

# World Audio-Visual & Entertainment Summit

WAVES 2025

February 5-9, 2025

📍 Bharat Mandapam, New Delhi



Confederation of Indian Industry





# MEDIA & ENTERTAINMENT SECTOR

## GLOBAL

## INDIAN



**THE GLOBAL MEDIA & ENTERTAINMENT SECTOR IS ONE OF THE BIGGEST INDUSTRIES IN THE WORLD**

**USD 2.32 trillion**

**Total Global Media & Entertainment (M&E) revenue rose 5.4% in 2022, to US \$2.32 trillion**

PWC Global Entertainment & Media Outlook  
2023-2027

**INR 2.3 trillion**

Indian M&E sector grew over 8% in 2023 to cross INR 2.3 trillion (US \$27.9 billion)



# COMPONENTS OF MEDIA & ENTERTAINMENT SECTOR



## FOCUSED M&E INDUSTRIES

BROADCASTING

TELEVISION

CARRIAGE & DTH

NEWS MEDIA

RADIO (GOVT/ PRIVATE/ COMMUNITY STATIONS/PODCASTS,etc)

FILMS

ANIMATION, VFX , GAMING & COMICS (AVGC) & E-SPORTS

SOUND & MUSIC INDUSTRY (INCLUDING STREAMING SERVICES)

ADVERTISING (INCLUDING OOH, DIGITAL ADS, GRAPHIC DESIGN, ART & CREATIVITY)

DIGITAL MEDIA, APPS & OTT PLATFORMS

SOCIAL MEDIA PLATFORMS

GENERATIVE AI & ALLIED TECHNOLOGY

AUGMENTED REALITY (AR), VIRTUAL REALITY (VR) & EXTENDED REALITY (XR)

METaverse & EMERGING TECHNOLOGIES



# From the Global Leaders



Over time, AI will be the biggest technological shift we see in our lifetimes. It's bigger than the shift from desktop computing to mobile, and it may be bigger than the internet itself.

Sundar Pichai, CEO Google  
[Source: Blog](#)

“

**Goldman Sachs**

The creator economy could approach half-a-trillion dollars by 2027”

Goldman Sachs  
[Source: Article](#)

“



Movies are going to become video games and video games are going to become something unimaginably better.”

Sam Altman, CEO, OpenAI  
[Source: Twitter](#)



In entertainment, AI can create personalised experiences for users, making content more engaging and relevant.”

Mukesh Ambani, Chairman and managing director, Reliance Industries  
[Source: Article](#)



**19th January, 2019**

**Inauguration of National Museum of Indian Cinema, Mumbai**

Hon'ble Prime Minister of India, Shri Narendra Modi said,  
"Let's start with one such Summit and then we make it global summit  
no less than Davos'

# What is WAVES?

World's first convergence event for the entire M&E sector. India's Global Summit to bring the global M&E industry's eyeballs to India.

## Pillar 1

### Broadcasting & Infotainment

- News Media
- TV & Radio
- Carriage Services
- Music
- Advertising
- Live Events

## Pillar 2

### AVGC-XR

- Animation
- Visual Effects (VFX)
- Gaming
- Comics
- E-Sports
- AR/VR/XR
- Metaverse

## Pillar 3

### Digital

- Social Media Platforms
- OTT Platforms
- Online Creators
- Generative AI
- Emerging Technologies
- App Economy

## Pillar 4

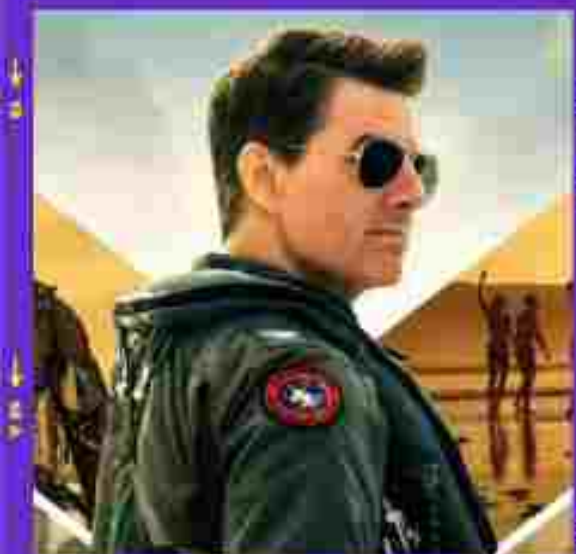
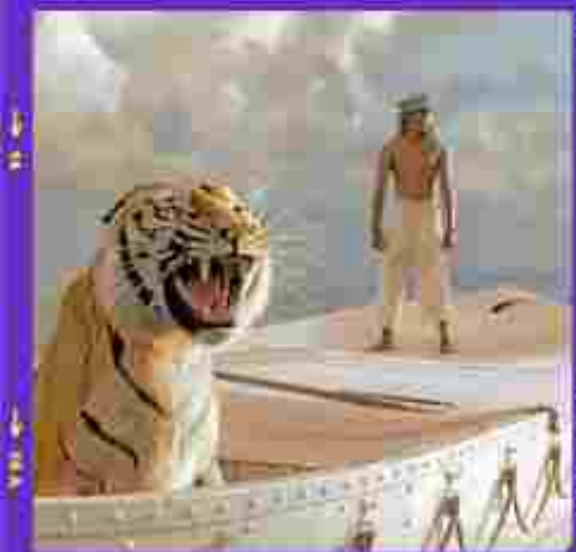
### Films

- Films, Documentaries, Short Films, Videos
- Film Technologies
- Production
- Post-Production
- Distributors
- Exhibitors



# Vision for WAVES

- Enhance India's soft power
- Make India the Global Content hub & a net exporter of content
- Enhance Indian Media's global market share
- Create employment in M&E sector
- Investment of global M&E companies in India
- Opportunity to invite presence of top leadership





# WAVES FOR THE WORLD

India is one of the biggest Consumers & Creators of the Global M&E Industry



Encourage cross-cultural understanding as well as promote diversity & inclusion in the M&E landscape



Provide avenues for job creation, skill development & economic growth



Encourage knowledge exchange, cross-cultural dialogue and collaborations/partnerships with global stakeholders



Tap into new markets, diversify revenue streams & ensure a steady and sustainable growth trajectory in M&E sector



Leverage cutting-edge technologies and boost the entrepreneurial spirit in the industry and youth





# An Industry-led

Hub & Spoke Platform



Confederation of Indian Industry



**WAVES**  
 WORLD AUDIO VISUAL &  
 ENTERTAINMENT SUMMIT  
 Come, sail with us



Indian Broadcasting & Digital Foundation



ICEA  
INDIA CELLULAR & ELECTRONICS ASSOCIATION



BECIL  
बेसिल



Interactive Entertainment and Innovation Council



ntai national film archive of india राष्ट्रीय फिल्म संग्रहालय



WHISTLING WOODS INTERNATIONAL  
INSTITUTE OF FILM, COMMUNICATION & CREATIVE ARTS



E-GAMING FEDERATION



CRA  
Community Radio Association



# Event Outline

Total

**5 Days**



Duration

**5-9 Feb, 2025**

Business

**3 Days**



**5-7 Feb, 2025**

Open for Public

**2 Days**



**8-9 Feb, 2025**

Saturday & Sunday





# WAVES

## Components



# Components Of WAVES

## Global Media Dialogue

Interaction of Ministers and key policymakers dealing with Media and Entertainment sector across the globe



## Thought Leaders Track

Plenary, Conference and Breakout Sessions

## Exhibitions

- Participation of global M&E companies
- Opportunity for Indian startups
- B2B, B2C, B2G collaborations
- Large Pavilions by major companies in the M&E sector
- Showcasing Indian Intellectual properties
- Experiential and immersive zones
- Gaming Arcade
- Bharat Pavilion





# Components Of WAVES

## Bharat Pavilion

Celebrating our Ancient heritage of storytelling with Immersive Experiences, VR concerts & Interactive Museum

## WAVES Bazaar

Buyer Seller Meet, Networking Hubs and Pitching Sessions

## WaveXcelerator

Investment opportunity for startups in the M&E sector

## Cultural Evenings

Cultural events by global and Indian performers





# Components Of WAVES

## WAVES Bazaar

Craft2Commerce

Content Showcase

Buyer Seller Meets

Networking Hub

Brand and Product Launches

Pitching and Funding Opportunities





## WaveXcelerator

- Exploring Investment opportunity for startups in the M&E sector
- Live pitching sessions for Startups

### Outcomes

- Financial Investment
- Support through Incubation & Acceleration Programs in NCoE and other educational institutions
- Mentorship program for selected Startups
- Possibility of grants under Startup India mission to be explored





# Thought Leaders Track

Time	Duration	Pillar 1	Pillar 2	Pillar 3	Pillar 4
10:00-11:30 am	90 mins	<b>Plenary Session</b> (Discussion by global best converging all 4 Pillars)			
12:00 - 1:30 pm	90 mins	<b>Tech Session/ Competitive Events</b>			
<b>1:30 - 2:30 pm</b>	<b>60 mins</b>	<b>LUNCH</b>			
2:30 - 4:00 pm	90 mins	<b>Conference 1.1</b>	<b>Conference 2.1</b>	<b>Conference 3.1</b>	<b>Conference 4.1</b>
		<b>Breakout session 1.2</b>	<b>Breakout session 2.2</b>	<b>Breakout session 3.2</b>	<b>Breakout session 4.2</b>
		(Parallely running Industry specific)			
4:00 - 5:30 pm	90 mins	<b>Conference 1.3</b>	<b>Conference 2.3</b>	<b>Conference 3.3</b>	<b>Conference 4.3</b>
		<b>Breakout session 1.4</b>	<b>Breakout session 2.4</b>	<b>Breakout session 3.4</b>	<b>Breakout session 4.4</b>
		(Parallely running Industry specific)			
<b>7:00 pm onward</b>		<b>Cultural Evening</b>			



**'Create in India, Create for the World'**

# **Creatosphere**

to amplify

## **India's Creators' Economy**

**Masterclasses/ Workshops**

**Creators Conclave**

**Infusion of funds**

**Create in India Challenge Grand Finale**







# Create in India Challenge Season 1

## Films

- Film Poster Making Competition
- Trailer Making Competition
- Young Filmmakers Competition

## Comics

- Comics Creator Championship

## Animation

- Anime Challenge
- Animation Filmmakers Competition
- WAVES VFX Competition
- WAVES Awards of Excellence

## AR/VR/XR

- XR Creator Hackathon
- A.I. Avatar Creator Challenge

## Gaming

- Game Jam
- ESPORTS Tournament
- City Quest: Shades of Bharat
- Innovate2Educate- Handheld Device Challenge
- Bharat Tech Triumph Program

## Generative AI

- WAVES Art Installation Challenge





# Create in India Challenge Season 1

## Social Media

- Waves Explorer
- Reel Making Competition

## Radio

- Community Radio Content Challenge

## Advertising

- WAVES Hackathon Adspend Optimizer

## Broadcasting

- WAVES Promo Video Challenge
- Truth Tell Hackathon

## Emerging Technology

- India: A bird eye's view
- Anti-Piracy Challenge

## Music

- Battle of the Bands
- Symphony of India
- Theme Music Competition





ANIMATION

# WAVES Anime and Manga Contest



## Association

- Media and Entertainment Association of India
- 1200+ members & associates
- Co-organized GAFX, Asia's largest gaming event
- 13,000 attendees in the event



## Overview

WAVES Anime & Manga Contest (WAM!) is an innovative initiative aimed at harnessing the growing interest in manga and anime in India. The competition offers a platform for Indian talent to create localized versions of popular Japanese styles, appealing to both local and global audiences.

**Participate Here:**

<https://meai.in/wam/>





# Animation Filmmakers Competition

## Association

- Dancing Atoms
- Animation Studio
- Creates original IP in partnership with Academy Award and Emmy Award winners



## Overview

Open to all levels, both amateurs and professionals, who only need an idea to submit. The competition guides participants through a journey of masterclasses and mentorship to polish their ideas and culminating in a final pitch session at WAVES. Here, finalists present their polished film concepts and pitch them to industry leaders for a chance to win the coveted title and launch their ideas into films.

## **Participate Here:**

<https://waves.dancingatoms.com/wafc>





# WAVES Awards Of Excellence

## Association

- Association Internationale du Film d'Animation (ASIFA)
- ASIFA, established in 1960, is a body recognized by UNESCO promoting art, craft and profession of Animation
- Founded in 2000, ASIFA India has the goal of promoting the art, craft, and profession of VFX, Animation & Gaming



ASIFA  
АСИФА

## Overview

Hosted by ASIFA India, WAVES Awards of Excellence is a competition for creating showreels and Ad Films. Professionals as well as students currently enrolled in any animation, VFX, gaming, or related program or professional can participate.

## **Participate Here:**

<https://www.asifaindia.com/waoe/>







# WAVES VFX Competition

## Association

- ABAI
- Non-Profit organization representing the Animation, Visual Effects, Gaming, and Comics (AVGC) industry in India
- Multiple initiatives such as Bengaluru GAFX Conference, B2B AVGC Summit, Digital Art Symposium, Digital Art Centers, Mentor 360 studio



## Overview

The competition is open to students, amateurs, and professionals alike, who simply need to submit their VFX work to participate. Participants need to create a visual effects sequence or short film featuring a superhero who has extraordinary powers but uses them in the context of everyday, mundane life.

## **Participate Here:**

<https://abai.avgc.in/wafx/>







# Game Jam

## Association

- India Game Developer Conference
- Features industry giants like Rockstar Games
- Hosts game jams & developer meetups
- 2023 edition: 7 cities, 1330+ developers



## Overview

A Game Jam is a hackathon where game developers from all over the country come together to create a game within a limited time based on set themes. Participating in game jams is an excellent way to learn game development, launch successful game companies, and build a career in the industry.

## **Participate Here:**

<https://indiagdc.com/waves-game-jam/>







# ESPORTS Tournament

## Association

- ESPORTS Federation of India (ESFI)
- Governing body for ESPORTS in India
- Bronze Medal in Asian Games 2018 (Demonstration event) and in Commonwealth ESPORTS Championship 2022
- 18 Member team for Asian Games 2023, placed 5th for League of Legends
- Member of International ESPORTS Federation, Asian ESPORTS Federation and Global ESPORTS Federation



## Overview

ESPORTS tournaments featuring eFootball, WCC, BGMI & Indus Battle Royale will be conducted in batches. Each batch will showcase thrilling competitions where the ultimate champions will be crowned at WAVES.

## **Participate Here:**

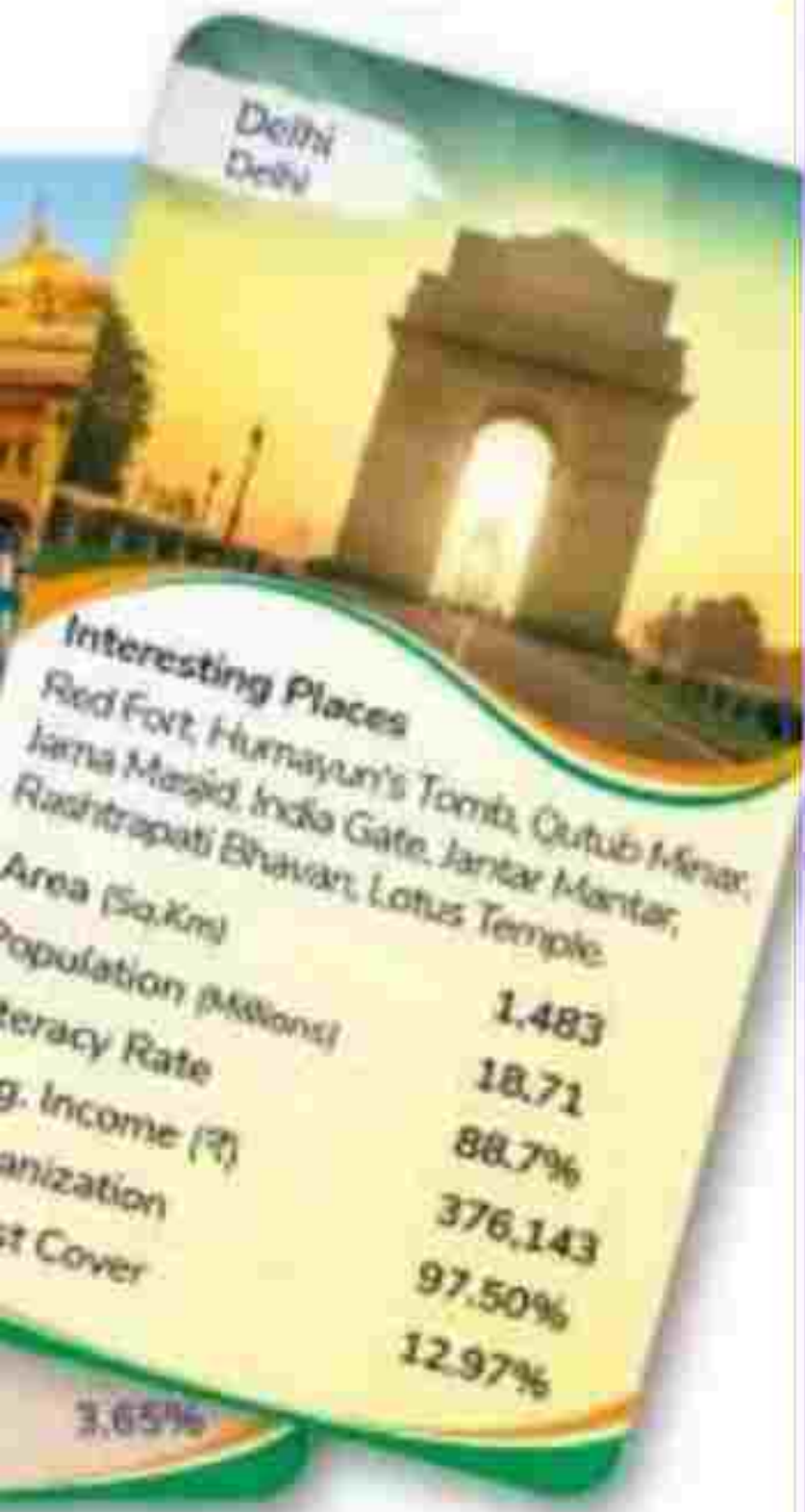
[wesc2025.esportsfederation.in](https://wesc2025.esportsfederation.in)







# City Quest: Shades of Bharat



## Association

- E-Gaming Federation
- Represent the complete gamut of online gaming operators including One out of three gaming unicorns in India



## Overview

City Quest is an educational game to celebrate Bharat's urban development. This card-based game educates players about the unique attributes of Indian cities, from their cleanliness and development to their educational and healthcare facilities. The parameters for city cards will be taken from Niti Aayog portal SDG India Index (2021).

## **Participate Here:**

<https://www.egf.org.in/waves>





# Innovate2Educate- Handheld Device Challenge

## Association

- Indian Digital Gaming Society (IDGS)
- A non-profit association formed to be the apex body of the Indian Gaming Industry

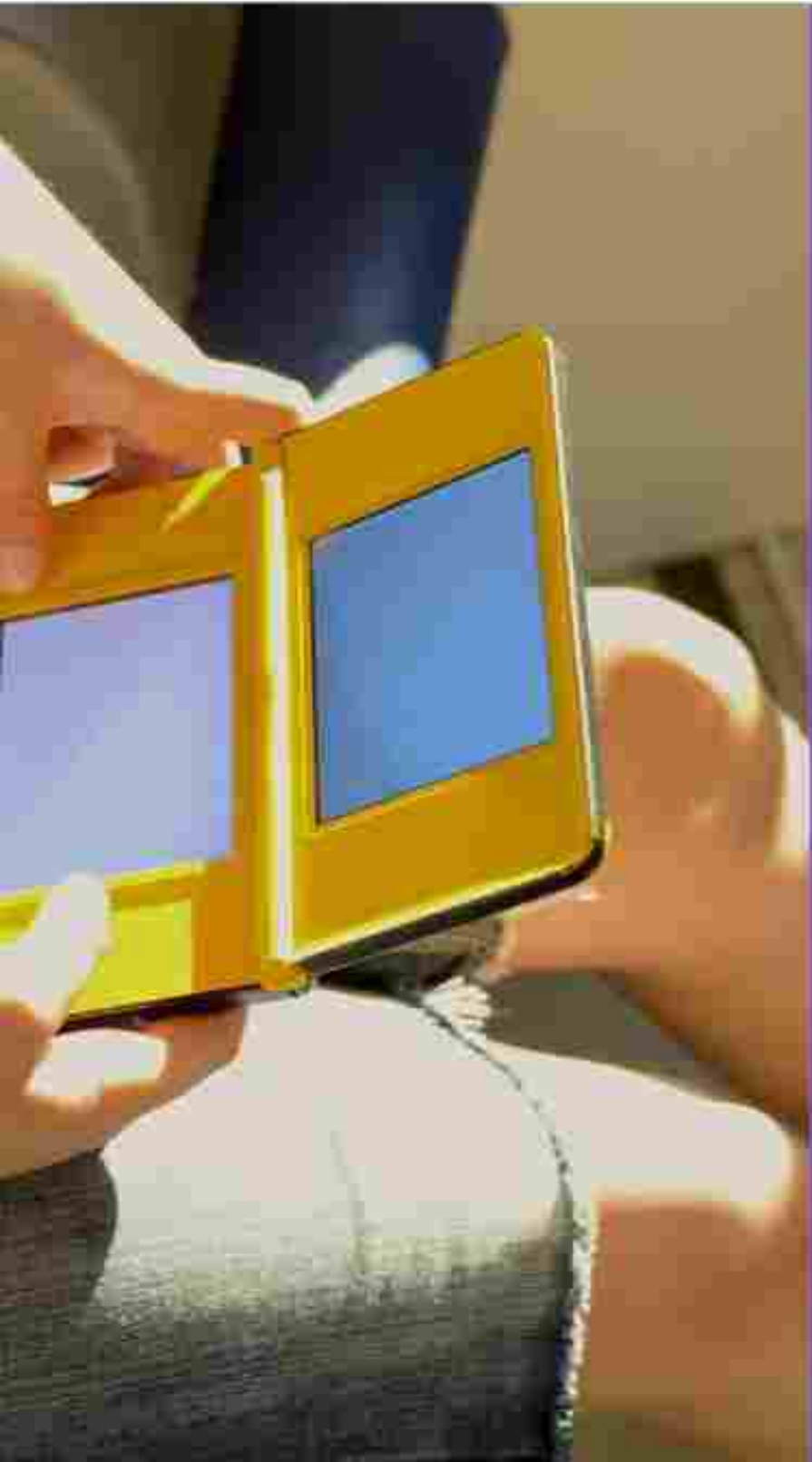


## Overview

The Innovate2Educate Handheld Device Design Challenge is competition aimed at revolutionizing the way children learn. It invites academia, designers, engineers, and innovators to create a prototype of an educational handheld device that makes learning math, solving puzzles, and enhancing cognitive skills an engaging and interactive experience. The goal is to design a device that is not only educational but also affordable for the mass market.

## **Participate Here:**

<https://gamingsociety.in/innovate2Educate-competition>







# Bharat Tech Triumph Program

Edition 3

## Association

- Interactive Entertainment and Innovation Council (IEIC)
- Pioneering innovation by supporting domestic talent and exporting Indian tech & Intellectual Property to the global stage.
- Members include Game Developers, Domestic and international Game Publishers, Marquee Gaming Investors, Technology Providers, Gaming advisors, etc.



## Overview

The competition is aimed at propelling India's gaming and technology sector. The program focuses on game development, e-sports and the business of gaming. Open for Individual Developers, studios, startups, students and companies developing game essentials like payments, security, live ops.

## **Participate Here:**

<https://www.thetechtriumph.com/>







# Comics Creator Championship



## Association

- Indian Comics Association
- Partnered with 16 prominent publishers
- Access to over 200 dedicated artists
- Represents half of the Indian comics industry



## Overview

The Comic Creator Championship promises to be a game-changer for India's comic book industry. The competition will unfold across three stages and feature two categories—Amateur and Professional—providing a unique platform for emerging and established creators to showcase their talents on a global scale.

## **Participate Here:**

<https://www.indiancomicsassociation.com/comics-creator-championship/>





# XR Creator Hackathon

## Association

- Wavelaps
- Expert in AR, VR, and Metaverse solutions
- End-to-end IT services: Digital solutions, engineering, and cloud computing
- Global client support: current and future needs and XDG
- Educates and upskills developers



## Overview

The XR Creator Hackathon (XCH) is an exciting challenge that invites developers from across India to push the boundaries of augmented and virtual reality. Designed to spark creativity and drive innovation, this event provides a platform for showcasing groundbreaking solutions that can transform how we interact with technology.

## **Participate Here:**

<https://wavelaps.com/xrcreatorhackathon/>







# A.I. Avatar Creator Challenge



## Association

- AVTR meta labs
- India's First Content Focused Meta Influencer Company
- Combines powerful storytelling with innovative and emerging technologies- 3D and AI



## Overview

Participants will create a compelling virtual influencer who embodies the spirit of innovation, creativity, and cultural relevance. The competition will be judged based on three key criteria: the quality of the content, the technology utilised in the project's development, and the purpose of the AI Avatar.

## **Participate Here:**

<http://aiavatarchallenge.com/>





# WAVES AI Art Installation Challenge



## Association

- Internet and Mobile Association of India (IAMAI)
- Instrumental in shaping India's digital economy
- Has 540 members, including Indian and multinational corporations, as well as start-ups



## Overview

The AI Art Installation Challenge is an innovative competition that invites artists, designers, and AI enthusiasts to create immersive and interactive art installations using Artificial Intelligence. The primary objective of the challenge is to design and create engaging audio-visual art installations that showcase AI's capabilities in art.

## **Participate Here:**

<https://eventsites.iamai.in/Waves/>





# Film Poster Making Competition

## Association

- NFDC- National Film Archive of India
- Member of the International Federation of Film Archives

**NFDC**  
cinemas of india

**ntai**  
national film  
archive of india  
राष्ट्रीय फिल्म संग्रहालय

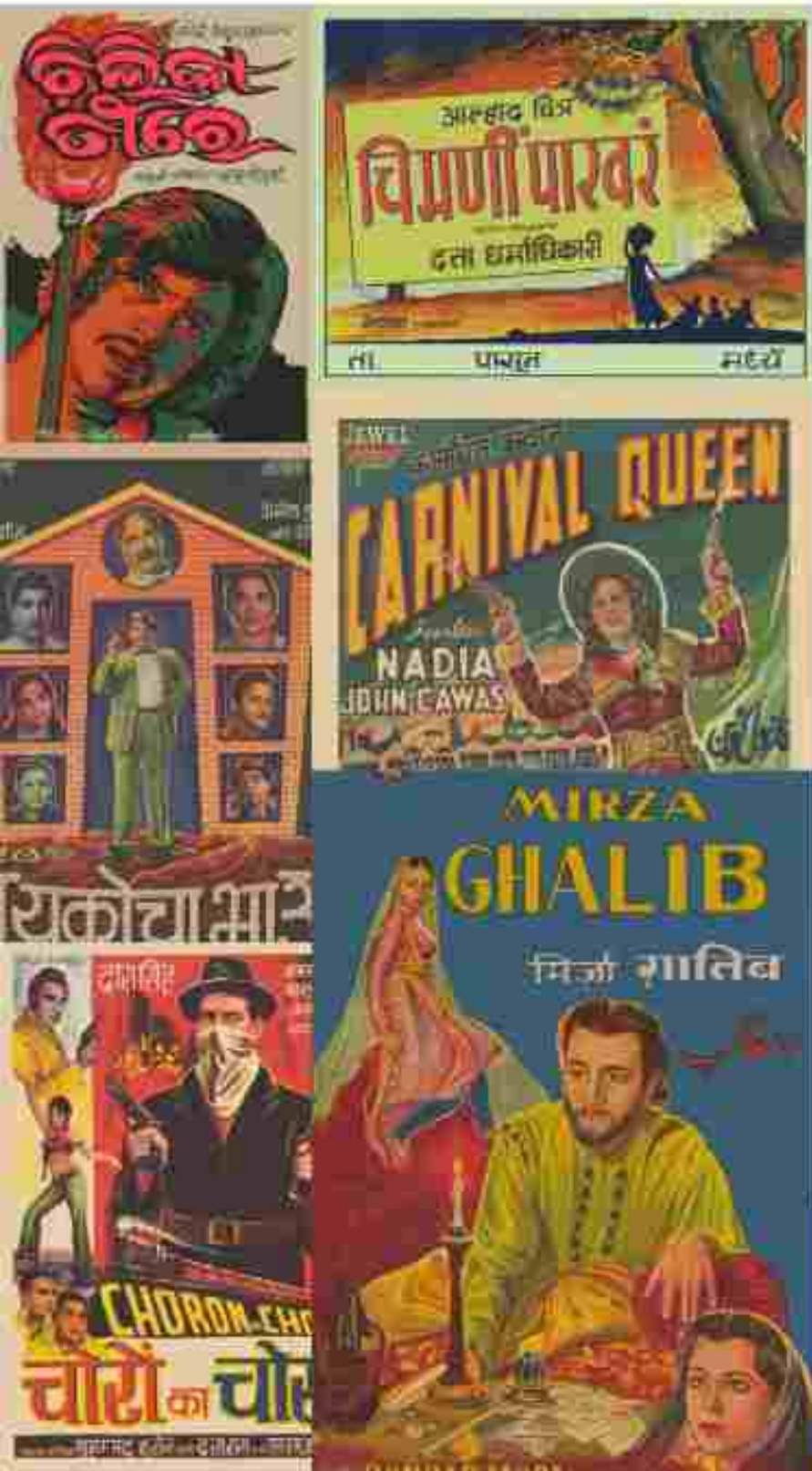
When The Heritage of Indian Cinema Comes Alive ...

## Overview

The Film Poster Making Challenge is a unique opportunity to create innovative and visually compelling reimagined film posters to celebrate and promote the rich film poster heritage of India. This competition seeks to identify and reward outstanding artistic talent in digital and hand painted poster creation and showcase their creativity

## Participate Here:

<https://www.nfdcindia.com/waves-poster-challenge-2025>







# Trailer Making Competition



## Association

- Federation of Indian Chambers of Commerce & Industry
- Voice of India's business and industry
- Diverse regional chambers of commerce and industry across states, reaching out to over 2,50,000 companies.

**NETFLIX**

## Overview

Invitation to filmmakers - both seasoned & emerging—to craft compelling and engaging trailers using Netflix content. This is a chance to reimagine iconic scenes or highlight fresh perspectives through the art of trailer-making. Through expert-led training sessions, participants will learn key skills in storytelling, video editing, and sound design, preparing them to craft high-quality trailers.

## **Participate Here:**

<https://waves.ficci.in/>





# Young Filmmakers Challenge

FILM

## Association

- Whistling Woods International
- Partnerships with industry leaders like Sony, Netflix, and Amazon Prime
- Collaborations with international institutions
- Alumni network in prominent media and entertainment companies



## Overview

Young filmmakers, aged 12 to 19, will showcase their creativity and technical prowess through concise 30-60 second films. This initiative aims to foster innovation, storytelling abilities, and digital literacy among the youth.

## **Participate Here:**

<https://whistlingwoods.co.in/WAVES/>







# Community Radio Content Challenge

## Association

- Community Radio Association
- A platform of functional and upcoming CR stations in India.
- play a vital role in providing a voice to communities.



## Overview

The competition invites Community Radio Stations (CRSs) to be a part of WAVES. It is designed to highlight the diverse talents and unique voices that community radio stations bring to the airwaves. It encourages CRSs to submit their most innovative and impactful content.

## **Participate Here:**

<https://waves.craindia.in/>





# WAVES Hackathon: Adspend Optimizer

## Association

- Advertising Agencies Association of India (AAAI)
- Platform for advertising agencies to discuss industry issues, share expertise, and promote the growth



## Overview

The AdSpend Optimizer Hackathon is an intensive, collaborative event that focuses on developing cutting-edge predictive analytics tools to revolutionize ad spend optimization across various channels. Participants will leverage data science, machine learning, and statistical modelling to create solutions that enable advertisers to make data-driven decisions, maximize ROI, and achieve their marketing goals more effectively.

## **Participate Here:**

<https://hackathon.aaaindia.org/>







# WAVES Promo Video Challenge

## Association

- Indian Broadcasting and Digital Foundation (IBDF)
- Unified voice of India's television and digital media industry.
- Represents over 250 channels and digital platforms



**Indian Broadcasting  
& Digital Foundation**

## Overview

WAVES Promo Video Challenge invites participants to bring their unique perspective and expertise to craft compelling narratives and cutting-edge videos that resonate with audiences on a profound level. From a visionary director, a creative advertiser, to a pioneering broadcaster, any one with a vision and can participate.

## **Participate Here:**

<http://ibdf-waves.com/>





# Truth Tell Hackathon



## Association

- India Cellular and Electronics Association (ICEA)
- Apex industry body representing the mobile and electronics sector in India
- Comprises manufacturers, brand owners, technology providers, and retailers



**ICEA**  
INDIA CELLULAR  
& ELECTRONICS  
ASSOCIATION

## Overview

Participants to develop cutting-edge AI-powered tools for real-time fact-checking during live broadcasts. This hackathon aims to address problem of misinformation and disinformation in the media by empowering broadcasters the ability to verify information instantly.

## **Participate Here:**

<https://icea.org.in/truthtell/?sfdsfdf>





# India: A Bird's Eye View

BROADCASTING

## Association

- Broadcast Engineering Consultants India Limited BECIL
- has a vast reservoir of experts



## Overview

This challenge invites participants to create a video showcasing India from a bird's-eye perspective using Drone Technology. Open for drone pilots /and filmmakers, the challenge invites you to create a 2-3 minutes video on the breathtaking beauty and diversity of India through the unique perspective of Aerial Drone Cinematography.

## **Participate Here:**

<https://www.becil.com/waves>







# Anti-Piracy Challenge

## Association

- Confederation of Indian Industry (CII)
- India's largest industry association with a vast network of members across sectors



Confederation of Indian Industry

## Overview

This competition aims to encourage and promote innovative solutions developed by homegrown companies in the fields of fingerprinting and watermarking technologies. The competition is open to individuals, research teams, startups, and established organizations with expertise or interest in digital content security. All submissions must include a working prototype of the technology, demonstrating its core functionality and real-world application potential.

**Participate Here:**

<https://antipiracychallenge.com>







# Battle of the Bands



## Association

- Prasar Bharati
- A key player in the Indian music landscape
- Promotes diverse genres, nurturing talent, and preserving heritage



## Overview

A competition inviting bands to create a fresh, contemporary blend of modern Music with traditional folk piece. The audition material must feature an original composition or a traditional folk song not restricted by copyright. The submissions must include the introduction of the band and the performance of the song.

## **Participate Here:**

<https://prasarbharati.gov.in/battle-of-the-bands/>





# Symphony of India

## Association

- Prasar Bharati
- India's public broadcaster promoting diverse genres, nurturing talent, and preserving heritage.



## Overview

This competition will invite soloists and ensembles to showcase their virtuosity in traditional Indian instruments, culminating in a grand finale. Participants must submit 3 to 5 recorded performances of their chosen instrument. Each recording should reflect the musician's unique style, expertise, and musical progression, demonstrating the ability to handle complex compositions. Each musical piece (solo music piece or musical ensemble piece) should be between 2-3 minutes in length.

## **Participate Here:**

<https://prasarbharati.gov.in/symphony-of-india/>







# Theme Music Competition

## Association

- Indian Music Industry (IMI)
- Apex body representing the interests of the recorded music industry in India
- Works to protect copyright, promote fair valuation of music rights, and foster a thriving music ecosystem



## Overview

The challenge invites songwriters, singers, performers and music creators to create and share a piece of music, not less than 1 minute, that resembles Indian classical music or a fusion of classical and contemporary music instruments and styles. The competition will unfold across two stages, the preliminary stage and the finale stage. The theme of the competition is "Song of India".

## **Participate Here:**

<https://indianmi.org/waves/>







# WAVES Explorer

SOCIAL MEDIA

## Association

- Internet and Mobile Association of India
- Instrumental in shaping India's digital economy
- Has 540 members, including Indian and multinational corporations, as well as start-ups



## Overview

Embark on a captivating journey with Waves Explorer 2024, a vibrant celebration of India's rich cultural tapestry, heritage, and boundless creativity. Go beyond the usual tourist destinations and explore India's rich attractions across the length and breadth of the country in the form of a short form video (max 1 minute) or a vlog (max 7 minutes).

## **Participate Here:**

<https://eventsites.iamai.in/Waves/>







# Reel Making Competition

## Association

- Internet and Mobile Association of India
- Instrumental in shaping India's digital economy
- Has 540 members, including Indian and multinational corporations, as well as start-ups



## Overview

The challenge invites participants to create engaging reels that showcase India's current technological and infrastructural achievements, as well as visionary ideas for future advancements that could define "Viksit Bharat" (Developed India) and India@2047. The reels should focus on highlighting how technology and infrastructure are transforming India's M&E industry, driving innovation, and setting the stage for the future of entertainment and media in the country.

## **Participate Here:**

<https://eventsites.iamai.in/Waves/>





# Grab the opportunity to Participate...

REGISTER NOW



Visit

<https://wavesindia.org/challenges-2025>

Also on

<https://www.mygov.in>

About | Media | Challenges | Sponsors | Registration | Login

## CREATE IN INDIA CHALLENGE SEASON - 1

your best, and win big at WAVES. Dive into an exciting array of challenges that celebrate creativity, innovation, and the spirit of artistic expression. Each challenge is designed to challenge your skills and inspire you to showcase your talents on a distinguished platform. Are you ready to embark on this voyage? Scroll down to explore the 27 incredible challenges spanning animation, gaming, esports, comics, filmmaking, and more!

### ANIMATION

- Anime Challenge
- Animation-Initiators Competition
- Awards Of Excellence
- WAVES VIX Competition

### GAMING

- Game Jam
- E-SPORTS Tournament
- City Quest: Shades of Bharat
- Innovate@Students-Handmade Device Challenge
- Smart Tech Triumph Program

WHAT'S NEW

GOVERNMENT OF INDIA  
MINISTRY OF INFORMATION AND BROADCASTING

WAVES

NFDC  
creatives of india

myGov  
by waves

# CREATE in INDIA CHALLENGE

SEASON - 1



... & win



Cash prizes up to  
2.75 crores



Paid trip for finalists to  
WAVES Summit



sponsorship for  
Global Industry  
Events



A custom  
Mahindra Thar



Recording with big  
music labels



support for  
Incubation



publishing  
Deals



Industry experts  
Mentorship

goodies, certificates and more...



# EXPECTED OUTCOMES OF THE SUMMIT

**Host the largest Global Media Marketplace**

**Export Indian content to global audience**

**Brand India as 'Creative Capital of the World'**

**Encompass & Embrace new trends, technology & transformations**

**Industry Collaborations, MOUs & Co-production activities with global counterparts**

**WAVES to become a must attend global event for products and services related to the sector**



# Thank you!

See You @ WAVES! 



February 5-9, 2025  
Bharat Mandapam, New Delhi



Confederation of Indian Industry

