

ANNUAL REPORT

2024-2025



PRESIDENT'S STATEMENT

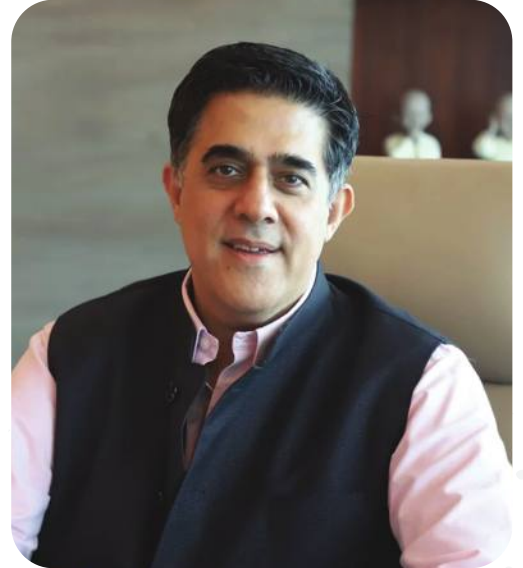
Dear Members,

As we reflect on the past year, I am proud to share the remarkable strides we have made together at the Indian Digital Gaming Society (IDGS). The year 2024-2025 has been a defining period of growth, collaboration, and innovation for our community, underscoring the strength of our collective commitment to advancing India's gaming and esports ecosystem.

Our initiatives, including Gaming4Good, have further demonstrated the power of games as a force for positive change, blending entertainment with education, awareness, and social impact.

Key Highlights of the Year

- **Strengthening Industry Platforms:** We continued our support for the *India Gaming Show* and successfully hosted the 6th International Gaming Conference (IGC) at IGS 2024 in Pune. This landmark event brought together global leaders and innovators, and for the first time, we proudly introduced the IDGS Technical Awards, celebrating excellence & innovation in the gaming industry.
- **Global Engagement:** IDGS led a delegation to GSTAR in South Korea, showcasing India's gaming potential on the international stage. This also paved the way for new collaborations, including an MoU to establish a cross-border business corridor for gaming enterprises. A particularly significant milestone was our partnership with the Korea Creative Content Agency (KOCCA) in collaboration with CII—focused on enhancing bilateral business opportunities between India and South Korea, fostering trade, knowledge sharing, and policy alignment.
- **Expanding our outreach in Asia,** IDGS also led a delegation to the Tokyo Game Show and organized a Roadshow in Japan. These engagements gave Indian companies direct connects with leading Japanese publishers, developers, & investors—marking a new chapter in India-Japan gaming partnerships.
- **Policy Advocacy:** IDGS members contributed actively to the Karnataka, Haryana, & Andhra Pradesh AVGC-XR Policies, pioneering frameworks designed to attract investments, foster innovation, & create jobs. We also engaged in consultations with several central ministries and agencies—including Ministry of Electronics & Information Technology (MeitY), Ministry of Information and Broadcasting (MIB),



Rajan Navani

President - IDGS, Founder & CEO
JetSynthesys

Invest India, Start-Up India, MeitY Start-Up Hub, and the Ministry of Skill Development—ensuring the industry’s voice was represented in shaping policy.

- **Regional Engagements:** Through the IDGS Gaming Conclave in Delhi, we strengthened ties with state governments and industry stakeholders. At GAFX 2025 in Bangalore, our collaboration with the Karnataka government centered on gaming and esports, reinforcing our active engagement with state-level initiatives.
- **Ecosystem Development:** We established working groups across key segments—Game Studios & Developers, Esports, Academia, & Gamification—with plans to expand into Investors, Publishers, Hardware, Services, & Emerging Technologies. These groups are formulating policy recommendations that will be submitted to the government to enhance competitiveness and growth of the sectors.
- **Skill and Talent Development:** We launched GameForge, a flagship program to align industry needs with emerging skills in gaming and esports. Combining esports activities, masterclasses by veterans, and industry/legal insights, GameForge is mapping 100 future-ready skills to build stronger bridges between academia and industry.
- **WAVES & Innovation Initiatives:** IDGS was proud to contribute to WAVES, the Ministry of Information & Broadcasting’s global media & entertainment showcase. As part of WAVES, we spearheaded the Create in India Challenge (CIC) – Innovate2Educate, which encouraged student-led innovation in handheld gaming devices. This initiative not only nurtured young talent but also

highlighted India’s growing capability in gaming hardware, technology innovation, & education-focused solutions. IDGS also supported critical conferences & global leadership dialogues, while showcasing the latest technologies in the creator economy space.

Looking Ahead

These accomplishments are a testament to the passion, commitment, and vision of our members. I extend my sincere gratitude to each of you for your invaluable contributions.

With the recent Gaming Bill providing regulatory clarity and recognition to the sector, and the growing acknowledgement of social video games & esports as important drivers of culture, community, and economic opportunity, we stand at a defining moment for our industry.

As we move into the next phase, I am confident that IDGS will continue to champion innovation, strengthen industry–government partnerships, and create new opportunities for India to emerge as a global hub for video games and esports.

Together, let us sustain this momentum & shape a future defined by creativity, competitiveness, & collaboration.

Warm regards,

Rajan Navani

President, Indian Digital Gaming Society (IDGS)

FOREWORD

It is my privilege to present this Annual Report, which reflects the remarkable progress the Indian Digital Gaming Society (IDGS) has made during 2024-25. This year has been defined by our collective ambition to position India as a global hub for gaming, esports, and immersive technologies while ensuring that industry growth is inclusive, sustainable, and innovation-driven.

Through our partnerships with government, industry, academia, and international stakeholders, IDGS has successfully advanced its mandate of being both a policy advocate and an ecosystem enabler. From anchoring global engagements at Tokyo Game Show and G-STAR, to leading domestic platforms such as the India Gaming Show, and GAFX, our efforts have consistently highlighted India's creative strengths and future potential.

Equally important has been our work in catalyzing innovation and talent development. Initiatives like the Create in India Challenge – Innovate2Educate Handheld Device Design Challenge have demonstrated how gaming-led innovation can deliver social impact, particularly in education and skilling through Gameforge program. WAVES 2025 further underscored our ability to convene global voices, showcase Indian creativity, and provide platforms for startups, students, and studios to thrive.

As Vice President, I take immense pride in the collaborative spirit of our members, partners, and stakeholders who continue to drive this journey forward. Together, we are shaping an industry that not only generates economic opportunity but also builds cultural relevance and global leadership for India.

The road ahead is promising. With unwavering focus, IDGS will continue to strengthen India's role in the international gaming value chain, while deepening its impact across entrepreneurship, employment, and education. I look forward to working with all of you as we build the future of gaming in India, for the world.

Sean (Hyunil) Sohn
Vice President
Indian Digital Gaming Society, (IDGS)



Sean Hyunil Sohn

Vice President of IDGS,
CEO, Krafton India

HIGHLIGHTS OF WORK IN 2024-2025

Strengthening Industry Dialogues and Ecosystem Partnerships

One of the core focus areas of the Indian Digital Gaming Society in 2024-2025 was strengthening industry dialogues and policy engagements to accelerate the growth of India's video games and esports ecosystem. By convening government representatives, global and domestic industry leaders, investors, and startups, IDGS created collaborative platforms to co-develop pathways for sustainable growth, innovation, and policy alignment.

Gaming Conclave 2024 – Delhi

Held on 12 August 2024 at Le Meridien, New Delhi, the Gaming Conclave emerged as a landmark platform for shaping the future of India's gaming and esports industry. Supported by the Confederation of Indian Industry (CII), the event brought together policymakers, investors, and leading industry stakeholders deliberate on topics such as Video Games Beyond Entertainment, Esports in India – A Rising Phenomenon, PC/Console: The Next Frontier, Hyper Casual Gaming, and Investor Connect for Startups. Key speakers included Sean (Hyunil) Sohn (CEO, KRAFTON India), Raghav Anand (EY India), Jitendra Vijay (MeitY Startup Hub), Mohit Soni (MESC), Manva Hunswadkar (KRAFTON India), Parth Chadha (STAN), and influencer Rawknee (Rony Dasgupta).

A major highlight was the Startup Investor Connect, which offered new-age gaming ventures like Trophee, OS Esports, Mantis Pro Gaming, UNIV Sportatech, and YOLOgram direct access to potential investors. The conclave also sparked nationwide digital engagement through the #Gaming4Good campaign, positioning gaming as a force for societal impact & reinforcing IDGS's leadership as the voice of India's gaming sector.



Annual General Meeting 2024 – Strategic Alignment

The IDGS Annual General Meeting (AGM), also held at Le Meridien, New Delhi, convened members, advisors, and stakeholders from across the AVGC-XR ecosystem. The AGM served as a pivotal forum to review progress over the past year and chart priorities for 2025. Deliberations focused on policy advocacy, startup partnerships, esports ecosystem development, regional outreach, and strengthening academic integration to build talent pipelines. Members also explored avenues to enhance international collaborations while emphasizing inclusivity and sustainability as guiding principles for long-term sectoral growth.

The AGM reaffirmed IDGS's role as a unified industry voice and concluded with a renewed commitment from members to accelerate progress, expand opportunities, and strengthen India's positioning as a global hub for gaming and digital entertainment.

Through these sustained engagements, IDGS has further established itself as a trusted policy partner, industry convener, and ecosystem enabler, ensuring that India's gaming and esports sector continues to gain momentum at both national and state levels.



GAMEFORGE :

A SKILL SYNC PROGRAM

“GameForge: Aligning Skills, Academia & Innovation for India’s Gaming Ecosystem”

In 2024-25, the Indian Digital Gaming Society (IDGS) scaled up its flagship GameForge: A Skill Sync Program, transforms university campuses across India into vibrant hubs for knowledge exchange, skill development, and career readiness in gaming, esports, AR/VR, and digital content creation. Designed to bridge academia and industry, the program connected thousands of students with leading publishers, developers, technologists, and policymakers, making it one of the largest grassroots outreach initiatives in the sector.

Beyond skill-building, GameForge also became a launchpad to promote national initiatives such as WAVES 2025 and the Innovate2Educate Handheld Device Challenge, reinforcing IDGS’s role in aligning education with innovation and entrepreneurship. By embedding these initiatives into workshops and panel discussions, the program created awareness about India’s emerging AVGC-XR policy, role of innovation, and future job opportunities, in building globally relevant products.



VIT

BHOPAL UNIVERSITY (SEPT 2024)

The VIT Bhopal edition marked a milestone as the first immersive university-level rollout of GameForge, bridging academia and the gaming industry. With over 500 participants, including students, faculty, and industry leaders, the campus became a vibrant hub for discussions on gaming, esports, animation, immersive technologies, entrepreneurship, and intellectual property development.

Highlights included hands-on workshops, live demonstrations, and student-led showcases encouraging creativity, applied learning, and collaboration. A standout session—"What Happens in the Game Studio"—offered 180+ students an inside look into game production pipelines, creative storytelling, and workflows, giving a practical perspective on AVGC-XR careers.

Featured Speakers

- Aditya Mani (Founder, YOLOgram)
- G. Kartik (Founder, Pixl Visual Effects)
- Wasif Ahmed (Head of PR, Sky Esports)
- Basavaraj Pujar (Founder, Someshwara Software)



VIT BHOPAL

The strong participation reaffirmed our mission to equip India's youth with skills and confidence to thrive in the global gaming ecosystem.

THE NORTHCAP UNIVERSITY, GURUGRAM (JAN 2025)

This edition highlighted the role of government–industry–academia collaboration in shaping India’s gaming and AVGC future. Designed as a platform to connect students with policymakers, entrepreneurs, and industry experts, the program spotlighted esports, publishing, entrepreneurship, and policy directions.

A defining moment was the session by Ashutosh Mohle (Joint Director, Ministry of I&B), who introduced the WAVES initiative and shared insights into India’s upcoming AVGC–XR policy—building a direct policy connect for students.

THE NORTHCAP UNIVERSITY



Featured Speakers

- Ashutosh Mohle (Ministry of I&B) – WAVES & policy outlook
- Rishendra Mishra (Omega Slayers) – Esports insights
- Vikas Tomar (Founder, TOMARS) – Gaming business models
- Sanand Mitra (Founder, SporTech) – Startup ecosystem in gaming
- Anuj Sahani (Krafton India) – Publishing & design trends

The edition sparked rich discussions on esports, entrepreneurship, and publishing, positioning universities as launchpads for India’s next-gen gaming talent.



CHITKARA INTERNATIONAL SCHOOL & UNIVERSITY, CHANDIGARH (JAN 2025)

The Chitkara edition, spanning both university and school campuses over two days, was one of the most comprehensive rollouts of GameForge. The sessions underscored the transformative potential of AVGC-XR and the role of government initiatives like WAVES in esports, skilling, and education.

A highlight was the keynote by Saurabh Shah (Head of People Ops, KRAFTON India), who emphasized opportunities to engage 600M+ gamers, unlock USD 1Bn in market value, and create 2 lakh+ jobs in India.

Panels such as “Gaming Beyond Entertainment” and “Sports or Esports” explored shifting student behaviors, industry expectations, and career possibilities. Interactive workshops promoted design innovation, esports skilling, and AI adoption, while the WAVES Innovate2Educate Handheld Device Challenge was showcased as a real-world learning platform.

Featured Speakers

- Manva Hunswadkar & Saurabh Shah (Krafton India)
- Sanand Mitra (SporTech)
- Indrajit Ghosh (AVGC Education Advocate)
- Abhi Chatterjee (Zatun)
- Anuj Sahani (Krafton India)
- Vikas Tomar (TOMARS)





CHITKARA UNIVERSITY

CHITKARA INTERNATIONAL SCHOOL



The edition stood out for its scale, cross-level reach, and diversity of themes, inspiring students to pursue careers in design, esports, and entrepreneurship.

SAVEETHA ENGINEERING COLLEGE, CHENNAI (FEB 2025)

The Saveetha edition spotlighted the convergence of gaming, virtual production, and VFX, with a strong focus on tools like Unreal Engine, in-camera VFX, and AR/VR applications. Organized with Cinema Factory Academy and ICT Academy, the program showcased how emerging technologies are reshaping India's entertainment and gaming landscapes.

Government representation by the Ministry of I&B highlighted WAVES as a driver of awareness for job-ready skills in AVGC-XR. Students engaged in live demonstrations, interactive sessions, and cross-industry conversations, blending gaming with film and tech domains.

Featured Speakers

- Srikanth V (ICT Academy)
- Ashutosh Mohle (Ministry of I&B)
- Shiv Shankar & Aravind Naga (Cinema Factory Academy)
- Ajay Srinivasan (Hero Vired)
- Subash Sapru (IDGS-CII)



This edition of GameForge reinforced academia's role as a hub for entrepreneurial thinking, skilling, and innovation, preparing young talent to meet the demands of India's expanding AVGC-XR ecosystem.



SAVEETHA ENGINEERING COLLEGE, CHENNAI

RNS FIRST GRADE COLLEGE, BENGALURU (FEB 2025)

The Bengaluru edition focused on bridging the talent gap and equipping students with industry-ready skills. Organized by IDGS, the program positioned gaming as both a career path and innovation-driven sector shaping India's digital future.

Sessions covered esports, game monetization, generative AI, and design thinking, while hands-on workshops encouraged creative experimentation and prototyping. A dedicated Industry-Academia panel addressed curriculum alignment, highlighting the importance of stronger collaboration between education and the AVGC sector.

The event also received national visibility through Doordarshan Chandana coverage, amplifying its reach. With enthusiastic student participation and strong faculty support, the edition reinforced Bengaluru's leadership as a gaming and digital innovation hub.

Featured Speakers

- Yogesh Nagdev (NVIDIA India)
- Wrukshali Kotgale (ICT Academy)
- Biplove Belwal (NUKEBOX Studios)
- Surendran Ramachandran (Smash Head Studio)
- Prabhanjana Rao (Galore Systems)
- Subash Sapru (IDGS-CII)



RNS FIRST GRADE COLLEGE, BENGALURU

NMIMS, HYDERABAD (FEB 2025)

The closing edition of GameForge 2025 at NMIMS Hyderabad brought together creators, studio heads, and technology experts to discuss the future of gaming. Sessions explored generative AI, monetization models, cloud-based game development, and Gen Z behavior, offering students a forward-looking perspective on industry transformation.

The program highlighted the role of regional partnerships and the need for scalable academic frameworks to strengthen industry-academia alignment nationwide. By addressing the intersection of emerging technologies, creativity, and global gaming trends, the NMIMS edition reinforced the need for cross-disciplinary collaboration.

As the finale to the GameForge 2025 journey, it encapsulated the program's mission of bridging academia, industry, and technology for the future of gaming.

Featured Speakers

- Yogesh Nagdev (NVIDIA India)
- Vikash Hisariya (Vishal Peripherals)
- Rishendra Mishra (OS Esports)
- Naresh Vurukonda (NMIMS)
- iFlick Gamer (Content Creator)



ANURAG UNIVERSITY, HYDERABAD (FEB 2025)

The Anurag University edition of GameForge: A Skill Sync Program, held on 14 February 2025 in Hyderabad, created a vibrant platform for academia-industry collaboration in the gaming and AVGC-XR sector. Sessions highlighted the fusion of academic infrastructure with gaming entrepreneurship, giving students exposure to hardware design, creative education, and business innovation.

The program opened with addresses by V. Vijay Kumar and Vishnu Murthy (Anurag University), alongside Gopal B (ICT Academy), Kiran Babu (AGAP Studios), Imtiaz Hussain (Yes Gnome), Yogesh Nagdev (NVIDIA India), and Subash Sapru (IDGS-CII). Their insights underscored the importance of education, collaboration, and initiatives like WAVES in shaping India's digital future. Expert-led sessions explored game development, hardware design, and mobile gaming, combining technical depth with entrepreneurial perspectives. With strong student participation and enthusiasm, the Anurag University edition reaffirmed Hyderabad's growing role as a hub for gaming and digital innovation, while motivating students to pursue careers in esports, AR/VR, and game design.

Featured Speakers

- V. Vijay Kumar & Vishnu Murthy (Anurag University)
- Gopal B (ICT Academy)
- Kiran Babu (AGAP Studios)
- Imtiaz Hussain (Yes Gnome)
- Yogesh Nagdev (NVIDIA India)



GAMEFORGE 2025

HIGHLIGHTS & IMPACT

The impact of GameForge has been twofold: first, by equipping students with industry-ready skills and entrepreneurial confidence; and second, by establishing universities as active partners in India's gaming and AVGC-XR growth story. The program not only provided employability-focused insights but also fostered student entrepreneurship, with participants exploring new startup ideas and innovations in handheld learning devices, immersive content, and cloud gaming. By connecting education, technology, and creativity, GameForge has positioned itself as a national platform for talent acceleration and a feeder into India's growing digital economy.

HIGHLIGHTS

- **7 Universities & Institutions** across India engaged
- **5,000+ Students & Faculty** participated in hands-on sessions and panels
- **50+ Industry Leaders & Policymakers** from KRAFTON India, NVIDIA, Hero Vired, ICT Academy, Yes Gnome, AGAP Studios, Ministry of I&B, and more
- **20+ Thematic Workshops & Panels** on esports, AR/VR, AI in gaming, storytelling, publishing models, and entrepreneurship
- **Promotion of WAVES 2025** across campuses, connecting students with India's AVGC-XR growth story
- **Launch of Innovate2Educate Challenge** at Anurag University, fostering student-driven product innovation in handheld learning devices
- **National Media Visibility** through platforms like Doordarshan, amplifying the program's reach

Impact: It has strengthened India's talent pipeline, advanced entrepreneurship in digital content creation, and positioned universities as active contributors to the country's gaming growth journey.



Build Community

Create a supportive network within educational institutions.



Promote Skill Development:

Offer engaging eSports activities and insightful lectures.



Highlight Emerging Skills:

Showcase 100 essential skills in the video and esports industry.

STRATEGIC

POLICY ENGAGEMENT

In 2024-25, the Indian Digital Gaming Society (IDGS) played a pivotal role in shaping India's state-level AVGC-XR ecosystem, ensuring that the voice of the gaming and esports industry was heard at the highest levels of government. By engaging directly with policymakers, IDGS strengthened the link between industry priorities and government action, positioning India's states as future-ready innovation hubs.

KEY HIGHLIGHTS

Haryana IT & AVGC-XR Policy Consultations (Jan-Feb 2025)

IDGS actively participated in consultations convened by senior officials of the Haryana Government, chaired by Dr. D. Suresh, IAS (Principal Secretary, Industries & Commerce) and Mr. Nitin Bansal, CTO, Industries & Commerce. Alongside stakeholders from CII and industry, IDGS provided inputs on taxation, infrastructure, talent pipelines, and startup enablement. A dedicated consultation at Haryana Bhawan, New Delhi (27 Jan 2025) served as a milestone in aligning industry perspectives with government priorities. IDGS ensured that Haryana's draft policy reflects global opportunities, academic collaboration, and India's unique digital growth potential.



Haryana IT & AVGC-XR Policy Consultations

Government of Karnataka – Department of IT & BT

Karnataka, India's technology capital, remained a focus for IDGS's engagement. Dialogues emphasized gaming startups, digital talent pipelines, and immersive technology growth. IDGS held a focused meeting with Hon'ble Minister Priyank Kharge (IT & BT, Karnataka) to discuss the state's vision for gaming and esports.

The discussions reinforced Karnataka's role as a global innovation hub for gaming and immersive technologies, and explored collaborations to scale startups, esports ecosystems, and academic partnerships.



Government of Karnataka – Department of IT & BT

Rajasthan AVGC-XR Policy 2024

At the *Rising Rajasthan Global Investment Summit 2024*, IDGS supported the launch of Rajasthan's pioneering AVGC-XR Policy—the first comprehensive state framework of its kind. The policy emphasized creative economy growth, startup incubation, and skill development. IDGS's contribution highlighted investment opportunities, job creation potential, and the role of cross-sector collaboration, making Rajasthan a model for other states to emulate.



Rajasthan AVGC-XR Policy 2024

IMPACT

Through these interventions, IDGS established itself as a policy catalyst for India's AVGC-XR sector. By shaping Rajasthan's pioneering policy, contributing to Haryana's draft framework, and deepening collaboration with Karnataka, IDGS created replicable models for other states to follow. The outcomes reinforced three critical pillars:

- **Policy Relevance:** Ensuring frameworks address industry realities like taxation, skilling, and market access.
- **Global Competitiveness:** Positioning India's states to attract investment and partnerships.
- **Future-readiness:** Embedding innovation, digital talent, and startup ecosystems into state strategies.
- **Together,** these efforts strengthened India's trajectory towards becoming a global powerhouse in gaming, esports, and digital content creation.

GLOBAL PLATFORMS:

SHOWCASING INDIA'S GAMING

LEADERSHIP

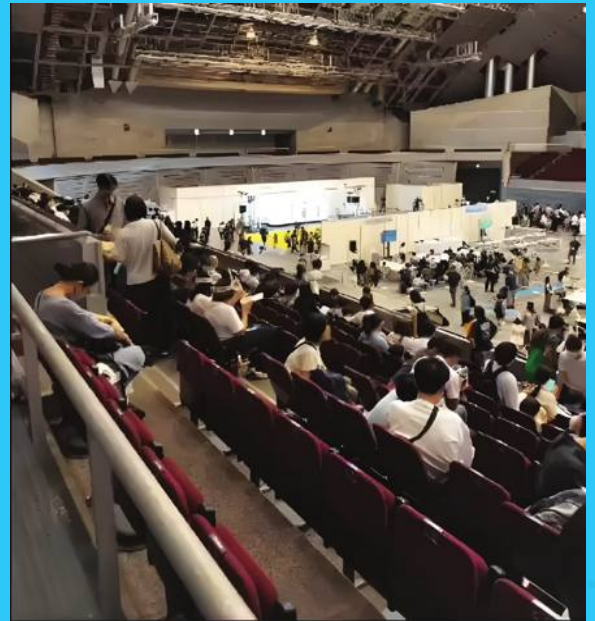
In 2024-25, the Indian Digital Gaming Society (IDGS) took major strides in expanding India's global footprint in gaming, esports, and immersive technologies. By engaging with some of the world's most influential platforms, IDGS positioned Indian talent, studios, and startups at the heart of global conversations—while building collaborations that will define the future of the industry.

KEY HIGHLIGHTS

Tokyo Game Show 2024 (September 29, 2024):

Tokyo Game Show 2025 was a highly successful event, showcasing strong international participation with over 900 exhibitors, including more than 500 foreign companies and around 400 Japanese companies. The event reinforced Tokyo Game Show as a major platform for the global gaming industry to converge.

- **India Pavilion:** The India Pavilion, conceptualized by the Indian Game Developers Conference (IGDC), featured eight Indian startups across four booths. This representation highlighted the strength and potential of India's growing gaming ecosystem on an international platform. Tokyo Game Show organizers expressed their interest in hosting a larger India Pavilion in future editions.
- **Industry Networking:** IDGS engaged with key stakeholders, including representatives from the Computer Entertainment Supplier's Association (CESA), the Tokyo Game Show Organizing Committee, and supporting organizations. Leading companies such as KONAMI, SEGA, and CAPCOM were introduced to the India Gaming Show (IGS) and invited to participate in an India-focused roadshow. Both KONAMI and CAPCOM joined the Japan Roadshow, viewing India as a potential market and expressing interest in participating in IGS 2025.
- **Global Connections:** IDGS established connections with gaming industries from Malaysia, Indonesia, the College of Japan, and indie developers from Germany, Korea, Taiwan, UAE, Brazil, and the UK. Invitations were extended to these stakeholders for pavilion participation at IGS 2025.



Following the event, IDGS also interacted with Japanese game creators and companies from the metaverse and AR domains, along with Victor Entertainment, Disney, and anime and manga industry leaders. These meetings provided valuable insights into Japan's creative processes, anime market, distribution channels, and strategies.

Japan Roadshow (October 03, 2024):

The Japan Roadshow, organized as part of IDGS's outreach to the Japanese gaming industry, was a resounding success. The India Gaming Show (IGS) was introduced to a diverse group of Japanese stakeholders.

- **Attendance:** Over 155 delegates attended the roadshow, including 130 in person and 26 online. A presentation on India Market Opportunities by Mr. Navani was well received and generated significant interest from the Japanese gaming industry. Queries focused on distribution channels, localization, the anime market, and India market entry strategies.
- **Industry Participation:** Leading Japanese gaming companies including CESA, CAPCOM, SEGA, KONAMI, and SNK participated. The event also drew media journalists interested in India's gaming growth. Several companies expressed keen interest in India as a potential opportunity, with SNK showing specific interest in the Indian PC gaming business and PlayStation growth plans.
- **IDGS Representation:** Two IDGS representatives delivered domain-specific presentations which resonated strongly with attendees. The focus on India's gaming potential—particularly in esports, anime, AR, and VR—sparked considerable interest. The discussions were highly interactive and provided excellent networking opportunities.

Discussions with the Japan Foundation

Post-roadshow, IDGS held discussions with the Japan Foundation, organizers of Japan Expo. The dialogue centered on potential collaborations in esports and expanding creator participation in new genres, with an emphasis on distribution channels. This laid the groundwork for stronger future partnerships between Indian and Japanese gaming communities. The Japan Foundation expressed interest in engaging with India. To address ongoing domain-specific queries, IDGS proposed organizing monthly seminars focused on India's market opportunities.

Proposed MoUs

During the Japan Roadshow, IDGS proposed formalizing relations between India and Japan through Memoranda of Understanding (MoUs) with key Japanese organizations:

- CESA (Computer Entertainment Supplier's Association)
- JOGA (Japan Online Game Association)
- JeSU (Japan Esports Union)

These MoUs were proposed as a foundation for strengthening collaboration in gaming and esports between the two countries.



Mr. Abhinav (Zatun) and Mr. Vaibhav (AbracaDabra) were acknowledged for sharing valuable entrepreneurial insights. Discussions with the Japan Foundation highlighted cultural linkages, opportunities for esports exchanges, and the development of emerging distribution networks

G-STAR 2024 (Busan, Korea)

At Asia's largest gaming event, IDGS—together with CII and K-GAMES (Korea)—showcased India's original IPs, esports innovations, & startups.

- Dialogues were held with publishers, federations, and leaders from South Korea, Brazil, the Philippines, Taiwan, & Indonesia.
- Mr. Shiva Nandy (representing IDGS) played a central role in building esports collaborations and exploring joint accelerator models.
- The engagement culminated in the signing of a multi-national MoU spanning South Korea, the Philippines, & Indonesia, opening doors for esports leagues, AR/VR experiences, & cross-border investments.



IMPACT

Through its presence on these global platforms, IDGS has:

- Amplified India's visibility in global gaming ecosystems.
- Created direct pathways for international collaborations, investments, and joint ventures.
- Showcased Indian studios and startups as credible contributors to the global industry.

Positioned India as a future hub for gaming, esports, and immersive technologies.

These engagements underscored a clear message: the future of gaming is borderless, and India is ready to lead.

Global Engagements by Numbers (2024-25)

- **2 Major Global Expos** – Tokyo Game Show (Japan) & G-STAR (Korea)
- **155+ Japanese Delegates** Engaged through the Japan Roadshow (CAPCOM, SEGA, KONAMI, SNK & more)
- **3 Multi-National MoUs Signed** – with South Korea, Philippines & Indonesia for esports and cross-border collaboration
- **10+ Industry Leaders** Represented India – including Rajan Navani, President, IDGS, Shiva Nandy, and pioneering Indian studios (Zatun, AbracaDabra)
- **5+ Global Associations** Engaged – including CESA (Japan), K-GAMES (Korea) & international esports federations

CATALYZING INNOVATION

WAVES & CREATE IN INDIA CHALLENGE

In 2024-25, the Indian Digital Gaming Society (IDGS) served as a key partner in advancing WAVES—the flagship initiative of the Ministry of Information and Broadcasting (MIB) Government of India to strengthen India’s AVGC-XR and gaming ecosystem. Working closely with NFDC and CII, IDGS built momentum through roadshows, challenge launches, and global positioning, bringing together academia, industry, and government on a shared innovation agenda

Create in India Challenge Launch

Pune Roadshow 2024 (Hyatt Regency, Nov 2024)

IDGS co-hosted the first WAVES Create in India Roadshow in Pune, a city known for its creative and digital talent. The event was inaugurated by Ms. Neerja Sekhar, Special Secretary, MIB Government of India, who reaffirmed the government’s commitment to fostering AVGC-XR growth. Mr. Rajan Navani, President, IDGS, called for stronger academia-industry collaboration, while leaders from NFDC and CII highlighted opportunities in skilling, entrepreneurship, and IP creation. Interactive sessions, live demos, and networking showcased Pune’s emerging role as a hub for gaming and immersive technologies. The program reinforced WAVES as a national platform for knowledge exchange, regional empowerment, and sectoral growth.



Create in India Challenge MIT World Peace University, Pune, (Nov 2024)

The official launch of the Create in India Challenge marked the start of a nationwide initiative to spark student innovation, entrepreneurship, & original IP creation in gaming & immersive technologies. The event brought together academic leaders, industry experts, & policymakers, inspiring youth across India to participate in building the country's digital future.



WAVES 2025 (Mumbai, May 2025 – Upcoming)

As a core partner of MIB, IDGS led multiple tracks at WAVES 2025, including:

- Bharat Pavilion – A global showcase of India's studios, startups, and IPs.
- WaveXcelerator Pitching Sessions – Startup-investor dialogues with publishers and international partners.
- WAVES Bazaar – An interactive marketplace spotlighting innovation, talent, and emerging technologies in AVGC-XR.



IMPACT

Through these initiatives, IDGS has:

- Positioned WAVES as a catalyst for domestic innovation and a global showcase for India's AVGC-XR ecosystem.
- Fostered strong academia-industry-government partnerships, ensuring talent pipelines and entrepreneurial pathways.
- Built momentum leading into WAVES 2025, which will spotlight India's creative leadership and technological strengths on the world stage.



CREATE IN INDIA CHALLENGE: INNOVATE2EDUCATE – HANDHELD DEVICE DESIGN CHALLENGE

Transforming Education, One Device at a Time

Launched under the Hon'ble Prime Minister's Create in India vision, the Innovate2Educate Handheld Device Design Challenge became a landmark initiative at the intersection of gaming, education, and technology. The national challenge invited academia, designers, engineers, and students to conceptualize affordable, durable, and engaging handheld learning devices aimed at strengthening foundational skills such as math, problem-solving, and cognitive development. Beyond design, the challenge nurtured student entrepreneurship. Workshops and mentorship sessions introduced participants to design thinking, product validation, & commercialization pathways, empowering teams to test prototypes against real-world needs. Many began envisioning deployments in schools, EdTech platforms, and home learning environments, reflecting India's broader goals of inclusive education and innovation-driven growth.



SHOWCASE AT WAVES 2025 (MUMBAI)

At the Jio World Convention Center, eight shortlisted Indian teams presented their prototypes as part of the Create in India Challenge Showcase. Their innovations demonstrated how low-cost, offline, and tech-powered handheld devices could transform learning, particularly in rural and underserved communities.

Winners Announced:

- 🏆 Team KIDDYMAITRI – KM Numeric (Math skills in Hindi, Odia & English)
- 🥈 TECH TITANS – Smart Handwriting Learning Device
- 🥉 APEX ACHIEVERS – BODMAS Quest

The showcase featured jury deliberations, finalist spotlights, and participant testimonials, capturing the spirit of innovation, collaboration, and societal impact.



Impact

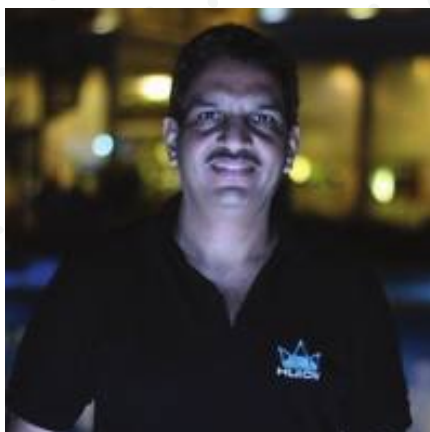
- Positioned **gaming-led design as a driver of education and accessibility.**
- Advanced India's role in creating globally relevant **EdTech products.**
- Inspired student innovators to move from concept to commercialization.
- Reinforced IDGS's mission to combine **education, entrepreneurship, and technology** for inclusive growth.
- The Innovate2Educate Challenge demonstrated how gaming can be harnessed not just for entertainment, but as a force for **transformative education and future-ready innovation.**

Innovate2Educate – By Numbers

- **350+ Teams** (with 5 members each) from universities, design institutes, and engineering colleges across India
- **120+ Prototypes** developed, focusing on affordability, durability, and engaging educational content
- **25+ Mentors** from industry and academia, including IDGS members like NVIDIA, KRAFTON India, and leading EdTech experts
- **10 Regional Workshops** on design thinking, and product development
- **Top 10 Finalists** showcased at WAVES 2025 as part of the Create in India Pavilion
- **3 Winning Designs** selected for incubation and potential commercialization
- Jury Members –
 - Mr Indrajit Ghosh, Co-Founder, Eruditio
 - Mr Rajeev Nagar, Country Manager, Huion
 - Mr Jeffrey Cray, Co-Founder and Product Head, Squid Academy



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IDGS AT WAVES 2025

Driving Insights and Innovation in Gaming & Media

At WAVES 2025 (Mumbai, May 1-4, 2025), the Indian Digital Gaming Society (IDGS) reinforced its position as the voice of India's gaming and immersive media ecosystem. Through active participation in high-impact sessions, IDGS members and affiliates shaped global conversations on the future of gaming, esports, and media innovation.

Key Highlights

India @100: Reimagining the Future of Media & Entertainment

Mr. Rajan Navani, Founder & CEO of JetSynthesys and President of IDGS, contributed to this flagship session on May 1, 2025. His insights underscored India's creative economy potential, the expanding role of digital gaming, and the country's readiness to lead in global media innovation.



Future of Gaming: Powering the Next Play



Mr. Sean Sohn, Head of Krafton India Publishing, shared insights on emerging trends in interactive entertainment, mobile-first gaming markets, and the strategic evolution of India as a global gaming hub.

AI in Gaming & Esports: Unlocking Business Value in the Fastest Growing Sector

On May 2, 2025, Mr. Girish Menon, Chief Strategy Officer at JetSynthesys, highlighted how AI is transforming the business models of gaming and esports, from player engagement to monetization strategies.



From Niche to Nation: How Esports is Becoming a Global Cultural Force

Mr. Girish Menon also participated in a fireside chat, mapping the cultural rise of esports & India's role in shaping it as both a competitive & entertainment-driven phenomenon.

The New Arcade: VC Perspectives on Gaming's Next Frontier

On May 1, 2025, a powerhouse panel of investors and industry leaders—including Sharan Tulsiani (Jetapult), Nihansh Bhat (Krafton India), Jeremy Lim (GFR Fund), Anuj Tandon (Bitkraft Ventures), Vinay Bansal (Inflection Point Ventures), and Aditya Mani (YOLOgram)—explored funding trends, scalable IP creation, & the future of immersive gaming ventures.



Impact

Through these contributions, IDGS:

- Positioned India as a knowledge leader in gaming, esports, and immersive technologies.
- Amplified the voices of Indian studios, entrepreneurs, and investors on a global stage.
- Advanced the conversation on AI, esports culture, and venture capital as growth engines for the AVGC-XR ecosystem.
- Reinforced IDGS's mission to bridge industry, academia, and policy in shaping India's creative future.



INDIA

GAMING SHOW 2025

Anchoring Industry, Policy, and Community at India's Largest Gaming Platform

As part of its mandate to strengthen India's gaming and esports ecosystem, the Indian Digital Gaming Society (IDGS) played a leadership role at the India Gaming Show 2025, held from 20-22 February at Pragati Maidan, New Delhi. The event became a milestone for industry dialogue, community engagement, and international collaboration.

IDGS-Led Highlights

The Gaming Conference

IDGS curated the flagship knowledge platform of the India Gaming Show, convening Indian and international leaders from across the gaming value chain.

- **Themes:** Growth of esports, opportunities for indie publishing, transformative impact of AI in game design, expansion of AR/VR applications, & scaling cloud gaming infrastructure.
- **Impact:** The sessions facilitated cross-border dialogue, spotlighted India's creative and consumer potential, and aligned local stakeholders with global best practices.





The Cosplay Competition (#WearYourPassion)

A vibrant celebration of fandom and creativity, the Cosplay Competition—supported and amplified by IDGS—stood out as one of IGS 2025's most popular highlights.

- **Participation:** Cosplayers from across India were joined by international guests from Moldova, Kuwait, and Russia.
- **Community Engagement:** The event showcased elaborate costumes, high-energy performances, and pop-culture artistry, bringing fantasy characters to life and engaging both enthusiasts and the public.
- **Global Prestige:** International cosplay celebrities @maged_cosplay, @anyadogari, and @roodaka added expertise as judges and guests, enhancing the competition's visibility and credibility.
- **Cultural Impact:** Beyond spectacle, the event reinforced cosplay as a global art form and positioned India as a rising hub for fan-driven cultural engagement within gaming and entertainment.



Impact

Through its flagship role at the India Gaming Show 2025, IDGS:

- Strengthened its position as India's apex industry platform, bridging policy, business, and creative communities.
- Showcased the breadth of India's gaming ecosystem—from high-level strategy to grassroots creativity.
- Reinforced India's global ambition to become a leading hub for gaming, esports, and fan culture.

India Gaming Show 2025 – By Numbers

- 3 Days of high-impact programming
- 20+ Sessions & Masterclasses on gaming, esports, AVGC, AI, AR/VR, & content creation
- 50+ Speakers & Industry Leaders from India and abroad
- 10,000+ Visitors including students, professionals, and fans
- 4 International Delegations (Japan, Korea, Russia, Kuwait, Moldova)
- 1 Grand Cosplay Competition celebrating global fan culture



DOMESTIC ENGAGEMENT

IDGS AT GAFX BENGALURU 2025

Bengaluru GAFX 2025 brought together the worlds of gaming, animation, VFX, and esports, creating a dynamic platform for industry leaders, state representatives, and gaming enthusiasts to exchange ideas and explore new opportunities. The event highlighted India's expanding digital entertainment ecosystem while underscoring the importance of government-industry-community collaboration.

- **Esports Showcase:** At the heart of the event was the Skyesports Souvenir Esports Tournament, powered by AMD and supported by IDGS. The thrilling finale saw Gods Reign triumph over Victores Sumus, with the champions felicitated by Shri Priyank M. Kharge, Hon'ble Minister for IT & BT, Government of Karnataka—a landmark moment for India's esports ecosystem.
- **Policy & States Dialogue:** Multiple state governments participated, fostering discussions on grassroots esports development, skilling, and competitive opportunities for India's youth.
- **Industry Partnerships:** With strong support from ABAI AVGC, Skyesports, and leading studios, the event transcended beyond competition to become a catalyst for ecosystem growth.



Impact

IDGS strengthened its role as:

- A policy partner shaping frameworks for India's gaming and esports sectors.
- A platform builder enabling startups, studios, and talent to connect with investors and publishers.
- A community catalyst celebrating esports, creativity, and cultural engagement at both national and state levels.

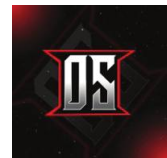
IDGS-CII AT IGDC 2024

At the **India Game Developer Conference (IGDC) 2024**, the Indian Digital Gaming Society (IDGS), in partnership with the Confederation of Indian Industry (CII), amplified industry-government collaboration and spotlighted India's growing role in the global gaming ecosystem.

- **Policy Dialogue:** IDGS co-hosted closed-door roundtables with policymakers and industry leaders on taxation, incentives, and ease of doing business for the gaming sector.
- **Startup Connect:** The platform enabled emerging Indian studios to pitch their games to investors, publishers, and international partners, advancing opportunities for funding and IP visibility.
- **Global Positioning:** Through its engagement, IDGS reinforced India's ambition to scale domestic studios globally, while aligning with national AVGC-XR policy priorities.

IDGS MEMBERS










VOICE OF INDIAN GAMING INDUSTRY

The Indian Digital Gaming Society (IDGS) is a non-profit umbrella organisation of various stakeholders in the Indian Digital Gaming Ecosystem. Formed under the aegis of the Confederation of Indian Industry (CII) in 2018, IDGS has emerged as a proactive advocate, promoter, and facilitator for the development of a healthy gaming ecosystem and the promotion of responsible gaming in India. The Society collaborates with industry and academic experts to optimise industry development capabilities and facilitate industry growth through Policy and Progress Advocacy, Market Research, Emerging Technology and New Opportunities, Export Promotion, Indigenization and Innovation, and Education and Skill Development.

Since its founding, the IDGS has focused primarily on organising India Gaming Shows, Gaming Conferences, taking part in Gaming Sessions, and publishing newsletters and reports. To take its ideas further, the Society has created eight working groups, which will be responsible for policy recommendations, conduct the membership drive and numerous other activities for strengthening and enhancing the Gaming sector.

For more details, please contact :

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🌐 gamingsociety.in