UNIVERSITY SCHOOL OF DESIGN & INNOVATION (USDI)
GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY
'A STATE UNIVERSITY ESTABLISHED BY THE GOVT. OF NCT OF DELHI"
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Subject: Report on Game Making and Game Design Workshop by Prof Oli Wilson (Massey University) at IDP Education Ltd. , International Trade Tower, Nehru Place, New Delhi

Name of the Event/Activity:	**Game Making and Game Design Workshop by Prof. Oli Wilson**		
Dates	**01.10.2026**	**No. of Participation**	**19** B.Design (Interaction Design and Industrial Design)
Faculty Coordinators	**Dr. Nanki Nath, Dr. Tiju T. Thomas**		
Brief Description of the Activity:	**Introduction:** Students and faculty from USDI, GGSIPU took part in a hands-on workshop on game making and game design. IDP Education Ltd organized the session, and Prof. Oli Wilson of Massey University led it. The theme was game making and storytelling as part of game design. Students from the Interaction Design and Industrial Design specializations joined their faculty mentors for the day. **Objectives** ● Introduce students to the process behind designing a game, from first concept to developed idea ● Show how storytelling fits into game design ● Apply design thinking and the creative process in team-based work ● Give students a multi-disciplinary exchange with an international instructor **Workshop Process.** Student teams worked through the game design process		

	from concepting to ideation, with faculty mentors working alongside them. The session combined storytelling with ideation, and teams developed their ideas through discussion and iteration. Participants engaged with the detailed steps behind game design rather than only its end result. **Key Themes** ● Game design and game making ● Storytelling ● Design thinking ● Creative process and ideation ● Interaction Design and Industrial Design perspectives **Learning Outcomes** ● A clearer view of how a game idea develops from concept to design ● Experience of using storytelling as a design tool ● Collaboration between students of different specializations ● Exposure to an international instructor's approach to game design **Conclusion** The workshop gave USDI students a practical introduction to game design and showed how storytelling, design thinking and ideation work together. USDI thanks Prof. Oli Wilson of Massey University and the team at IDP Education Ltd for the opportunity, and looks forward to future collaboration.
Photo & Video Documentations:- https://drive.google.com/drive/folders/1gaTswpEA2H5jxBajHKgHiFBFf0juJv8s?usp=share_link	




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