



IGAME SIGNATURE PROGRAM

The MBA-Equivalent Leadership & Business
Program of the Gaming & Interactive Industry

Defining the Signature Tier

IGAME SIGNATURE

Mass Market
Course

- **Premium Positioning:** A selective flagship program.
- **Core Philosophy:** Business-first gaming education.
- **Distinction:** Not a mass-market course.

Positioned as the **MBA** of the **Gaming and Interactive Industry**,
focused on ownership, leadership, and long-term authority.

Who This Program Is Designed For



- ✓ Aspiring Gaming Entrepreneurs
- ✓ Studio Founders & Leaders
- ✓ Simulation & Interactive Business Builders
- ✓ High-Ambition Individuals

Designed for individuals who want to build, lead, or scale gaming and interactive businesses—not for casual learners or job-only aspirants.

Program Duration & Structure

Total Duration: 48 Months



Phase 1: Academic + Studio Learning
(36 Months)

Phase 2: Paid Internship
(12 Months)

A structured 48-month journey combining deep academic rigor with real studio exposure and a paid professional internship.

Industry Domains Covered



Training across high-growth domains where gaming and **interactive technologies** intersect with real-world industries.

Learning Philosophy



Strategy: Business thinking before execution

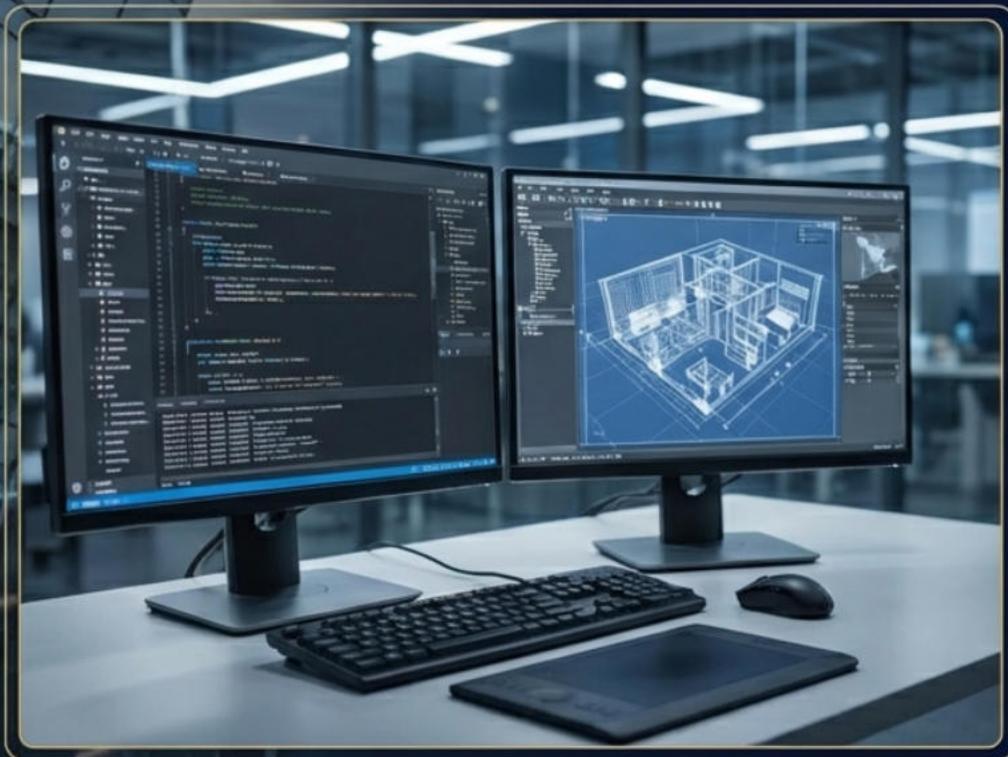
Growth: Leadership development

Commercial: Ownership & monetization mindset

Production: Studio-grade production exposure

Training students to understand how the industry operates, earns revenue, scales products, and sustains businesses.

Academic Phase Commitment



- **Time Investment:**
2–4 hours/day during academics



- **Structure:**
Project-based flexibility



- **Standard:**
Studio-style discipline

Commitment varies based on project and syllabus requirements, fostering self-discipline and time management.

Paid Internship Phase



- **Status: Paid professional internship**
- **Schedule: 6–9 hours/day** work schedule
- **Work: Live studio & business projects**

Students operate as working professionals inside real studios and partner companies, bridging the gap between theory and industry reality.

Why IGAME SIGNATURE Is Different



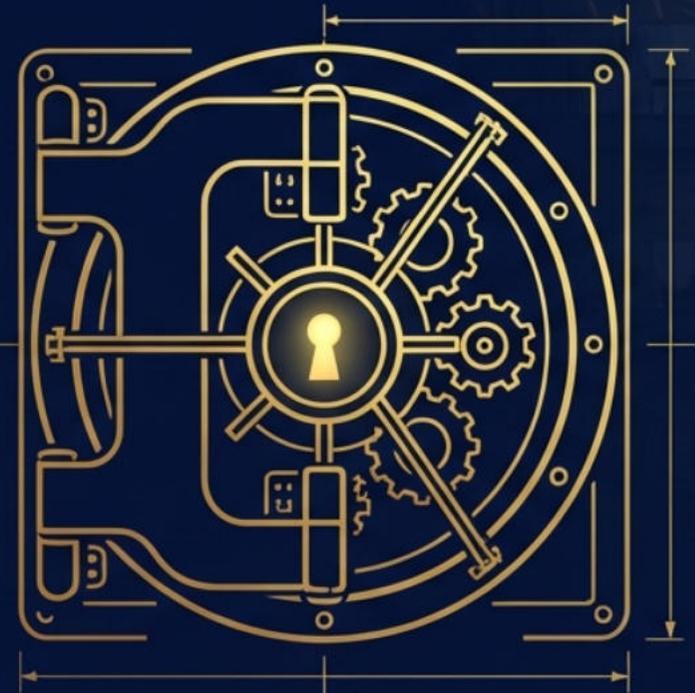
While job opportunities exist, the primary goal is preparing students for leadership and ownership roles through advanced depth.

Signature Module 1: Advanced Multiplayer

- Multiplayer logic & **architecture**
- Unity & Unreal multiplayer **frameworks**
- Matchmaking, lobbies, **social systems**

Covering the most complex and high-value skillset in gaming— online and multiplayer systems.

Multiplayer Module: Studio Rules



Timing: Taught only during **internships**



Context: **Live studio projects** only



Requirement: **Qualification mandatory**

Strictly taught on live projects. Students who do not qualify for internships will not receive detailed multiplayer training.

Signature Module 2: Privileged & Team Player

- **Industry events** with GI Management
- **National networking** exposure
- **Mentor-led** leadership development



Direct access to industry leaders, events, and decision-making environments, supported by **Game Institute India's** network.

Signature Module 3: Advanced Publishing



Packaging:
Web, PC, Mobile



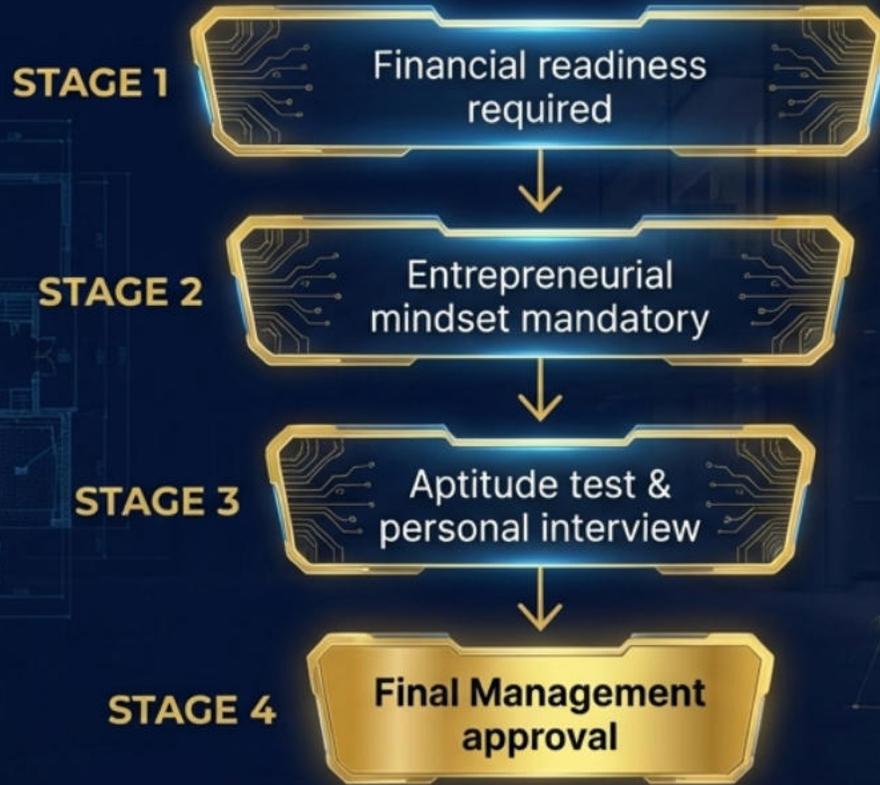
Revenue: Monetization & revenue models



Strategy: Market segmentation & scaling

Learning how games generate revenue, how companies scale products, and how monetization strategies are implemented in real markets.

Eligibility & Selection Process



A strict selection process ensures only capable, committed, and growth-oriented candidates are admitted.

For Extra-Ordinary
iGAME
SIGNATURE

Not a Course. A Career Launchpad.



**Advanced Multiplayer
Exposure**



**Privileged
Industry Access**



**Real Publishing
Knowledge**



**Paid Professional
Internship**