



AIM2EXCEL
Maximising Potential

EXCEL ROADMAP

Faisal



EXAMPLE REPORT

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EXCEL Roadmap

Name	Faisal
Grade	10
Gender	Male
School	Kunskapsskolan
Academic Score	61% < 75%
Hobbies	Cricket, Commerce, Films, TV Shows

Overview

Faisal enjoys healthy relationships with his friends and family. He is a bright child who prefers to have a prior knowledge of the environment. He finds it difficult to adjust easily in a new situation and would take time to solve a novel problem. Faisal mentioned that he has a keen interest in developing graphics and editing videos.

In the sessions when asked where Faisal sees himself in 10 years, he answered he sees himself designing a computer game and other graphics. He mentioned that he wants to stay in India until his bachelors education.

Faisal mentioned that he is interested in taking commerce without maths in class XI because he thinks studying chemistry and mathematics together would be overwhelming for him. Since Faisal still has some time to work on his academic limitations, we suggested that he starts taking extra classes and tuition for Mathematics and improve his competency through constant practice. He should also use the following resources to understand the career areas that suit his profile better.

Our Recommendation

Based on his test responses, AIM2EXCEL recommended that Faisal should study subjects like **Mathematics, Physical sciences (chemistry, physics) and computers** as these are better suited to his profile. Faisal's interest profile reveals that he likes working with things and Faisal confirmed this in the sessions.

Aim2Excel recommends that Faisal should explore Computer engineering as it provides an entry into Game development and design. Some courses that Faisal should look at

B.Tech Computer science

Course	Colleges offering the course	Duration & Admission requirement
B.Tech Computer Science & Engineering	<ul style="list-style-type: none"> Indian Institute of Technology Dr. APJ Abdul Kalam Technical University, Uttar Pradesh Netaji Subhas Institute of Technology, New Delhi Birla Institute of Technology and Science, Pilani Amity University 	4 years Important entrance exams: <ul style="list-style-type: none"> JEE https://jeemain.nic.in/WebInfo/Handler/FileHandler.ashx?i=File&ii=33&iii=Y) BITSAT http://www.bitsadmission.com/bitsat/2019/BITSAT2019brochure.pdf AmityJEE http://www.amity.edu/AmityJee.aspx)
Bsc. Computer Science	<ul style="list-style-type: none"> University Of Delhi Loyola College, Chennai Fergusson College, Pune Christ University, Bangalore 	3 years Merit based.
B.Tech Computer Science and Game Development	Backstage Pass Institute of Gaming and Technology	4 years Online exam conducted by the institute.

Faisal should opt for courses in animation and design, game design, game languages etc, in his college.

Alternate Route

Even though Science is a better fit for Faisal, his success would depend on his hard work. If Faisal strongly believes that he does not want to take up science in his class XI and still pursue game design as a career, there are ways to do so. Faisal can continue to take **commerce without mathematics** but he should opt for **computers** as an optional subject. Courses to look at after class XII (that do not require science to enter the design profession)

Course	Colleges offering the course	Duration of program
Bsc. Game Design and development	<ul style="list-style-type: none"> IIFA Multimedia- Institute of Interior Fashion and Animation, Bangalore The Indian Institute of Digital Art and Animation, Kolkata 	3 years Online Application to the university.
Bsc. Gaming	Jain University, Bangalore	3 years Online Application to the university.
Bsc. Animation and Gaming	<ul style="list-style-type: none"> Bharathi Vidyapeeth University, Pune Loyola College, Chennai CG Mantra Digital Media Academy, Delhi 	3 years Online application to the university.
B.A. Animation and Computer Graphics	<ul style="list-style-type: none"> Mahatma Gandhi University, Kerala Jodhpur National University, Jodhpur 	3 years Online application to the university.

What Next?

Although coding will not be a major part of the job, Faisal should start exploring different coding languages like **C#, Java script, Python and papyrus**. Enrolling into classes to learn these languages will give Faisal an edge in the field of game design.

He should also follow websites like **Dribble** (<https://dribbble.com/>) and **Behance** (<https://www.behance.net/>) to explore the works of different designers.

Faisal should also study hard to **prepare for entrance exams** like JEE, BITSAT and internal exams that private universities like Amity (AmityJEE) conduct. There are various coaching institutes that help students prepare for these exams. **Some of these institutes are listed below:**

Institutes	Location
Aakash Institute	A 14/24, First Floor DLF Golf Course Road, Opp DT Mega Mall, DLF Phase 1, Gurugram, Haryana 122003 Phone: 0124 235 7050
Amity Institute of Competitive Examinations	AKC House, No. E-23, MG Marg, Defence Colony, New Delhi, Delhi 110024 Phone: 011 2433 6144
Narayana Academy	364/2, KANNU ARCADE, MG Road, Beside Kalyani Hospital, Sector 14, Gurugram, Haryana 122001 Phone: 0124 321 7791

Vidyamandir Classes Gurukul	3807 Chander Lok Road, Near, Sushant Lok Rd, Galleria Market, DLF Phase IV, Gurugram, Haryana 122009 Phone: 0124 414 8541
Surya Varchas Classes	802, Sector 17 A, Gurugram, Haryana 122001 Phone: 097172 36257

Career-Focussed Activities

These resources can be accessed for free and will give an experience of the field of Game design to Faisal. Faisal should focus on keeping a good academic record and gain as much experience as possible before starting a formal education in the field of Game Design.

Explore the world of game design with some free resources like :

Area	Resource with hyperlink	Features
Game Design	Mockingbird	<ul style="list-style-type: none"> • Super easy to use • Game about making games • Browser-based, no downloading required • Work with preset kits to make simple Flash games
2D Art Programs	Inkscape	<ul style="list-style-type: none"> • Free Vector art program (like Illustrator) • Good to use for making maps

Scope of Game Designing

Gaming Industry is one of the fastest growing industries in India with over 250 game design companies. One of the leading companies, Lakshya Digitals have recently opened their second centre in Pune. With a workforce of over 450 people, Lakshya Digital aspires to grow in size by 20-30% over the next 5 years. Currently, the Indian gaming industry is valued at \$890 million.

The average salary of a game designer is \$89, 303 per annum. The salary for game designers with different years of experience ranges from \$42, 718 to \$142,890 per annum.

Some of the top Game developing companies in India are:

<p>2Pi Interactive 2Pi Interactive creates world-class quality games with successful game titles and APIs at affordable costs.</p>	<p>Headquarter: Hyderabad. Founders: B.Venkat Ram Reddy, Surjyabrat Buragohain, B.Siddhartha Reddy. Games: The Cat Monk, Hit Bit Hacker, Ants Can Fly, Tangled Up!, etc.</p>
<p>99Games 99Games has developed over 18 games since they were founded in 2009. Their games have been downloaded over 44 million times and 99Games has received 14 awards for their innovations.</p>	<p>Headquarter: Karnataka. Founders: Rohith Bhat. Games: Sultan: The Game, Star Chef, Dhoom 3: The Game, SpellUp, etc.</p>
<p>Apar Games Apar Games launched in 2007 and is the gaming development arm of Apar Global Pvt. Ltd. They develop games for consoles,</p>	<p>Headquarter: Mumbai. Founders: Laxmi Khanolkar</p>

<p>PCs, iOS, and Android. They've won 6 awards for their tremendous contributions.</p>	<p>Games: Scribbled Arena, It's Dicey, Crime Mystery, Empire Of A Billionaire, etc.</p>
<p>CreatioSoft CreatioSoft is an Indian gaming company that makes games for iPhone, iPad, Android, Windows Mobile, BlackBerry Mobile App. They were founded in 2012 and have developed 100+ apps and games till date.</p>	<p>Headquarter: Noida Founders: Rishabh Agrawal, Yogendra Pratap Singh Games: Bingo, Catch the bull, Night surfers, Run moolah run, Vasco slots</p>
<p>Dhruva Interactive Dhruva Interactive began their journey in game development in 1998 when they ported the hit N64 game- Mission Impossible to PC. They develop mobile and desktop games along with providing porting services.</p>	<p>Headquarter: Bangalore. Founders: Rajesh Rao. Games: Bazzle, GloFlo, Spooky Treats, Nano Swat.</p>

Popular Competitions and Events in the field of Game Design

1. Game Development World Championship

The Game Development World Championship is an annual competition for Game developers, game development students and anyone interested in game development to join in. The event happens online for the most part, with the finalists from the Pro and Hobby track brought to Finland and Sweden to visit game companies. Winners of this competition get a fully funded trip to top game studios in Finland and Sweden.

2. The Indian Game Developers Conference

The India Game Developers Conference (IGDC) formerly known as the NASSCOM Game Developers Conference (NGDC) is India's premier game developers conference. Now in

its 10th year the conference is considered to be the most significant of such events held in South Asia. It plays a key role in developing the Indian Gaming ecosystem: from helping developers gain valuable insight and pick up new skills to help developers connect with publishers and investors that they otherwise may not have had access to.

3. **Emagination Game Design Academy for Teens**

Emagination's summer STEM camp for teens is immersive. It is designed to advance technical skills, encourage teamwork and teach first-hand how video games are created. The experience at Emagination also helps teens discover and refine their longer term goals and interests. The program is intensive but really fun and everyone develops friendships as they work on teams with like-minded teens.

Notable People

Gabe Newell

As the co-founder and current managing director of Valve Corporation, Gabe Newell has over the years become a household name among both PC and console gamers alike. Before getting involved in game development, Newell actually worked for Microsoft Corporation after **dropping out of a little private university known as Harvard**.

He became a **"Microsoft Millionaire"** after working with Microsoft for thirteen years but left his excellent job to make games.

Mike Harrington, who also left his Microsoft job, joined Newell to start Valve. Their risky endeavor paid off as Valve went on to release a constant string of highly-acclaimed titles, including Half-Life and Half-Life 2. Newell's company is also famous for cultivating one of the most flourishing modding communities, which has led to the creation of great titles like Portal, Counter-Strike, Day of Defeat, Left 4 Dead, and more.

Newell's impact on the industry continues to this day with Steam, the most popular computer game distribution platform today. The fact that Half-Life 3 is one of the most demanded games of all time is a testament to his knowledge of blending technology and gameplay to create enchanting games.

Best Known for:

- Half-Life (1998)

- Counter-Strike (2000)
- Half-Life 2 (2004)
- The Orange Box (2007)
- Dota 2 (2011)

Shigeru Miyamoto

A man who needs no introduction, Miyamoto is without question the most innovative and influential game designer of all time for providing games that all others try to measure up to. Getting his start with **Nintendo**, Miyamoto immediately proved his brilliance as a game designer by helping to create games that would end up becoming massive franchises.

This includes Mario Bros., The Legend of Zelda, Star Fox, Mario Kart, and F-Zero, to name a few. What set him apart was his ability to deliver fresh, unique ideas across games of varying genres. This continued into the 3D era with Super Mario 64 and The Legend of Zelda: Ocarina of Time, two games you'll often find at the top of any "**Best Games Ever**" lists.

Miyamoto has also always had a strong influence on Nintendo's hardware, which has led to best-selling devices like the Nintendo Wii and DS. Around 30 years later and Miyamoto continues doing what he loves best: making games.

He is currently working on Wii U titles like Star Fox Zero and Pikmin 4 while training the next generation of Nintendo designers. If there is one figure that will be sorely missed when his days of making games are over, it's Shigeru Miyamoto.

Best known for:

- Donkey Kong (1981)
- Super Mario 64 (1996)
- The Legend of Zelda: Ocarina of Time (1998)
- Wii Sports (2006)
- Super Mario Galaxy (2007)

Disclaimer

This is a personalized set of instructions to help the child achieve success in career and study.

This report is intended to act as a reference document or summary about different aspects that the counsellor discussed with the child and the parent in the counselling sessions. This report was developed by a team of psychologists and career mentor.

This report should only be used for Faisal's benefit. This report should not be used for legal purposes.

This report is intended as an information source only. Aim2Excel does not take responsibility of the courses, companies and events discussed in the report. The user should check with concerned service provider to validate the details. Aim2Excel has tried to keep the information descriptive and accurate but does not guarantee the same.

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