
COVERAGE REPORT



2nd Edition of Gaming Conclave

*"Building A Sustainable Gaming Future and
Gaming for Good".*

AUGUST 310

Submitted by:

**THE
PUBLICIST**



PUBLICATION	Mint
DATE	24.08.2023
EDITION	Online

<https://www.livemint.com/sports/news/centre-intensifies-drive-on-betting-ads-for-asia-world-cup-11692901305919.html>

Centre intensifies drive on betting ads for Asia, World Cup | Mint

Varuni Khosla

4–5 minutes

While illegal betting apps have been on the radar of the ministry of information and broadcasting for some time now, prohibiting them from advertising on TV and other forms of media, the ministry has placed greater emphasis on keeping these businesses from exploiting customers.

Vikram Sahay, joint secretary of the ministry of information and broadcasting, said it is definitely a challenge to monitor each and every space in the digital world but the ministry has been issuing advisories which have worked to a great extent.

"With the World Cup and Asia Cup around the corner, there will be more of an emphasis on this. We are very concerned about online betting platforms that are leading to financial frauds and major irregularities," he told *Mint* on the sidelines of The Indian Digital Gaming Society (IDGS) gaming conclave.

PUBLICATION	Indian Express
DATE	19.09.2022
EDITION	Online

<https://indianexpress.com/article/technology/tech-news-technology/idgs-gaming-conclave-highlights-the-need-to-bring-indian-culture-to-digital-playgrounds-8908834/>

IDGS Gaming Conclave highlights the need to bring Indian culture to digital playgrounds

The 2nd edition of IDGS Gaming Conclave explored various aspects of the gaming industry in India, including the country's esports potential in Olympics.

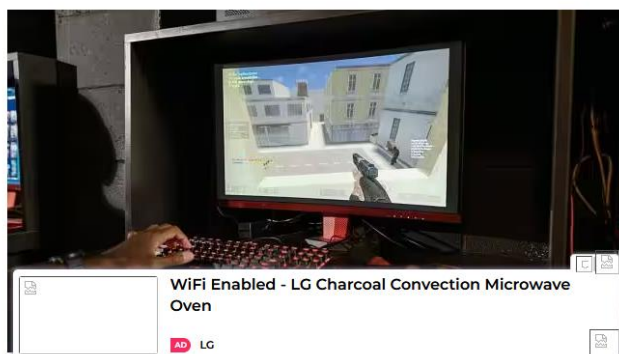
By: **Tech Desk**

New Delhi | Updated: August 25, 2023 13:13 IST

 **NewsGuard**

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The 2nd edition of IDGS Gaming Conclave took place on August 24 in New Delhi. (Image Source: Pexels)

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00:00 1x 1.5x 1.8x

The Indian Digital Gaming Society yesterday hosted the second edition of the IDGS Gaming Conclave. Presented in collaboration with the Confederation of Indian Industry (CII), the virtual event was attended by several industry experts, enthusiasts and experts who participated in discussions and networking opportunities.

Vikram Sahay, Joint Secretary of the Ministry of Information and Broadcasting, praised the steps taken by IDGS and CII to bring together several people from different parts of the country. He went on to say that India is a 'big visible global player' and that they want dedicated funds for the AVGC sector which includes gaming.

PUBLICATION	Animation Express
DATE	24.08.2023
EDITION	Online

<https://www.animationxpress.com/latest-news/indian-digital-gaming-society-hosts-second-edition-of-gaming-conclave/>

Indian Digital Gaming Society hosts second edition of Gaming Conclave

24/08/2023 / AnimationXpress Team



The second edition of the IDGS Gaming Conclave was hosted by the Indian Digital Gaming Society (IDGS) in partnership with the Confederation of Indian Industry (CII).

The event, which took place today, brought together industry leaders, experts and enthusiasts to investigate India's developing digital gaming ecosystem. The conclave was hosted virtually, allowing participants from all around the world to participate in thought-provoking debates and networking opportunities.

PUBLICATION	India Today Gaming
DATE	28.08.2023
EDITION	Online

<https://www.indiatodaygaming.com/story/highlights-from-the-gaming-conclave-building-a-sustainable-gaming-future-2857>

Highlights from The Gaming Conclave: Building a sustainable gaming future

Ishani Yadav | August 28, 2023 10:47 (UPDATED: August 28, 2023 10:47 IST)

The future of the gaming industry with insights from the Gaming Conclave, where experts discussed massive investment prospects and the industry's growth potential.



The Gaming Conclave brought together investors and industry titans to discuss the gaming industry's tremendous development prospects. The enormous prospects for people interested in investing are highlighted by predictions that the business would generate a staggering \$211.2 billion in revenue by 2025.

PUBLICATION	ET LegalWorld
DATE	24.08.2023
EDITION	Online

<https://legal.economictimes.indiatimes.com/news/law-policy/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry-of-information-broadcasting/103033590>

Indian gaming industry should develop games based on our culture: Ministry of Information & Broadcasting

As the 28 per cent GST on online gaming continues to hammer the sector, Vikram Sahay, Joint Secretary of the Ministry of Information & Broadcasting, said on Thursday that gaming companies should innovate and develop more games based on our culture, like Ramayana and Mahabharata, to increase their reach among the masses.



IANIS

Updated On Aug 24, 2023 at 11:12 PM IST

As the 28 per cent GST on online gaming continues to hammer the sector, Vikram Sahay, Joint Secretary of the Ministry of Information & Broadcasting, said on Thursday that gaming companies should innovate and develop more games based on our culture, like Ramayana and Mahabharata, to increase their reach among the masses.

Addressing the second edition of the IDGS Gaming Conclave, organised by the Indian Digital Gaming Society (IDGS) in collaboration with the Confederation of Indian Industry (CII), he told the industry players to develop games on Indian culture.

"Let us realise the value of our culture and develop games that can go international. Something like Ramayana and Mahabharata, if we can convert them into games, it will be great," Sahay said.

PUBLICATION	Pickle Media
DATE	25.08.2023
EDITION	Online

<https://pickle.co.in/gaming/dedicated-fund-to-take-indian-gaming-global-vikram-sahay/>

Dedicated fund to take Indian gaming global: Vikram Sahay - Pickle Media

5–6 minutes

The IDGS Gaming Conclave in Delhi highlighted the dynamic growth of the Indian gaming industry, its potential for innovation and global impact, and the importance of collaboration between industry and government to nurture this burgeoning sector. It also provided a platform for stakeholders to share insights and lay the foundation for India's future in the global gaming landscape

Highlighting the importance of supporting the gaming industry's infrastructure, research, and development through a dedicated fund for the AVGC (Animation, Visual Effects, Gaming, and Comics) sector, Vikram Sahay, Joint Secretary of the Ministry of Information and Broadcasting, has said that India, with its vast talent pool and innovative capabilities, is poised to emerge as a leader in the global gaming industry.

PUBLICATION	Lokmat Times
DATE	24.08.2023
EDITION	Online

<https://www.lokmatimes.com/technology/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry/>

Indian gaming industry should develop games based on our culture: Ministry

By IANS | Published: August 24, 2023 07:07 PM

New Delhi, Aug 24 As the 28 per cent GST on online gaming continues to hammer the sector, ...



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PUBLICATION	Techlusive
DATE	24.08.2023
EDITION	Online

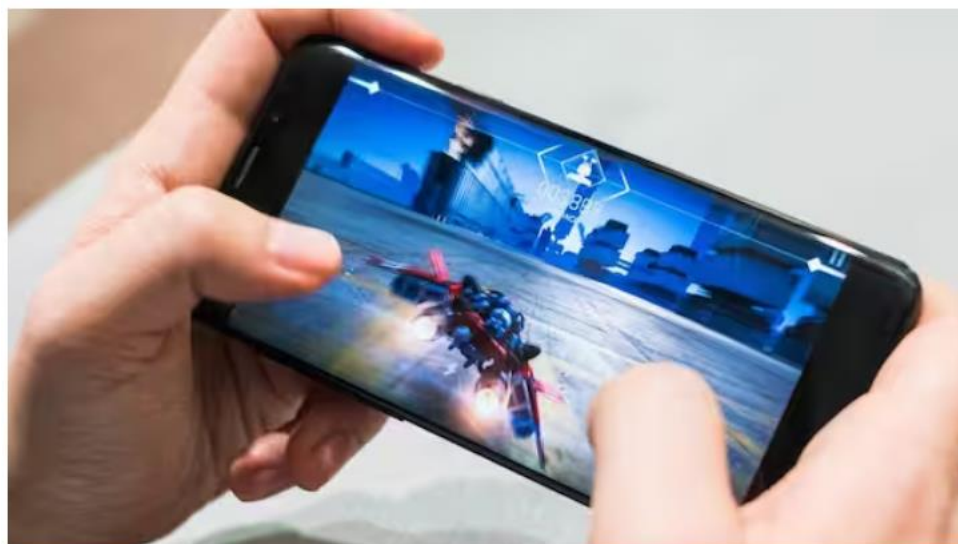
<https://www.techlusive.in/news/indias-gaming-industry-should-develop-games-based-on-our-culture-says-ministry-1401961/>

India's gaming industry should develop games based on our culture, says Ministry

Rajan Navani, President of IDGS and Founder and CEO of JetSynthesys emphasised their commitment to nurturing a conducive environment for the growth of the gaming industry in the country.

Edited By: Pranav Sawant

Published: Aug 24, 2023, 10:27 PM IST



 Gaming

Story Highlights

- **Ministry has a suggestion for the Indian gaming industry.**
- **Ministry wants Indian games to**

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PUBLICATION	Bhaskar Live
DATE	24.08.2023
EDITION	Online

<https://bhaskarlive.in/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry/>

Indian gaming industry should develop games based on our culture: Ministry

🕒 August 24, 2023 🧑 IANS New 📁 National 💬 0



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PUBLICATION	Investing.com
DATE	24.08.2023
EDITION	Online

<https://in.investing.com/news/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry-3783839>

Indian gaming industry should develop games based on our culture: Ministry

IANIS - General News - 2023-08-24 13:46



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PUBLICATION	Telangana Today
DATE	24.08.2023
EDITION	Online

<https://telanganatoday.com/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry>

Indian gaming industry should develop games based on our culture: Ministry

Industry players have lamented that taxing GST on deposits rather than the technology platform commission charged by the companies will make the unit economics unviable, wiping out 80 per cent of the industry.

BY IANS PUBLISHED DATE - 07:31 PM, THU - 24 AUGUST 23



Representational image



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PUBLICATION	The Siasat Daily
DATE	24.08.2023
EDITION	Online

<https://www.siasat.com/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry-2676284/amp/>

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PUBLICATION	Daijiworld
DATE	24.08.2023
EDITION	Online

<https://www.daijiworld.com/news/newsDisplay?newsID=1113344>

Indian gaming industry should develop games based on our culture: Ministry

 Thu, Aug 24 2023 07:32:52 PM

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PUBLICATION	Latestly
DATE	24.08.2023
EDITION	Online

<https://www.latestly.com/technology/indian-gaming-industry-should-develop-games-based-on-our-culture-like-ramayana-mahabharata-ministry-of-ib-5362446.html>

Indian Gaming Industry Should Develop Games Based on Our Culture Like Ramayana, Mahabharata: Ministry of I&B

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Gaming Representational Image (Photo Credits: Wallpaper Flare)

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"Let us realise the value of our culture and develop games that can go international. Something like Ramayana and Mahabharata, if we can convert them into games, it will be great," Sahay said. "We are a big visible global player and we are making a difference in this industry. We are trying to bring in education, skilling, and innovation together on a mission mode. We want dedicated funds for this sector – Animation, Visual Effects, Gaming and Comics (AVGC), including gaming, which can help to develop infrastructure,"

PUBLICATION	Glamsham
DATE	24.08.2023
EDITION	Online

<https://glamsham.com/world/technology/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry>

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By Agency News Desk 24 August 2023



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PUBLICATION	CanIndia
DATE	24.08.2023
EDITION	Online

<https://www.canindia.com/indian-gaming-industry-should-develop-games-based-on-our-culture-ministry-5/>

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5 days ago



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