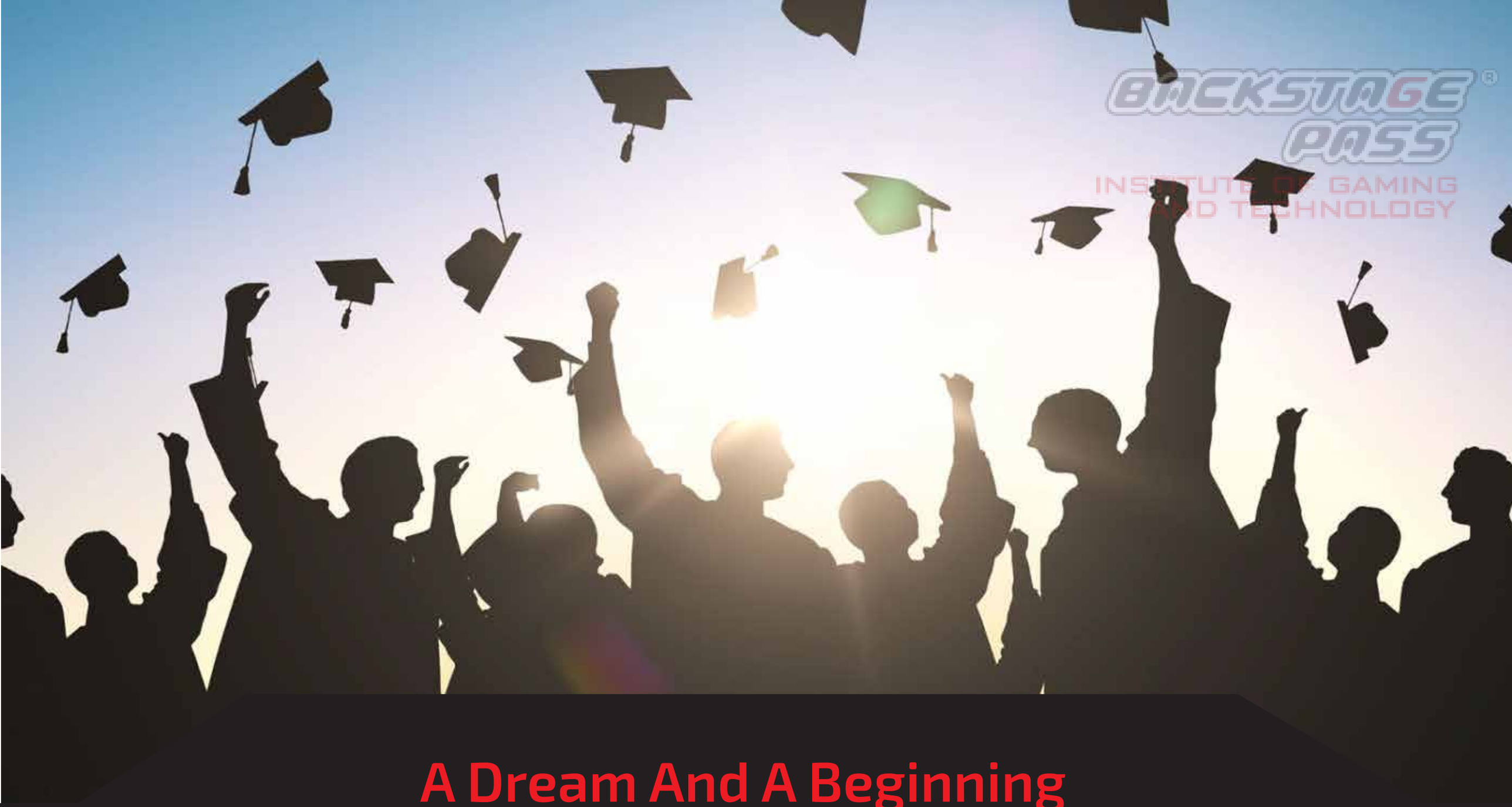


A Dream And A Beginning

"I always tell the young to dream. This message comes from the understanding that each one of us has within ourselves the ability to create the circumstances for success – to attract, so to say, to ourselves what we desire"

Rabindranath Tagore

Nothing describes the foundation, evolution and existence of Backstage Pass Institute of Gaming and Technology more than the afore-mentioned lines from the book IGNITED MINDS by APJ Abdul Kalam who, among the modern thinkers and nation-builders, resonates the most with the early post-millennial generation of aspiring Indians.At the end of the first decade of the new millennium, Surya Prakash, with his own enkindled vision, foresaw the future of gaming industry that was taking baby steps. He seized the initiative and established Backstage Pass, one of the very few academic institutions in India that is exclusively dedicated to gaming.
He continues to nurture conditions conducive to the fulfillment of students' desires. His accomplishment remains integrated with the success of his students. There is no spoon-feeding at Backstage Pass. Students are encouraged to dream, debate, evolve their thought process and expand their horizons – in short and in turn, create their own circumstances.

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.

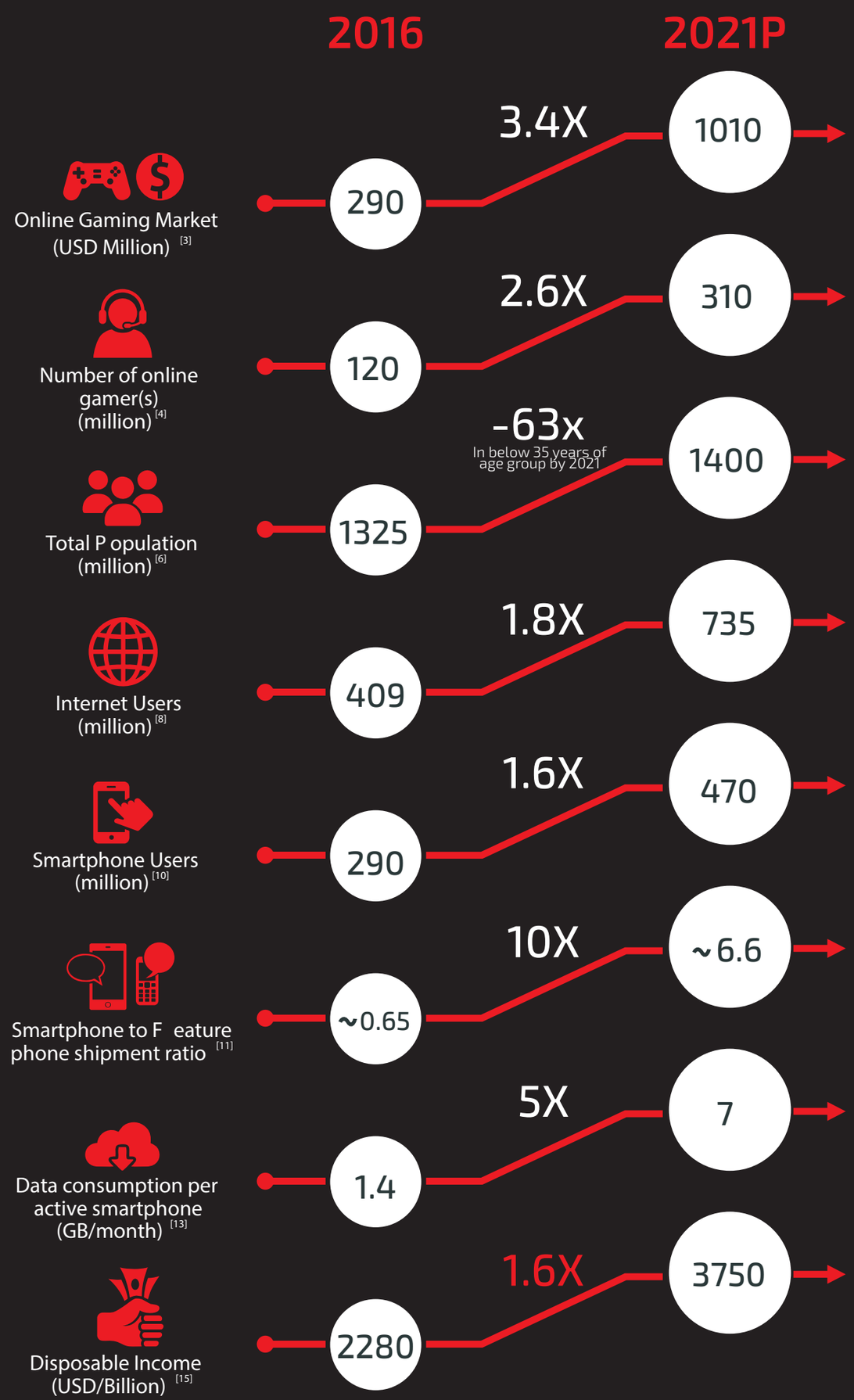
In more commonplace terms, we have created courses that are:

- **Hands-on**
- **In-depth**
- **Cutting edge**

Backstage Pass is the brainchild of **Surya Prakash P**. More than 11 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.

Indian Gaming Industry characteristics

A study by KPMG in India and Google



FICCI – FY Report 2021

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 3X in 2021

The online gaming segment grew from INR25.9 billion in 2016 to INR180.1 billion in 2021.

Year	Online Gaming
2016	25.9
2017	30.4
2018E	40.1
2020E	68.3
2021	180.1

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

Why Backstage Pass

At Backstage Pass Institute of Gaming and Technology, members of faculty practice what they preach, rather, preach what they practice. There is an unflinching insistence on engaging established and practicing game developers, designers and artists to mentor the students. This not just ensures that the curriculum keeps pace with emerging trends – in fact our students cut their proverbial teeth with cutting-edge technology - it eventually makes them industry-ready. What can be more inspirational than teachers and guides analyzing their own successful games as case studies. Call it our unorthodoxy that we tend to create sweet music out of blowing a trumpet.

In Collaboration with JAIN (Deemed-to-be-University)

JAIN (Deemed-to-be University) is more than a destination for higher learning; it is a community consisting of people from diverse backgrounds, cultures, and nationalities, all coming together in one place to offer you an enriching experience and a fulfilling educational journey. With over six campuses, there is always something new to discover with numerous vibrant fests, societies, seminars, and a fully integrated student community. Explore several industries-driven and career-focused regular as well as distance learning programs to satiate your quest for knowledge in the corridors of a reputed institute that stands as a testimony of an illustrious past and progressive future.

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JAINx
THE LEARNING HUB

ABOUT JAINx

JAINx is the Skilling Academy of Jain (Deemed-to-be University) providing industry relevant programs with an objective to access world class education from anywhere, inheriting Jain (Deemed-to-be University) as vision of fostering human development through excellence in Quality Education, Research and Entrepreneurial Development.

JAINx is working towards creating an eco-system consisting of Learner's, industry and mentors. We want our Learner's to learn new skills, get a dream job, or create an entirely new future with our robust catalogue of courses which are specially designed for Working Professionals offering one of the best learning experiences with the amalgamation of technology and pedagogies. Our Learning Management System hosts High Quality Content developed by top academicians and Industry Experts and also provides features such as Live Classes, Webinars, one-to-one discussions with faculty, Discussion Forums, Mentorship and Career Support.

BACKSTAGE PASS INSTITUTE OF GAMING

Awards & Achievements

Backstage Pass Awards

- Times Education Excellence Award 2021
- Times Excellence Award, 2019-20
- Best Education Brands Award, 2018-19 by Economic Times
- Winners of Times Education Icon Award, 2017, 2018-19, 2019-20
- Recognized as Top Education Icon in gaming category by Hyderabad Times – 2017

Student Awards

- Runner up in the Upcoming Game of the year, IGDC – 2019
- Runner up in Student Game of the year, IGDC – 2019
- Runner up in Student Game of the year, IGDC – 2018
- Winner Student Game of the year, IGDC – 2018
- Two students were selected for the Emerging Scholar Awards at Technology, Knowledge and Society, Barcelona, Spain – 2018
- Qualified for finals in Microsoft Imagine Cup – 2017
- Nominated for Casual Connect India – 2016
- Won Indie Game of the year at NGDC for the game Avion Fight Simulator – 2015
- Runner up in Microsoft Imagine Cup – 2015
- Nominated for the Indie Prize Awards at Casual Connect Asia – 2015
- Nominated for The Big Indie Pitch at PG Connects Bengaluru – 2015
- Nominated for the BAF Awards at the coming FICCI Frames event in Mumbai – 2015
- Won Runner up Game at GameHack – 2015
- Nominated for Espaciocenter Game Awards – 2014
- Nominated for Indie Prize Award Casual Connect Asia – 2014
- Nominated for Best Game: Microsoft Imagine Cup World – 2014
- Honorable Mention: UX Challenge Imagine Cup – 2014
- Won Runners up Game of the Year: NGDC – 2014
- Won Best Game: Microsoft's Dev Camps (Hyderabad) – 2014
- Won Best Game: Microsoft Imagine Cup (India) – 2014
- Nominated for Espaciocenter Game Awards – 2013
- Nominated for NASSCOM BYOG competition – 2013
- Nominated for Student Game of the Year: NASSCOM Game Developer Conference (NGDC) – 2013

Placements :

Many Game Development Companies, both startups and MNCs, seek to recruit our students. Every batch enjoys 80% to 90% placement record, with the remaining opting for higher education and their own startups. Placements lead to positions such as Game Developer, Game Programmer, Game Designer, Game Artist, 3D Artist, Concept Artist, Concept Designer, and Texture Artist.

Our students are currently employed with:

and many more

OUR ALUMNI SUCCESS

BACKSTAGE PASS
INSTITUTE OF GAMING AND TECHNOLOGY

3D Props Artist
Dhruva Interactive

Game Play / Programmer
Sanzaru Games

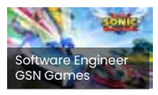
Lead Env. Artist
Dhruva Interactive

Crowd/Ambient AI Programme
Sumo Video Games

Software Engineer
Electronic Arts (EA)

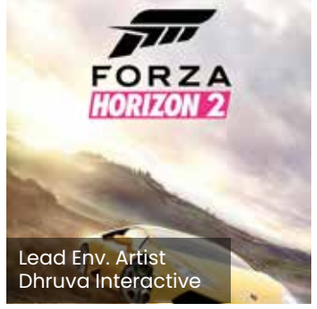
Software Engineer
GSN Games

Software Engineer
Electronic Arts (EA)


Software Engineer
GSN Games

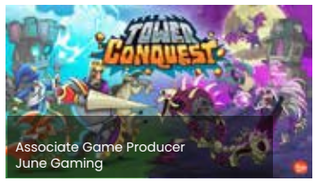
Lead Game Developer
June Gaming

Senior Game Programmer
Griptonite Games



Lead Env. Artist
Dhruva Interactive

3D Props Artist
Dhruva Interactive

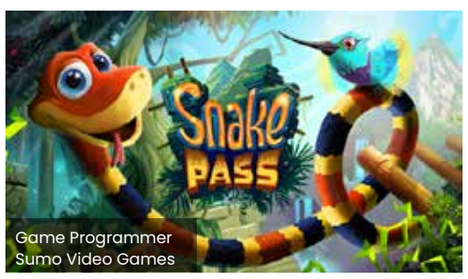


Associate Game Producer
June Gaming

Game Play / Programmer
Sanzaru Games

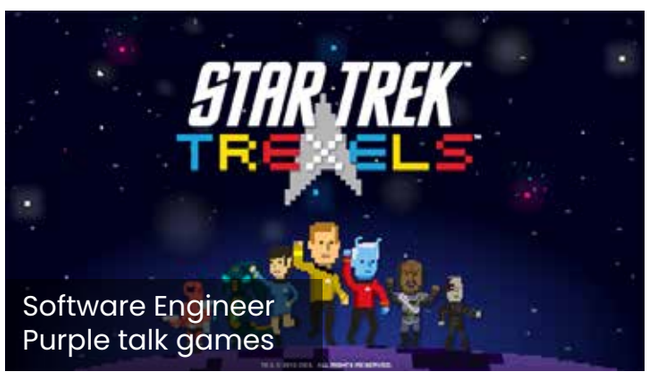
Software Engineer
Electronic Arts (EA)

Senior Game Designer
Griptonite Games



Game Programmer
Sumo Video Games

Senior Game Designer
Griptonite Games



Software Engineer
Purple talk games

Game Programmer
Sumo Video Games

Lead Env. Artist
Dhruva Interactive

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. our 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.

Mars Game

Joseph Kalathil - Programming / Game Design
Vatsan Pb - Programming
Geeta Bhatt - 2D Art
Vineet - 3D Art

Play as a resource mining tycoon on Mars.

You have to run your company to new heights of pro ts all the while managing your time and resources.

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Student Games

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.

Chicken Mania

Jose, Akshat, Abhay: Advanced Diploma in Game Development

What makes the game special is that the chicken cannot jump throughout the game. The focus of the player in this game should be to use the bomb spawning mechanic and find different ways to kill the enemies and progress through the levels.

STUDENT ARTWORKS

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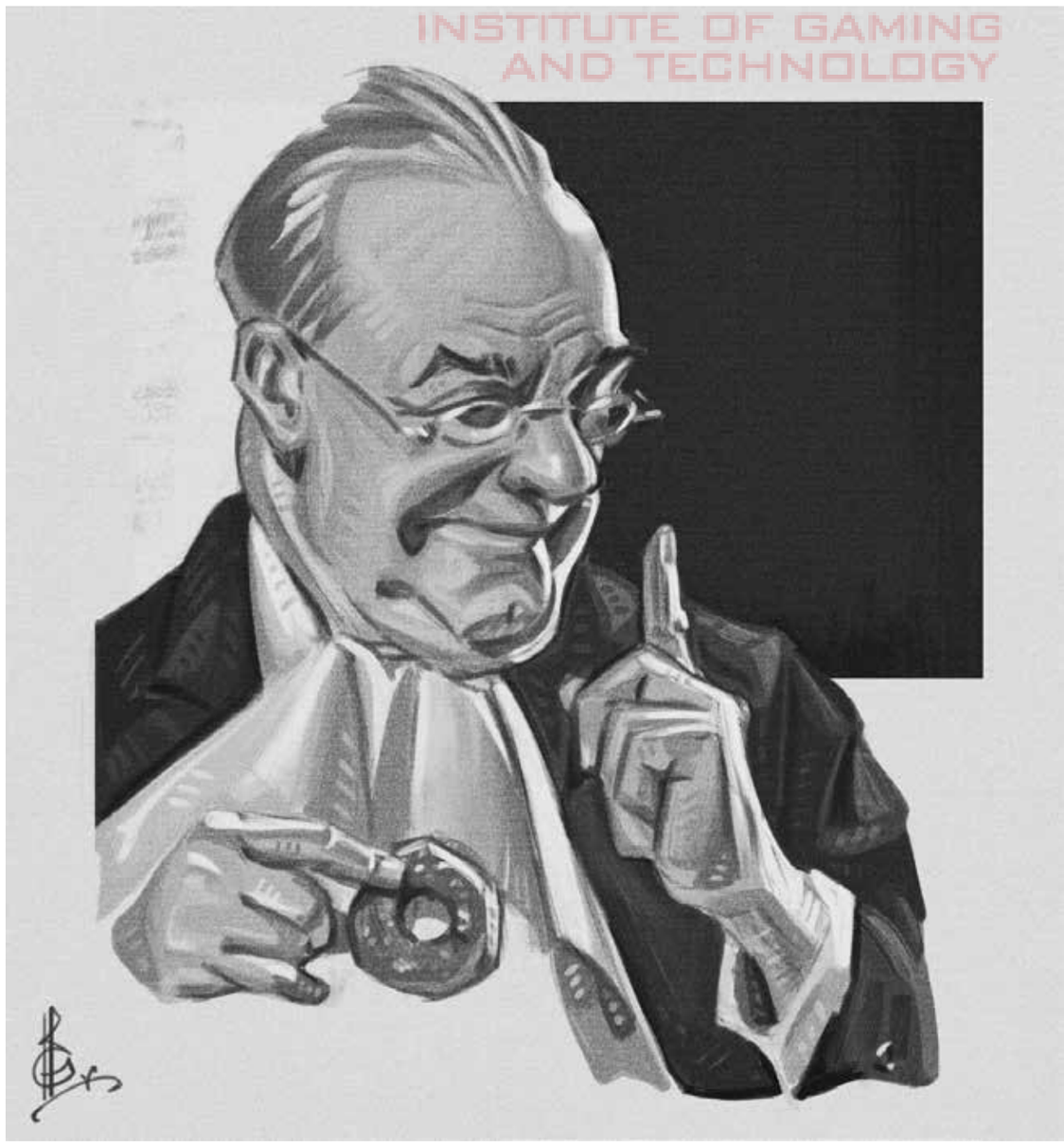


CERTIFIED SKILL DIPLOMA IN GAME DESIGN

COURSE OBJECTIVE

The course is designed to impart training in the foundations and concepts of Game Design

LEARNING OUTCOME

By the end of the course, students will be able to make playable game prototypes for Android/iOS platforms

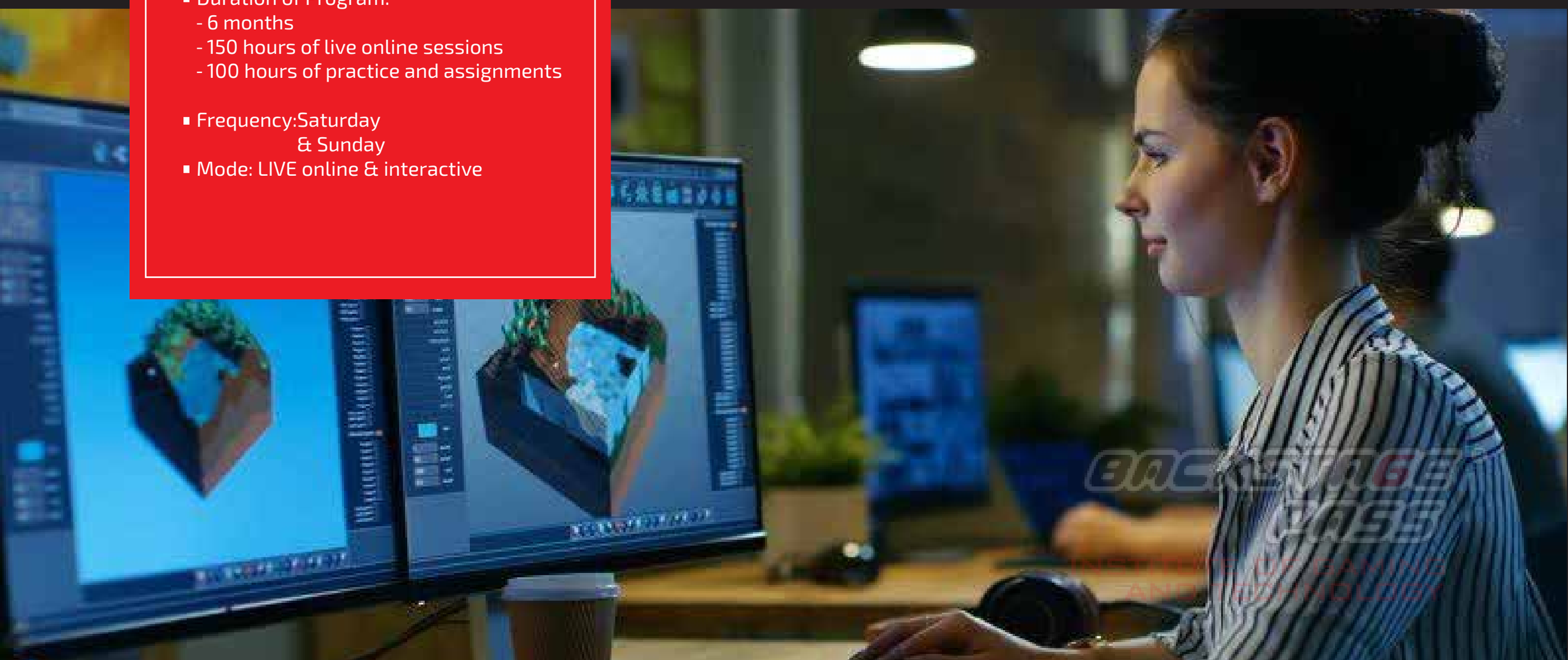
Features

- Duration of Program:
  - 6 months
  - 150 hours of live online sessions
  - 100 hours of practice and assignments
- Frequency:Saturday & Sunday
- Mode: LIVE online & interactive

COURSE OUTLINE

- **Intro to Game Design:**
  Game Genres | History of Games | Preproduction | Production | Post Production | Design Documentation | Quality Assurance
- **Game World Design:**
  Game Environment Design | Level Design | Technical & Practical limits of Game World
- **Gamification:**
  Game Elements |Digital Game Design Techniques and non-game problems | Mechanisms of gamification.
- **Game Monetization & Publishing:**
  Integrating Unity Ads | Analysing Ad Responses | Game Publishing
- **Portfolio Building:**
  A detailed game prototype for Android/iOS platforms

- **Free add on:** 50 hours of Unity - Basic live online session



CERTIFIED SKILL DIPLOMA IN AR & VR

COURSE OBJECTIVE

The course is designed to impart training in the foundations and concepts of Augmented Reality & Virtual Reality app development

LEARNING OUTCOME

By the end of the course, students – through mini-AR & VR capstone projects - will be able to demonstrate an understanding of

Features

- Duration of Program:
  - 6 months
  - 175 hours of live online sessions
  - 100 hours of practice and assignments
- Frequency:Saturday & Sunday
- Mode: LIVE online & interactive

COURSE OUTLINE

- **C# Programming fundamentals:**
  Features of Object-Oriented programming, Classes, Objects, Strings, delegates, events, dynamic lang, Threading, Collections, File handling, Exception handling etc

- **Unity Programming:**
  Intro to Unity Game Engine, 2D Graphics, UI Components, User Input, Mobile controls, Remote settings and Unity Analytics, 3D basics, 3D camera, 3D geometry, 3D Interactions, Navigation, Art and audio pipeline, Terrain generator, Particle System, 3D colliders etc

- **VR Application Development:**
  Fundamentals, Use cases, Emerging Trends, Challenges, Best Practices, Intro to VR development Tools, VR development workflow

- **AR Application Development:**
  Fundamentals, Use cases, Emerging Trends, Challenges, Best Practices, Intro to AR development Tools, AR development workflow

- **Portfolio :** Developing a AR | VR application on a chosen subject.

  Student will learn / develop the following:
  - A AR Mini Capstone
  - A VR Mini Capstone
  - Presenting and showcasing of app development
  - Publishing of Applications
  - How to work in project professionally

- **Free add on:** 50 hours of Game Design live online sessions
  - Game design and production pipeline
  - Level Design for games
  - Monetization for games

CERTIFIED SKILL
DIPLOMA IN 3D GAME ART

COURSE OBJECTIVE

The course is designed to equip students with techniques and tools to make 3D game art

LEARNING OUTCOME

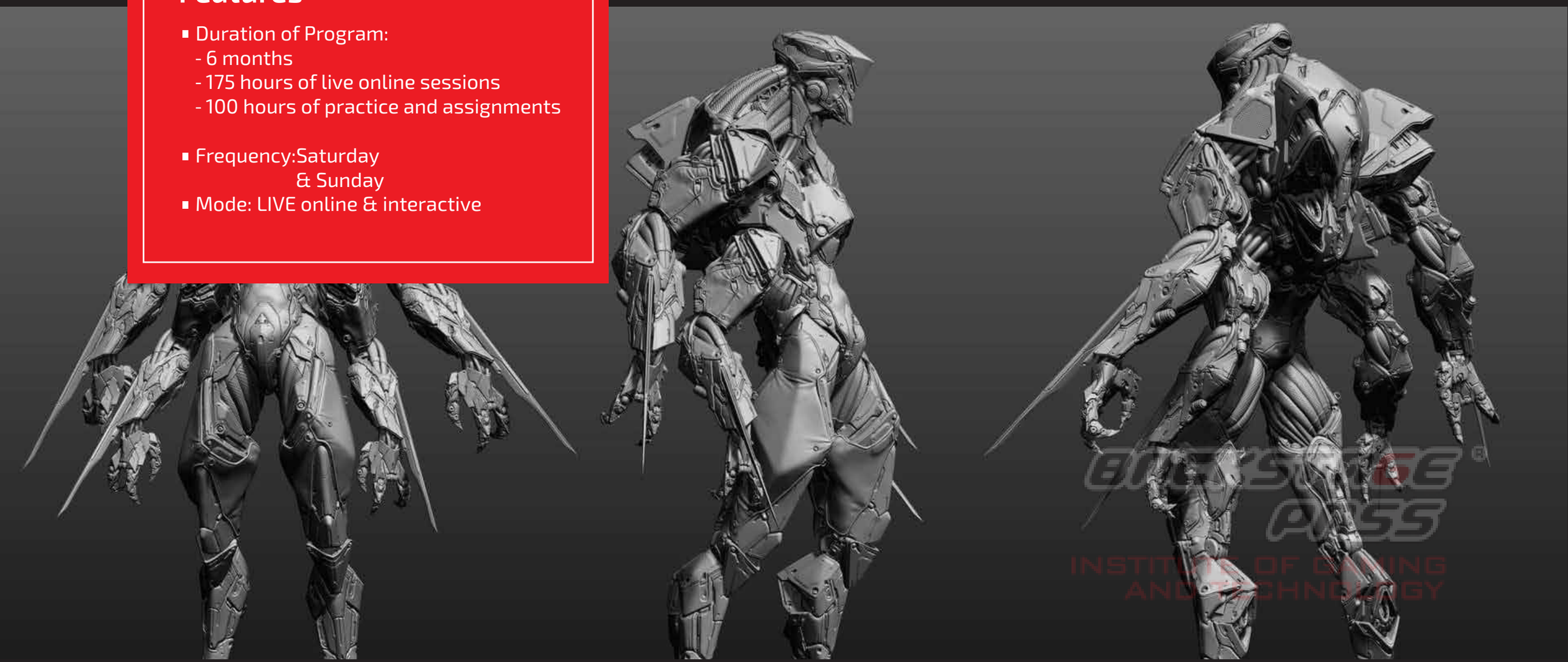
By the end of the course, students
(a)Will be able to demonstrate an understanding of production pipeline of 3D game art
(b)Will be able to exhibit an acquaintance with tools and interfaces of Maya and Substance Painter
(c)Will be able to discuss modeling, texturing, lighting, shading, rendering of props, vehicles and environment for games

Features

- Duration of Program:
  - 6 months
  - 175 hours of live online sessions
  - 100 hours of practice and assignments
- Frequency:Saturday & Sunday
- Mode: LIVE online & interactive

COURSE OUTLINE

- **3D Modelling foundation in Maya**
- **Prop & Vehicle Modelling**
- **Environment Modelling**
- **3D Production pipeline**
- **UV Layout and texture Preparation**
- **Introduction to Substance Painter**
- **Prop and Vehicle texturing**
- **Environment texturing**
- **Lighting, Shading and rendering**
- **Portfolio:**
  - Detailed 3D Props | Vehicles | Environment creation
  - Lighting and Rendering
  - Presentation
- **Free add on: 50 hours of Game Design live online sessions**
  - Game design and production pipeline
  - Level Design for games
  - Monetization for games



CERTIFIED SKILL
DIPLOMA IN CONCEPT ART FOR GAMES

COURSE OBJECTIVE

The course is designed to equip students with techniques and tools to make 2D art assests

LEARNING OUTCOME

By the end of the course, students
(a)Will be able to demonstrate an understanding of 2D production pipeline
(b)Will be able to exhibit an acquaintance with tools and interfaces of Adobe photoshop, Illustrator and Sketchbook Pro
(c)Will be able to discuss creation of characters, props, environments and vehicles for 2D games

Eligibility

- Intermediate level in drawing and sketching
- Candidate should posses intermediate level skill in fundamentals of art - Drawing & Painting

Features

- Duration of Program:
  - 6 months
  - 175 hours of live online sessions
  - 100 hours of practice and assignments
- Frequency:Saturday & Sunday
- Mode: LIVE online & interactive

COURSE OUTLINE

- **Fundmentals of art:**
  Drawing & Sketching | Colour, Value and Line | Figure Drawing | Anatomy of Humans and Birds | Perspective | Lighting and shading | Composition | Live Drawing
- **Intro to Digital Painting:**
  2d Illustration | Character and Creature Design
- **Digital Concept Art:**
  Prop Design | Vehicle Design | Environment Design
- **Portfolio Building:**
  Environment Concept Art | Detailed Character Illustration | Presentation
- **Free add on:** 50 hours of Game Design online sessions
  •Game design and production pipeline
  •Level Design for games
  •Monetization for games

CERTIFIED SKILL DIPLOMA IN GAME PROGRAMMING

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COURSE OBJECTIVE

The course is designed to familiarize students with 3D Unity game engine

LEARNING OUTCOME

By the end of the course, students
(d)Will be able to demonstrate an understanding of architecture, core concepts and internal working of an engine
(e)Will be able to exhibit a conceptual acquaintance with Artificial Intelligence, gameplay programming and game mechanics
(f)Will be able to discuss techniques used in the professional game industry to create real-time 2D/3D games for various platforms

Features

- Duration of Program:
  - 6 months
  - 175 hours of live online sessions
  - 100 hours of practice and assignments
- Frequency:Saturday & Sunday
- Mode: LIVE online & interactive

COURSE OUTLINE

- **C# Programming fundamentals:**
  Features of Object-Oriented programming, Classes, Objects, Strings, delegates, events, dynamic lang, Threading, Collections, File handling, Exception handling etc

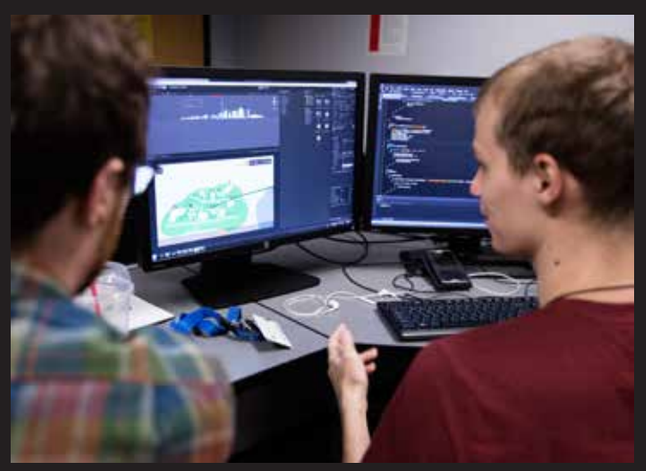
- **Unity Programming - Basic:**
  Intro to Unity Game Engine, 2D Graphics, UI Components, User Input, 2D physics, Audio

- **Unity Programming - Advanced:**
  3D basics, 3D camera. 3D geometry, Render pipeline, Post processing, Textures and materials, Lighting, Light probes, Terrain generator, Particle System, 3D colliders, Ray cast, 3D joints, Animation system, AI and path finding, Cine Machine, Timeline

- **Portfolio:** Developing a Game as final project on a chosen subject.

  Student will learn the following:
  - Optimization Techniques
  - Version Management
  - Publishing of Game
  - Incorporation of adds in Games
  - How to work in Game project professionally

- Free add on: 50 hours of Game Design live online sessions
  - Game design and production pipeline
  - Level Design for games
  - Monetization for games



ADMISSIONS CRITERIA

Admission Process :

- Fill the application form Online
- Counselling
- Confirmation of Enrolment

Download Application Form

COURSE FEE STRUCTURE

- Course Fee : INR 75,000

(This course fee is applicable to students from SAARC countries. Please talk to our admissions counsellor for course fee of International students.)

Financial Assistance

neev
ENABLING EDUCATION

We provide financial assistance for candidates

- Zero cost EMI
- No processing fees
- 6 months loan tenure

BACKSTAGE PASS®
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Testimonials

BACKSTAGE PASS®
INSTITUTE OF GAMING AND TECHNOLOGY

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.

Rajat Ojha
CEO & Founder of Gametronics

Our experience has been great with Backstage Pass. Largely because it is one of the very few game-specific colleges in India right now. We call it “ready to use resources” because when we go to different places vs when we go to Backstage Pass, we always get people who are ready to be used. We don’t need to train them or work on them. They are completely ready. And that’s a big thing. Backstage Pass is exclusively game-specific. Art-wise, programming-wise & everything the student is ready, that’s one of the greatest things about Backstage Pass which we love.

Game Studios of our Alumni

Asar Dhandala
CEO & Founder of Seven Summits Studios
(bachelors in game art and design)

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
CEO & Founder of TeaPot Games
(Adv diploma in Game Design)

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,
Sumo Digital

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.

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 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.

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.

Vatsan
(Bachelor's in
Computer Science
& Game Development)
Software Developer
- Bombay Play

The college is pretty supportive and the curriculum is solid. My mentors at Backstage Pass were really helpful, they would spend some time after the college hour because I was setting & making games so they would sit with me and give me feedback and help me out whenever I am stuck. After all these years of playing games and finally being a person to actually make games that millions of people play, I'd say that this feels pretty much rewarding, and what I did at Backstage Pass in all those 4 years was worth it.

BACKSTAGE PASS®

https://www.backstagepass.co.in/

INSTITUTE OF GAMING AND TECHNOLOGY

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