

THE GAMING



NEWS OF INDIA

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INDIA INSIGHTS

Gaming & Esports Ecosystem

India's gaming and esports ecosystem continued its rapid evolution during April and May 2026, driven by policy reforms, ecosystem collaborations, rising esports participation, and AVGC-XR investments.



A major development during this period was the notification of the Promotion and Regulation of Online Gaming Rules, 2026, which came into effect on May 1, 2026. The framework introduces a structured classification system for esports, social games, and online money gaming while emphasizing responsible gaming, age verification, parental controls, user safety, and compliance mechanisms. Industry stakeholders have largely welcomed the move as an important step toward regulatory clarity and ecosystem maturity.

The new regulatory framework is expected to strengthen investor confidence, improve user trust, and encourage organized growth across gaming and esports ecosystems in India. Discussions around digital safety, grievance redressal, and responsible gaming practices also gained momentum within industry circles.

India also witnessed encouraging developments within esports, with Indian Grandmaster Aravindh Chithambaram becoming the first Indian chess player to qualify for the Esports World Cup 2026, reflecting the expanding recognition of esports-linked competitive disciplines globally.

AVGC Sector Seeks Greater Funding Support

India's Animation, Visual Effects, Gaming and Comics (AVGC) sector continues to emerge as a key pillar of the country's digital and creative economy. While the Government of India announced the AVGC Promotion Task Force in 2022, industry stakeholders are looking for greater clarity on funding allocations and implementation frameworks to accelerate the sector's growth.

The industry has welcomed recent initiatives supporting the AVGC ecosystem, including investments in skilling, education, and the establishment of institutions such as the Indian Institute of Creative Technologies (IICT). These measures are expected to strengthen talent development and enhance India's competitiveness in the global creative technology landscape.

As the sector expands, industry leaders are advocating for dedicated funding mechanisms, incentives for original intellectual property (IP) creation, startup incubation support, and export promotion initiatives. Such measures could help position India as a leading global hub for gaming, animation, VFX, and immersive technologies while creating significant employment opportunities for the country's youth.

Source-
<https://www.moneycontrol.com/technology/gaming-esports-industry-seeks-support-tax-framework-clarity-in-budget-2026-article-13773851.html?>

Promotion and Regulation of Online Gaming Rules

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GLOBAL INSIGHTS (Gaming and Esports)

EWC 2026: Club Championship Raises the Stakes for Global Esports

The Esports World Cup (EWC) 2026 Club Championship is set to redefine the competitive esports landscape with expanded prize pools, enhanced roster regulations, and a stronger emphasis on long-term organizational performance across multiple esports titles.

Announced on March 18, 2026, the Club Championship will return with a massive USD 30 million prize pool, increased from USD 27 million in the previous edition. The winning organization will receive a grand prize of USD 7 million, while rewards will be distributed among the top 24 clubs on the global leaderboard.

April 2026 also witnessed strong viewership growth across international esports tournaments. MPL Indonesia Season 17 crossed over 2 million peak concurrent viewers, highlighting the dominance of mobile esports ecosystems within Southeast Asia and emerging markets. Counter-Strike and other PC esports titles also maintained strong global engagement.

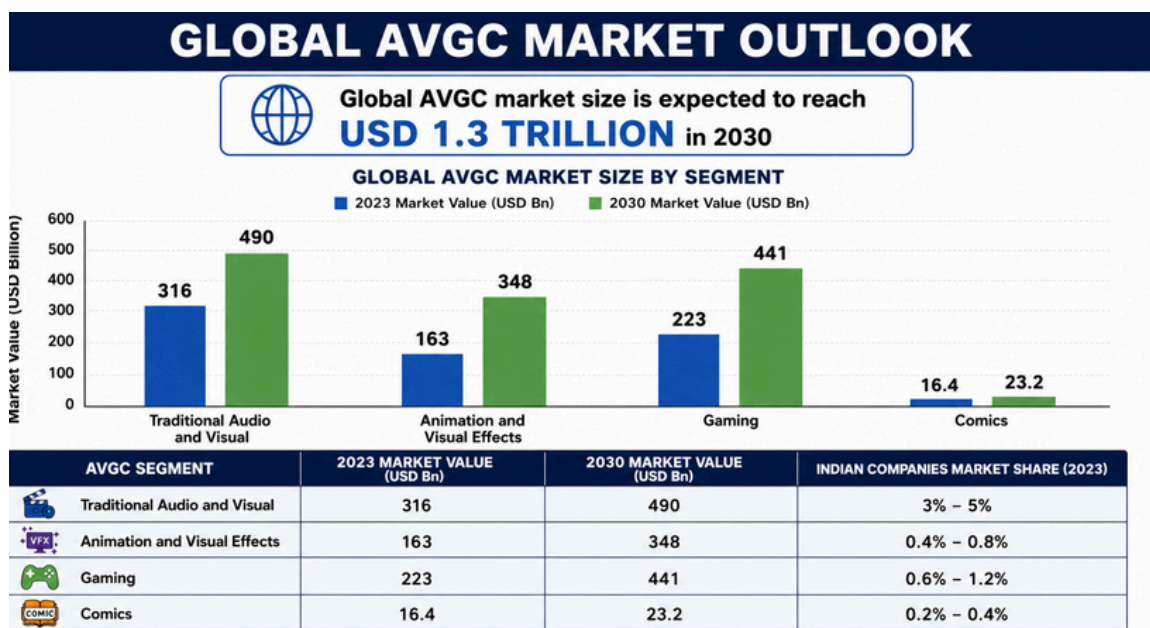
Source- <https://esportsworldcup.com/en/news/everything-you-need-to-know-ewc26>

Gaming & Esports Industry Trends

The integration of AI tools into gaming pipelines continued to reshape global content production workflows. Studios are increasingly utilizing AI for procedural content generation, personalization, analytics, and faster production cycles. Simultaneously, XR technologies and immersive gaming experiences are gaining wider adoption across gaming, education, healthcare, and entertainment sectors.

International esports ecosystems are also moving toward city-based leagues, nation-driven competitions, and long-term infrastructure development. Emerging leagues and tournaments in Asia, Europe, and the Middle East are positioning esports as mainstream entertainment and sporting ecosystems.

India's Road to Global AVGC-XR Leadership: Key Challenges Ahead



India has emerged as one of the fastest-growing AVGC-XR ecosystems globally, supported by a strong talent pool, rising digital adoption, and increasing government focus. With continued growth across animation, VFX, gaming, comics, and XR, the country is well-positioned to become a global innovation hub.

However, challenges such as limited funding for original IP creation, shortages of industry-ready talent, curriculum-industry gaps, and barriers to global market access remain. Addressing these issues, along with effective implementation of key regulatory frameworks, will be crucial for strengthening India's global competitiveness in the AVGC-XR sector.

Source- AVGC Task Force News

India's Gaming Market Surpasses \$1 Billion Milestone



India's video game industry achieved a significant milestone in 2025, generating USD 1.04 billion in revenue, marking a 14.8% year-on-year growth and crossing the USD 1 billion threshold for the first time. According to Niko Partners, the market is expected to grow by another 14% in 2026, reaching nearly USD 1.2 billion, with revenues projected to climb to USD 1.77 billion by 2030, making India the world's fastest-growing gaming market.

The country's gamer base continues to expand at an impressive pace. India is estimated to have 511 million gamers in 2025, with the number expected to exceed 550 million in 2026 and reach approximately 707 million by 2030. This sustained growth highlights India's increasing importance as a global gaming market and a key destination for gaming innovation, investment, and content creation.

Source: <https://www.medianews4u.com/indias-gaming-market-crosses-1-billion-milestone-set-to-reach-1-8-billion-by-2030-niko-partners/>

What This Means for India

Opportunity for India

The introduction of the Promotion and Regulation of Online Gaming Rules, 2026 marks a significant step toward creating a structured and predictable gaming ecosystem. Clear definitions for esports, social gaming, can help attract global investors, publishers, and technology companies while enhancing consumer trust.

Way Forward

- Position India as a trusted destination for gaming and esports investments.
- Accelerate the development of AVGC-XR and gaming clusters across states.
- Support startups through incubators, accelerators, and skilling programs.
- Establish industry-academia partnerships to build future-ready talent.

IDGS Perspective



India is at a pivotal moment in its gaming and esports journey. With regulatory clarity emerging, growing international collaborations, increasing esports participation, and rapid advancements in AI and immersive technologies, the country has the opportunity to become a global hub for gaming, esports, and AVGC-XR. Achieving this vision will require continued collaboration among government, industry, academia, startups, and ecosystem organizations to build a responsible, innovative, and globally competitive digital entertainment sector.



Collaboration with IICT

As part of its commitment to advancing India's interactive and immersive technology ecosystem, IDGS continued to support the growth of the Indian Institute of Creative Technology (IICT) initiative through strategic partnerships, industry engagement, and policy participation.

Key Highlights

- Strategic MoUs: Through IDGS, IICT facilitated the signing of Memorandums of Understanding (MoUs) with Yologram Style Pvt. Ltd., Eruditio Consultant, and Zenfluencers to promote collaboration in immersive technologies, innovation, talent development, and digital content creation.
- India Gaming Show 2026: IICT participated at the India Gaming Show (IGS) 2026, along with Xwall- a revolutionary Phygital (Physical + Digital) platform was showcased. Xwall transforms ordinary walls into interactive experiences through gamification and immersive engagement, demonstrating applications across education, sports, fitness, events, museums, and entertainment.
- AVGC-XR Policy Consultation in Tripura: IICT actively contributed to the AVGC-XR Policy Consultation with support of IDGS, sharing recommendations on ecosystem development, skilling, infrastructure, innovation, and emerging technologies to support India's growing digital and creative economy.

Through these IDGS initiatives, the IICT ecosystem and foster collaboration among industry, academia, startups, creators, and government stakeholders to accelerate the adoption of immersive and interactive technologies in India.



IDGS INSIGHTS

Recent Activities & Ecosystem Engagement

Over the past few months, India Digital Gaming Society (IDGS) has continued working toward strengthening India's gaming, esports, and AVGC-XR ecosystem through industry collaborations, policy engagement, skilling initiatives, and ecosystem-building programs.

Key Highlights

- AVGC-XR stakeholder consultation initiatives with Government
- Industry-academia partnerships and MoUs
- India Gaming Show (IGS)
- CII Summit FX
- Webinars and industry knowledge sessions
- Support for innovation, skilling, and startup ecosystems
- Collaboration with government and industry stakeholders

IDGS continues to act as a collaborative platform connecting industry leaders, educational institutions, startups, creators, policymakers, and ecosystem stakeholders to support India's growing digital entertainment economy.



IDGS ACTIVITY UPDATES (APRIL – MAY 2026)

Legal Webinar on DPDP Act

IDGS organized a focused legal webinar on the Digital Personal Data Protection (DPDP) Act, addressing emerging compliance requirements, data governance, user privacy considerations, and regulatory implications for gaming, esports, and digital platforms.

The Webinar is done by Adv. Dhiraj Raman (Law vs Law) explain how the DPDP act impact on Industry. The session enabled ecosystem stakeholders to better understand evolving digital compliance frameworks and their impact on the gaming industry.

GameForge – DIMR, Pune



IDGS successfully conducted GameForge at DIMR, Pune, impacting more than 200 students through industry interaction sessions focused on careers in gaming, esports, game development, and immersive technologies.

The initiative was supported by IDGS members and ecosystem experts who shared industry insights, career guidance, and future opportunities within the digital entertainment sector.

Following the success of the initiative, a similar GameForge program is planned at Jio Institute, Navi Mumbai.

GameForge – Chitkara University (IMPACT)



The Indian Digital Gaming Society (IDGS) successfully conducted the GameForge Program at Chitkara University last year, introducing innovative approaches to game development education and assessment. During the program, discussions focused on reimagining traditional examinations through practical, project-based evaluation methods, where students demonstrate their skills by creating games rather than relying solely on written assessments.

One of the key outcomes of the program was the development of a new-age examination framework centered on character design, game concepts, and game development in a beta-stage environment. Building on these learnings, Chitkara University implemented the Game-a-thon model for its final assessments in 2025, enabling students to apply their knowledge in real-world development scenarios while showcasing creativity, technical expertise, and collaborative problem-solving skills.

IDGS MoUs & PARTNERSHIPS

IDGS signed strategic Memorandums of Understanding (MoUs) with multiple organizations to strengthen India's gaming, esports, AVGC-XR, skilling, and innovation ecosystem.

Focus Areas of Collaboration

- Industry-Academia Partnerships
- Esports Ecosystem Development
- Gaming Innovation & Entrepreneurship
- Legal & Policy Awareness
- Talent Development & Skilling
- AVGC-XR Capacity Building

Recent MoUs

- Services Export Promotion Council (SEPC)
- Law vs Law
- Squid Academy
- Symbiosis School of Sports Sciences
- Sportech Innovation Lab Pvt Ltd





India gaming show

International Gaming, Animation, Esports & Infotainment Event

India Gaming Show (IGS)

2026

IDGS played a key role at the India Gaming Show (IGS), organized in association with CII at the Chennai Trade Centre, Chennai. IDGS members actively participated through dedicated exhibition booths, showcasing their products, services, and innovations to industry stakeholders and visitors. IDGS also organized a vibrant Cosplay Competition, fostering community engagement and enhancing the overall visitor experience.

As part of IGS, IDGS successfully curated and conducted the FX Summit, featuring over 40 distinguished speakers from the gaming, esports, AVGC-XR, technology, and digital innovation sectors. The summit served as a platform for insightful discussions on emerging trends, industry opportunities, and the future of the digital entertainment ecosystem. Also release a whitepaper on the esports.

Through its various initiatives at IGS, IDGS and its member organizations engaged with students, creators, developers, entrepreneurs, and esports enthusiasts, facilitating knowledge exchange, industry networking, and career awareness while contributing to the growth of India's gaming and AVGC-XR ecosystem.



Tripura Consultation

In partnership with the Government of Tripura and CII, IDGS is supporting the development of Tripura's AVGC-XR Policy to position the state as a leading digital and creative economy hub in Northeast India. The policy aims to generate 5,000-8,000 jobs and support 80-150 startups over the next decade.

The framework focuses on AVGC-XR infrastructure development, establishing a Centre of Excellence in Agartala, fostering original IP creation, and strengthening talent development through skilling programs and industry-academia collaboration.

The consultation focused on positioning Tripura as an emerging hub for the digital and creative economy through discussions around:

- AVGC-XR ecosystem development
- Gaming and esports opportunities
- Entrepreneurship and startup ecosystems
- Talent development and skilling
- Innovation and digital infrastructure



Nodwin Gaming Targets Major Fundraise Ahead of IPO Journey

Nodwin Gaming is reportedly preparing for a significant fundraising round estimated between USD 100–200 million as part of its long-term expansion and IPO strategy.

The development highlights growing investor confidence in India's esports and gaming ecosystem while reflecting the sector's increasing maturity and commercial potential.



Krafton and Naver Launch ₹6,000 Crore Fund for Indian Tech Startups

South Korean giants Krafton and Naver Corporation have partnered with Mirae Asset Venture Investments to launch a ₹6,000 crore "Unicorn Growth Fund." As one of the largest capital pools raised from Asia for Indian startups, the fund will target growth-stage "soonicorn" and companies preparing for IPOs, offering average check sizes between \$15 million and \$30 million.

Moving beyond pure gaming, the fund focuses on four high-conviction tech sectors shaping India's digital future: technology platforms, AI and software, deep tech, and consumer brands. Alongside capital, selected startups will gain access to Krafton and Naver's technical expertise and pathways to expand into broader Asian markets.

Source- <https://startuppoin.in/krafton-doubles-down-on-india-with-%E2%82%B96000-crore/>

Microsoft Revamps Xbox Game Pass Strategy

Microsoft has announced significant changes to its Xbox Game Pass subscription service, introducing price reductions while restructuring content availability. Xbox Game Pass Ultimate has been reduced from \$29.99 to \$22.99 per month, while PC Game Pass has dropped from \$16.49 to \$13.99 per month, making the service more accessible to gamers.

As part of the update, future Call of Duty titles will no longer be available on Game Pass at launch and are expected to be added at a later date. The move comes as Microsoft continues to refine its subscription model following its \$69 billion acquisition of Activision Blizzard. The changes reflect the company's focus on balancing consumer value, content strategy, and the long-term sustainability of its gaming ecosystem.

Source- <https://timesofindia.indiatimes.com/technology/gaming/xbox-game-pass-price-cut-microsoft-has-good-news-and-bad-news-for-gamers/articleshow/130422720.cms>



IDGS Policy Advocacy

As the representative body for India's gaming ecosystem, IDGS has actively engaged with policymakers and government stakeholders to ensure that industry perspectives are considered in the development of regulatory frameworks.

Promotion and Regulation of Online Gaming (PROG) Act

IDGS, in consultation with its member organizations, submitted detailed recommendations and feedback on the proposed Promotion and Regulation of Online Gaming (PROG) Act. The inputs focused on creating a balanced regulatory framework that promotes innovation, ensures consumer protection, supports responsible gaming, and enables sustainable industry growth.

Online Gaming Rules

IDGS also actively supported discussions around the Online Gaming Rules by facilitating industry consultations and consolidating feedback from members. Through its engagement with stakeholders, IDGS contributed recommendations aimed at ensuring regulatory clarity, encouraging investment, strengthening user trust, and supporting the growth of gaming, esports, and digital entertainment in India.

Through these efforts, IDGS continues to serve as a trusted industry voice, fostering constructive dialogue between government and industry while advocating for a transparent, responsible, and globally competitive gaming ecosystem.

JOIN THE IDGS ECOSYSTEM



Become part of India's growing gaming, esports, and AVGC-XR ecosystem through IDGS membership.

Connect with:

- Industry Leaders
- Government Stakeholders
- Educational Institutions
- Startups & Innovators
- Creators & Developers
- Esports Organizations

For partnerships, collaborations, memberships, and ecosystem engagement opportunities, connect with IDGS.



Testimonials

“IDGS has played an important role in bringing together gaming industry leaders, startups, developers, publishers, and esports stakeholders under one roof. As a growing sports tech and esports company, 16Arena Labs / MetaNinza has benefited from the networking opportunities, industry insights, and strategic collaborations facilitated through the platform. We look forward to continuing our association with IDGS as it strengthens India's gaming ecosystem and creates new avenues for innovation and growth.”

-Sudhansu Sinha, Founder, Meta Ninza

“The Indian Digital Gaming Society (IDGS) is playing a pivotal role in shaping India's gaming ecosystem by bringing together industry leaders, policymakers, academia, and innovators on a common platform. According to YOLOgram Style Pvt. Ltd., IDGS has been instrumental in fostering collaboration and driving meaningful conversations around gaming, avatar identity, AI, and immersive technologies through its StreetStyle platform.

The organization believes that institutions that build ecosystems ultimately shape markets, and IDGS is helping ensure that India is not only participating in the future of gaming but actively contributing to its growth, innovation, and global leadership.

-Aditya Mani, Founder, YOLOgram