



**NETINFO**  
ÉCOLE D'ART ET DE TECHNOLOGIE



**NOVEMBER 2020**  
**MAY 2021**

# **AFRICAN GAME DEV**

**Training**  
**Production workshop**  
**Hackathon**

---

[www.africangamedev.com](http://www.africangamedev.com)

**Let's Build the African Game Dev Community**

# CONTENTS

**1. PRESENTATION**

**2. PARTNERS**

**3. REPORT**

**4. CLOSING EVENT AND DEMODAY**

# AFRICAN GAME DEV

# PRESENTATION AFRICAN GAME DEV

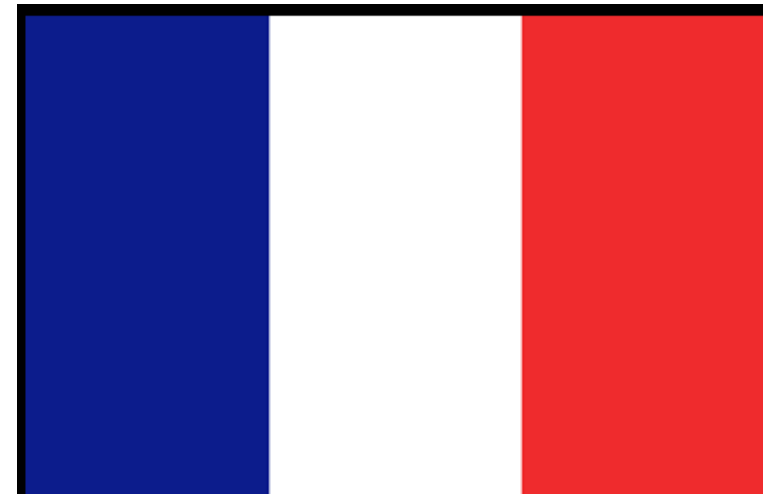
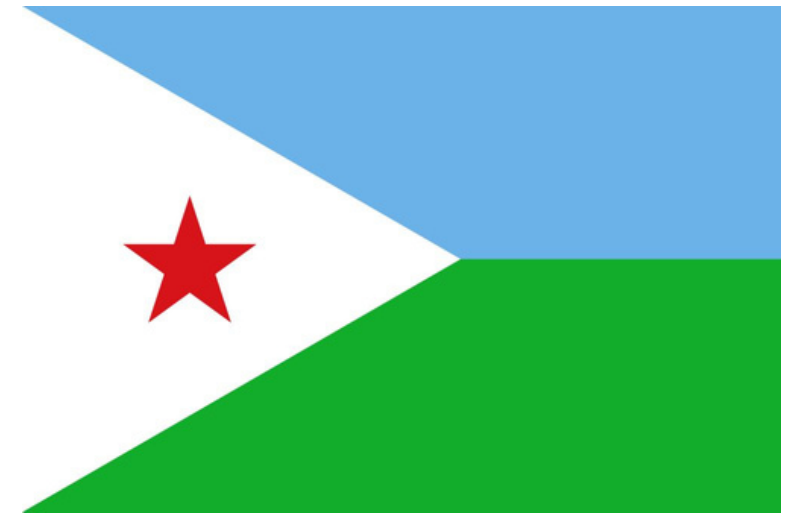
- Let's Build the African GameDev Community is a project initiated by NETINFO, an African 3D and game development school supported by Epic Games through Epic MegaGrants.
- This project was implemented in partnership with companies, schools, universities and organizations from over 8 African countries.
- This project was conducted 100% online. It ran from October 2020 to May 2021.
- Young talents from 18 to 30 years old participated in this program.



# 12 PARTNERS COMMITTED TO AFRICA



# PARTNER COUNTRIES



# REPORT

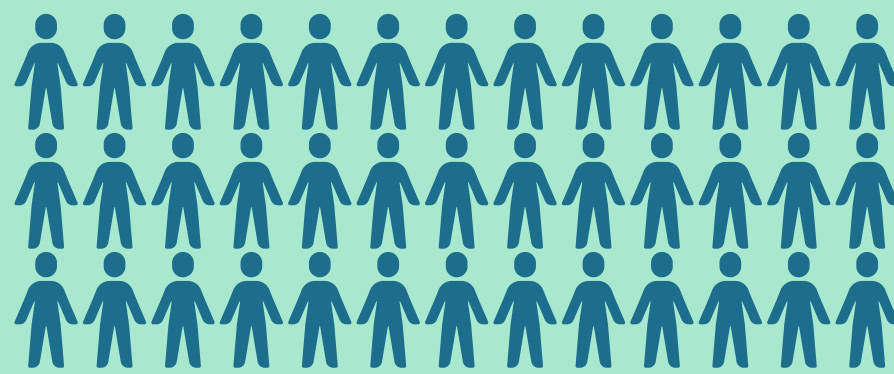


# TRAINING PHASE

This phase ran from November 16, 2020 to January 16, 2021. The following infographic provides a numerical overview of the results achieved.

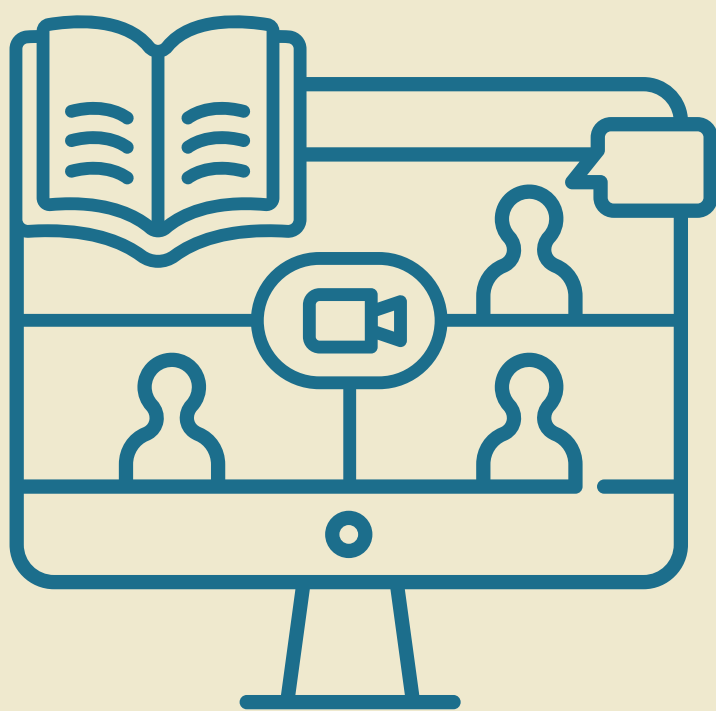
## +80 PARTICIPANTS

Young and passionate talents: students, young entrepreneurs, young professionals.



## 10

**PARTICIPATING COUNTRIES**

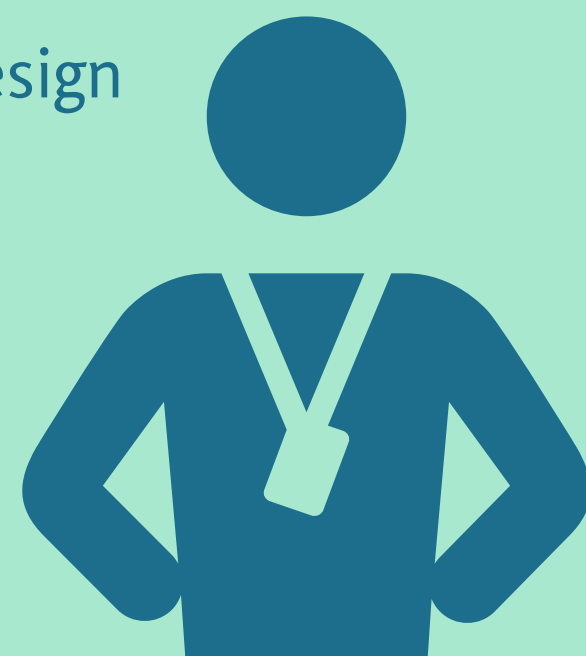


## +30 ONLINE SESSIONS

- Hands-on training sessions around the learning of Unreal Engine 4.26 were conducted and supported with application exercises.
- Game design and entrepreneurship sessions were provided by professional coaches.

## 10 COACHS

- Samia Chelbi -Unreal Engine Instructor and softskills coach
- Bilel Bellili -Unreal Engine 4 Instructor
- Jean-Baptiste Griffo -Technical Coach: Unreal Engine et Game Design
- Naji Bouchiba -UX coach
- Ilyes Hrizi-Unreal Engine 4 Instructor
- Hichem Bourak -Business Model & softskills coach
- Yosra El Abed - Storytelling coach & artistic direction
- Fares Ben Jemaa- 3D technical Artist
- Nicolas Etienne- Cultural entrepreneurship coach
- Mohamed Zoghلامي- Market Development Coach



# PRODUCTION PHASE

This phase ran from January 18 to May 21, 2021. The following infographic provides a numerical overview of the results achieved.

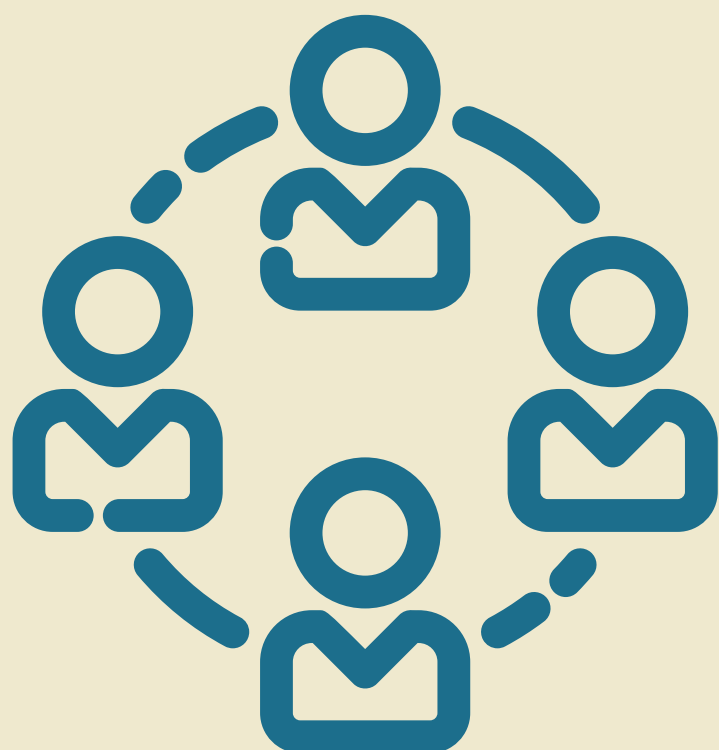
## **+20** PROTOTYPE PRODUCTION COACHING SESSIONS



Team coaching sessions were provided: from the development of the idea, to the production of the Game Design Document, to the final realization in Unreal Engine 4.



## **+12** TEAMS & IDEAS



- Dozooya -Mali
- Sheer -Togo
- K-Team -Togo/Burkina Faso
- AFreeCan -France
- Gashan -Djibouti
- Zanya Creatives -Kenya
- Mashifta Games -Kenya
- Yumi Asafu -Ghana
- Mutaware Educate -Rwanda
- Kull'Art -Tunisia/Cameroon
- ICraft -Togo
- ...



## **Closing event & Demoday 1rst Cohort**

28 & 29 May 2021

Online

### **May 28, 2021-Time GMT**

9h-13h: Training and sharing session UE4

14h-15h: Participants' testimonies

16h-18h: Pitching session

### **May 29, 2021-Time GMT**

9h-10h: AfricanGameDev review and news

10h-11h: Projects showcase

11h-12h: Talk Epic Games

13h-14h: Talk Incubators and investors

14h-15h: Testimonies of the coaches and jury

15h-16h: Distribution of certificates and closing ceremony

# AFRICAN GAME DEV