



Empowering Innovation | Celebrating Ingenuity | Inspiring Education

Championing Innovation: Innovate2Educate Handheld Device Design Challenge

As part of the Create in India Challenge at WAVES 2025, the Indian Digital Gaming Society (IDGS) proudly hosted the Innovate2Educate Handheld Device Design Challenge—a dynamic platform to tap into the creativity and technical skills of young innovators, reimagining the future of education through technology. This initiative was supported by the Ministry of Information and Broadcasting, Government of India and the National Film Development Corporation (NFDC).

The Innovate2Educate Challenge is dedicated to revolutionizing the way children learn by encouraging the development of innovative handheld educational devices. Positioned under Season 1 of the Create in India Challenge, this competition is a featured highlight of WAVES (World Audio Visual & Entertainment Summit), which focuses on four core pillars:



Broadcasting & Infotainment



AVGC-XR (Animation, Visual Effects, Gaming, Comics, AR/VR, and Metaverse)



Digital Media & Innovation



Films

Innovate2Educate directly aligns with the AVGC-XR pillar, championing emerging technologies in the learning space.

The challenge brought together leading partners including Hack2Skill as the Innovation Partner, OS Esports as the Esports Partner and ICT Academy as the Skilling Partner.

Students, designers, engineers, and innovators from around the world were invited to participate in the Innovate2Educate Handheld Device Design Challenge. The objective was to design affordable and accessible handheld educational devices that could make learning mathematics engaging, promote problem-solving through interactive puzzles, and boost cognitive development with

creative content. The challenge attracted teams globally, each tasked with developing, prototyping, and pitching functional devices that could expand access to digital education, use gamification to engage learners, provide localized educational content, and prioritize affordability and sustainability. A wide range of innovative prototypes were showcased during the competition—from touchscreen language-learning gadgets to sensor-driven STEM kits and AR-powered history explorers—demonstrating the remarkable creativity and technological vision of the participants. Each submission featured a functional prototype video, a conceptual pitch, and audience interaction recordings, providing a comprehensive view of both the innovation and its real-world potential.

Promotional Activities

To engage the academic and innovation ecosystem, IDGS specially curated series of GameForge programs, roadshows, and industry-academia connect sessions across schools, colleges, and universities nationwide to build momentum around WAVES 2025.

The GameForge initiative specifically focuses on cultivating a collaborative environment that nurtures talent, drives innovation, and strengthens India's positioning as a global hub for gaming and esports.

The primary objectives of the initiative were to facilitate meaningful discussions on emerging trends and career opportunities in the online gaming and esports industries, while fostering collaboration to build a future-ready pipeline of skilled talent for the sector. It aimed to establish a sustained platform for dialogue between industry leaders and academic institutions, encouraging research and development (R&D) to drive innovation in gaming, esports, and related areas. By providing students with practical exposure and industry-relevant knowledge, the initiative sought to enhance employability and contribute to India's digital economy through the creation of a highly skilled workforce. Another key focus was on building a strong and supportive video gaming community within educational institutions to promote peer learning, engagement, and leadership in gaming and technology. Additionally, the initiative worked to address real-world challenges in the gaming industry by shaping policy recommendations that would help expand the talent pool and bridge the gap between academia and industry. A significant outcome of these efforts was the emphasis on aligning academic curricula with the evolving demands of the sector by identifying and promoting essential skills required for success in the video gaming and esports industries.

Highlights of Industry Academia Connect Programs

VIT Bhopal | 24-25 September 2024



The Industry-Academia Connect Session at VIT Bhopal University focused on strengthening collaboration between academia and the gaming industry. The program offered students deep insights into required skills for careers in gaming, while fostering partnerships to bridge the talent gap. GameForge, an initiative by IDGS, was showcased as a key program designed to align academic learning with industry expectations, preparing a skilled workforce for India's gaming future.

Impact

180 students participated

Promotion

The session also served as a platform to promote WAVES 2025 and the INNOVATE2EDUCATE Handheld Device Design Challenge, which saw strong interest from VIT Bhopal post-event

Pune Roadshow | 6 November 2024



Organized by the Indian Digital Gaming Society (IDGS) in collaboration with the Confederation of Indian Industry (CII) and supported by the Ministry of Information and Broadcasting, Government of India, the roadshow served as a significant platform to amplify the "Create in India" initiative. It focused on advancing skill development and fostering innovation in the AVGC-XR (Animation, Visual Effects, Gaming, Comics, and Extended Reality) sector. The event began with welcome remarks by Mr. Rajan Navani, President of IDGS, and Ms. Amita Sarkar, Secretary General of IDGS and Deputy Director General at CII, who highlighted the importance of nurturing talent and strengthening industry-academia partnerships. The Chief Guest, Ms. Neerja Sekhar, the then Hon'ble Special Secretary at the Ministry of Information and Broadcasting, Government of India, addressed the gathering and emphasized the urgent need for a unified platform that promotes growth, production, and distribution across India's vibrant media and entertainment ecosystem. The session also featured a presentation on WAVES by Mr. Ajay Dhoke, General Manager at NFDC, providing key insights into the upcoming summit's objectives and opportunities.



Industry-Academia Connect at MIT WPU, Pune



The Pune session showcased how digital innovation is transforming the AVGCXR sector. Students engaged directly with industry experts during academia interaction sessions, gaining valuable real-world insights. The event facilitated vibrant discussions, meaningful networking, and introduced students to emerging opportunities in gaming and digital media.

The session at MIT World Peace University (WPU), Pune, further highlighted how digital innovation can redefine the AVGC-XR sector. Industry leaders engaged with students, bridging the academic and practical knowledge divide, making the session highly impactful and successful.

Continuing its efforts to promote the Innovate2Educate initiative, the Indian Digital Gaming Society (IDGS) and the Confederation of Indian Industry (CII) actively participated in India Joy 2024, held from November 13 to 17, 2024. India Joy 2024 served as a flagship five-day event for the digital entertainment ecosystem, bringing together leaders from gaming, animation, VFX, film technology, esports, and comics. With specialized segments and focused sessions, the event attracted prominent exhibitors, delegates, and industry experts, providing a vibrant platform for showcasing cutting-edge innovations and fostering strategic collaborations. IDGS, in partnership with



CII, hosted a dedicated booth that acted as an interactive hub to promote ongoing initiatives and engage with key industry stakeholders. The booth facilitated meaningful conversations around innovation, industry partnerships, and capacity building, underscoring CII's commitment to accelerating growth in India's digital entertainment sector. The key focus areas at the CII-IDGS booth included the Anti-Piracy Challenge, Innovate2Educate: Handheld Device Design Challenge, and the India Gaming Show, each reinforcing the broader vision of building a robust, future-ready AVGC-XR ecosystem.

WAVES Outreach & GameForge Series

Continuing its commitment to strengthening India's digital gaming ecosystem, IDGS, in partnership with the Ministry of Information and Broadcasting, Government of India, successfully organized a series of outreach programs under the WAVES (World Audio Visual & Entertainment Summit) banner. The flagship GameForge program—a pioneering skill-sync initiative by IDGS-focused on equipping students with the essential skills required for careers in gaming and esports.

GameForge at The NorthCap University,

Gurugram | 28 January 2025



Held in collaboration with ICT Academy, this event focused on bridging the talent gap and positioning gaming beyond entertainment. Engaging panel discussions explored emerging trends in gaming and esports, with notable participation by Mr. Ashutosh Mohle, Joint Director, Ministry of Information and Broadcasting, Government of India, who emphasized the significance of the WAVES initiative.

Participation
500+ students

Key Focus
Innovate2Educate Device Design Challenge, nurturing creativity, fostering innovation, and strengthening industry-academia collaboration

SkillSync Program Concluded Successfully



Bringing together technology enthusiasts, educators, and industry experts. The program focused on advancing skill development through technology-driven learning, with special emphasis on the Innovate2Educate Handheld Device Design Challenge and building momentum for the World Audio Visual Entertainment Summit (WAVES) 2025.

A major highlight of the event was the Innovate2Educate competition, which showcased innovative handheld devices aimed at transforming digital learning. Participants—including students, designers, and technologists—presented ideas that improved accessibility, creativity, and real-world impact in educational technology. These



innovations reflected the growing synergy between technology and education.

In addition to celebrating technological breakthroughs, GameForge also served as a platform to generate awareness about WAVES 2025—India's global platform for advancements in audio-visual technology, immersive entertainment, and AI-driven content creation. Through expert-led discussions and interactive sessions, participants explored trends that were shaping the future of gaming, education, and media.

Reflecting on the program's success, Mr Ashutosh Mohle, Joint Director, Ministry of Information and Broadcasting, Government of India, and Nodal Officer of Innovate2Educate Create in India Challenge - WAVES 2025 said, "SkillSync proved to be a catalyst for innovation and collaboration. The creativity and participation in the Innovate2Educate competition were exceptional, reaffirming our commitment to empowering young innovators. Additionally, the excitement generated around WAVES 2025 showed the industry's readiness to embrace the future."

With its growing impact, GameForge remained a catalyst for skill development, talent discovery, and meaningful conversations at the intersection of technology, education, and digital entertainment. The enthusiastic participation across all Delhi, Gurgaon, Chandigarh underscored the relevance and importance of such initiatives in shaping India's digital future.

Chitkara International School

Chandigarh | 30 January 2025



This event, drew participation from over 500 students from age group 15-18 years, delved into the future of gaming and esports, spotlighting themes like Why Gaming is the Future and Sports vs. Esports.

Opening Session

Chaired by Mr. Indrajit Ghosh, featuring industry leaders like Mr. Saurabh Shah (KRAFTON India) and Mr. Sanand Salil Mitra (SporTech Innovation Lab)

Discussions Included

Integration of AR, VR, and gaming in education, and the growing potential of India's AVGC sector



GameForge at Chitkara University, Punjab | 31 January 2025



The Program attracted 1,000+ students and key industry experts for immersive discussions and skill-development workshops.

Highlights

Panel on The Evolution of the AVGC-XR Sector

Emphasis on how initiatives like WAVES are shaping India's gaming future

Insightful sessions by speakers such as Mr. G Kartik (Pixel Visual Effects) and Mr. Abhinav Chokhavatia (Zatun)

Across three events impactful events, more than 2000 students engaged with cutting-edge developments in the gaming industry, gaining exposure to emerging technologies such as AI, AR, VR, and XR.

Key Themes

Impact of esports on education

Experiential learning in gaming

Industry-academia collaboration to bridge the talent gap

The GameForge series reaffirmed IDGS's commitment to nurturing a skilled workforce and advancing India's leadership in the global gaming and AVGC-XR sectors and promotion of Innovate2Educate Handheld Device Design Challenge

Saveetha Engineering College

Chennai, 10th February 2025



Saveetha Engineering College hosted an insightful edition of the GameForge – A Skill Sync Program, bringing together industry experts, educators, and aspiring professionals to discuss the future of gaming, VFX, and virtual production. Over 500 plus students attended the program.

A key highlight of the event was a virtual session by Mr. Ashutosh Mohle, Joint Director at the Ministry of Information and Broadcasting, Government of India, on WAVES – Innovate2Educate, emphasizing the role of technology in reshaping education and media.

The event was graced by Dr. V. Vijaya Chamundeeswari, Principal of Saveetha Engineering College, along with esteemed industry leaders, including Mr. Srikanth V (CEO, ICT Academy), Mr. Subash Sapru (Head, IDGS-CII), Mr. Shiv Shankar (Virtual Production Mentor, Cinema Factory Academy), Mr. Aravind Naga (HOD, VFX & Virtual Production, Cinema Factory Academy), Mr. Aman (Omega Slayers)

Their engaging discussions set the stage for a day filled with knowledge-sharing, upskilling, and industry collaboration, highlighting the rapid evolution of gaming and immersive technology in India.

Revolutionizing Visual Storytelling, from the big screen to gaming engines, the event explored how Unreal Engine and in-camera VFX are transforming movies, advertisements, and interactive media. Experts delved into cutting-edge advancements in virtual production, real-time rendering, and the fusion of gaming with cinematic storytelling, showcasing how these technologies are shaping the future of entertainment.

Building on this powerful momentum, GameForge continues to bridge the gap between industry and academia, equipping students with the skills essential for driving the next WAVE of innovation in gaming and media.

RNS First Grade College

Bengaluru, 12th February 2025



The workshop provided participants with a comprehensive understanding of the evolving gaming landscape, highlighting career opportunities for aspiring game developers. It was structured into four sessions, each offering valuable industry insights, with the first session featuring an engaging panel discussion on the Gaming Ecosystem.

Over 2000 plus students were impacted by this program.

Industry Leaders Shared Insights and the panel discussion brought together top industry experts, including, Mr. Biplove Belwal – Founder & CEO, NukeBox Studio, Mr. D. Vishnu Prasad – Deputy General Manager, ICT Academy, Mr. Yogesh Nagdev – Desktop Channel Marketing Manager, NVIDIA India, Mr. Surendran Ramachandran – CEO, Smash Head Studios, Mr. Prabhanjana Rao – Founder & CEO, Galore Systems.

Key Takeaways from the Workshop

Integration of gaming-related programming languages into academic curricula to nurture future gaming professionals

Understanding the end-user as a crucial factor in game development, emphasizing user interface (UI) and user experience (UX)

The interdisciplinary nature of gaming, combining art, technology, and science to create immersive experiences

Experts emphasized the critical need for collaboration between academia and industry to equip students with practical, hands-on skills essential for success in the rapidly expanding gaming sector.

Anurag University

Hyderabad, 14th February 2025



Anurag University played host to an inspiring session on "Unlocking the Future of Gaming & Animation," bringing together industry leaders, aspiring professionals, and students to explore the vast opportunities in India's digital sector. 500 plus students attended this program.

The event featured an insightful address by Mr. Subash Sapru, Head of the Indian Digital Gaming Society (IDGS), who highlighted the rising career prospects in gaming and animation, aligning with the vision of Viksit Bharat—India's roadmap for a digitally empowered future.

Industry Leaders Share Game-Changing Insights

The session showcased India's potential as a global leader in mobile gaming innovation, with top industry experts sharing their experiences and strategies for success. Key speakers included Mr. Gopal B – State Head, ICT Academy, Ms. Wrukshali S. Kotgale – Senior Relationship Manager, ICT Academy, Mr. Kiran Babu P – Founder, AGAP Design Studios, Mr. Yogesh Nagdev – Desktop Channel Marketing Manager, NVIDIA India, Mr. Imtiaz Hussain – Co-founder & COO, Yes Gnome



Key Highlights of the Session

The art and science of game design, blending creativity with technology. India's growing dominance in mobile gaming, driven by innovation and market expansion

Merging career opportunities in game development, animation, and interactive media

The role of advanced graphics and AI-powered tools in shaping the future of digital entertainment

The event reinforced India's position as a rising hub for gaming and animation, encouraging young talent to explore this dynamic field.

Narsee Monjee Institute of Management Studies (NMIMS)

Hyderabad, 15th February 2025



As part of the WAVES initiative, the Centre, in collaboration with the Indian Digital Gaming Society (IDGS), successfully hosted a GameForge Skill Sync Program at Narsee Monjee Institute of Management Studies (NMIMS) with support of OS Esports. The event brought together leading experts in artificial intelligence, gaming, and content creation to discuss emerging trends and career opportunities in these rapidly evolving fields. Expert-Led Insights into Gaming & AI, the speaker panel featured top industry professionals, including Yogesh Nagdev – NVIDIA, Desktop Channel Marketing Manager, Vikas Hisariya – Vishal Peripherals, Rishendra – OE Esports, Iflick Gamer – Content Creator, Naresh Vurukonde – NMIMS AI & Cloud Computing Expert. GameForge Skill Sync Program at NMIMS explored the Future of Gaming, AI, and Content Creation.

Key Takeaways from the Event

The Evolution of Gaming & AI – Experts highlighted how AI is reshaping gaming experiences, from enhanced realism to AI-driven game design

Career Pathways – Panelists shared insights on how young professionals can build successful careers in gaming, AI, and content creation

Bridging Industry & Academia – The event served as a networking platform, connecting students with industry leaders to foster skill development and innovation

Over 2500 plus students were impacted by this program.

This Skill Sync Program aimed to bridge the gap between the gaming industry, AI advancements, and aspiring professionals, empowering the next generation with knowledge, skills, and opportunities to thrive in the digital entertainment landscape.

Gameforge program at NMIMS was organized to build momentum and create awareness about the World Audio Visual Entertainment Summit (WAVES), which was scheduled to be held in Mumbai from May 1 to 4, 2025. The summit served as a global platform to showcase the latest advancements in audio-visual technology, immersive entertainment, innovative comics design, and content creation using AI, alongside both traditional and modern tools. This event brought together industry leaders, stakeholders, and innovators from around the world to deliberate on opportunities, address challenges, promote global trade, and influence the future of the creative industries.

► **WAVES 2025 - Innovate2Educate Handheld Device Design Challenge** received significant global interest, with over 1,800 registrations from across the world, including participation from 70 countries outside India, contributing more than 500 registrations. Notably, approximately 490 of the submitted ideas came from female participants, highlighting the growing role of women in technological innovation. As part of the lead-up to the summit, individual registrants were grouped into teams for the Innovate2Educate: Handheld Device Design Challenge, which was organized by the Indian Digital Gaming Society (IDGS) in collaboration with the Ministry of Information and Broadcasting, Government of India. This flagship initiative aimed to inspire youth-led innovation at the intersection of technology, education, and gaming by encouraging the development of breakthrough handheld devices designed to transform learning experiences.

After a rigorous evaluation process by an expert jury, IDGS announced the top 10 finalists of the competition. The jury included esteemed professionals such as Mr. Indrajit Ghosh (Co-Founder, Eruditio), Mr. Rajeev Nagar (Country Manager, India and SAARC, Huion), and Mr. Jeffrey Cray (Co-Founder and Product Head, Squid Academy). These 10 finalists were selected for their originality, potential impact, and feasibility from a diverse pool of submissions.

The shortlisted innovations included: VIDYARTHI (Smart Learning Tablet for Kids from Karnataka and Andhra Pradesh), TECH TITANS (Smart Handwriting Learning Device from Tamil Nadu), PROTOMINDS (EduSpark from Delhi, Kerala, Uttar Pradesh, and Bihar), APEX ACHIEVERS (BODMAS Quest from Tamil Nadu), SCIENCEVERSE (Interactive Educational Handheld Device from Indonesia), V20 (VFit from Tamil Nadu), WARRIORS (Maha-shastra from Delhi), KIDDYMAITRI (Mathematical Gaming Console from Mumbai, Odisha, and Karnataka), E-GROOTS (Micro Controller Mastery Kit from Tamil Nadu), and Code Cracker (Coding Simplification Device from South Africa).

Eminent Jury



Mr. Indrajit Ghosh
(Co-Founder, Eruditio)



Mr. Rajeev Nagar
(Country Manager,
India and SAARC, Huion)



Mr. Jeffrey Cray
(Co-Founder and Product
Head, Squid Academy)

The Top 8 Finalists Were at WAVES

The two international teams could not join in person

VIDYARTHI – Smart Learning Tablet for Kids (Karnataka & Andhra Pradesh)

A low-cost, voice-assisted, interactive educational device powered by ESP8266 or Raspberry Pi. It offered a screen-free, internet-free alternative to traditional learning, addressing accessibility gaps for underserved children.



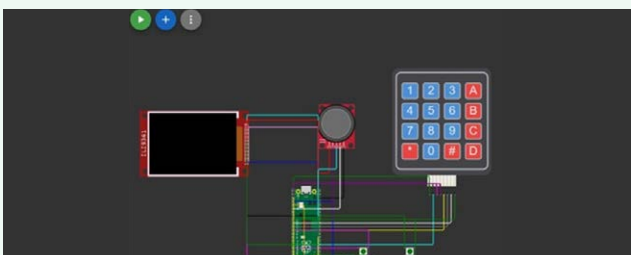
TECH TITANS – Smart Handwriting Learning Device (Tamil Nadu)

This handheld device blended traditional handwriting with modern technology, providing real-time feedback, multilingual support, and an affordable offline learning solution, particularly designed for early learners in remote regions.



PROTOMINDS – EduSpark (Delhi, Kerala, Uttar Pradesh, Bihar)

EduSpark was an affordable, AI-powered handheld device for children aged 6 to 8. Its adaptive AI engine adjusted the difficulty of educational games—including Sudoku, math puzzles, mazes, and memory challenges—in real time to support personalized learning.



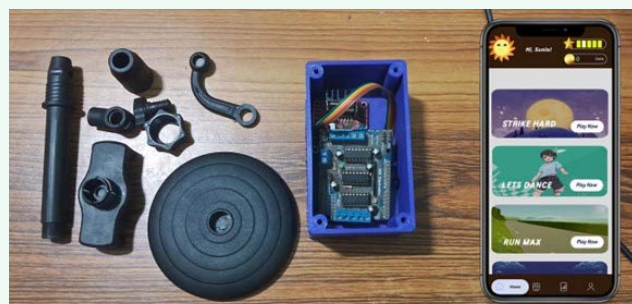
APEX ACHIEVERS – BODMAS Quest (Tamil Nadu)

BODMAS Quest gamified math learning by transforming complex arithmetic operations into an immersive, reward-based experience, helping children overcome anxiety related to mathematics through engaging gameplay.



V20 – VFit: Interactive Learning Through Play (Tamil Nadu)

VFit combined interactive physical activities with educational games, offering an integrated approach to active learning for children.



WARRIORS – Maha-shastra (Delhi)

Maha-shastra introduced an inclusive educational ecosystem combining quizzes, real-time simulations, AI-driven tutoring, and offline collaboration through LoRa-based mesh networks. It was tailored to engage learners aged 5 to 18 across multilingual and diverse environments.



E-GROOTS – Microcontroller Mastery Kit (Tamil Nadu)

An educational kit designed to provide practical, hands-on learning of microcontrollers for school children, sparking interest in electronics and hardware innovation.



KIDDYMAITRI – Handheld Mathematical Gaming Console (Mumbai, Odisha, Karnataka)

Addressing foundational numeracy gaps in India, this console drew inspiration from NEP 2020 and emphasized local languages, Indian cultural context, and digital pedagogy to build numeracy skills for young learners.



The top 8 Indian teams showcased their innovations at WAVES 2025 in Mumbai. Winners were felicitated by the Ministry of Information and Broadcasting, Government of India during the grand finale, highlighting India's commitment to nurturing innovation and leveraging technology to transform education for the future.



Winners Kiddymaetri



1st runner up Tech Titans



2nd Runner Up Apex Achievers



Finalists with Mr Anubhav Singh
Director - Broadcasting Ministry of Information and Broadcasting, Government of India



Finalists with Mr Ashutosh Mohle
Joint Director, Ministry of Information and Broadcasting, Government of India



Finalists with President of IDGS

Outcome of the Showcase

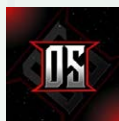
Community Impact

The showcase left a strong impression on visitors, educators, and technologists, who praised the creativity and problem-solving approach behind each project. Interactive demo zones allowed participants to experience the devices firsthand and share real-time feedback, fostering a truly collaborative and engaging environment.

Shaping the Future Together

Innovate2Educate is not just a competition—it's a growing movement to make education more engaging, inclusive, and proudly Made in India. As we move toward the next edition of WAVES, the commitment to supporting young innovators remains stronger than ever, empowering them to design the future of learning.

Partners



Glimpses







INDIAN DIGITAL GAMING SOCIETY - VOICE OF THE INDIAN GAMING INDUSTRY

The Indian Digital Gaming Society (IDGS) is a non-profit umbrella organization representing a wide range of stakeholders in the Indian digital gaming ecosystem. Established under the aegis of the Confederation of Indian Industry (CII) in 2018, IDGS serves as a proactive advocate, promoter, and facilitator for building a vibrant and responsible gaming ecosystem in India.

IDGS works closely with industry leaders and academic experts to strengthen the capabilities of the sector and drive its growth. Its focus spans policy advocacy, market research, emerging technologies, export promotion, indigenization and innovation, as well as education and skill development.

The Society regularly organizes India Gaming Shows, conferences, industry sessions, academia - Industry connect program and publishes newsletters and reports to promote industry engagement and knowledge sharing.

To further its objectives, IDGS has constituted eight dedicated working groups responsible for driving policy recommendations, membership growth, and key initiatives aimed at strengthening and expanding India's gaming, esports and AVGeC-XR sector.

For more details contact

The Mantosh Sondhi Centre

23, Lodhi Rd. Institutional Area, New Delhi, Delhi 110003

E: madhurima.maniyara@cii.in | **M:** +91 9764 001 342