



Confederation of Indian Industry



CII SUMMIT **FX**

Animation | VFX | Gaming | Immersive

"Shaping the Emerging World of Creativity"

17 - 19 April 2026 | CHENNAI TRADE CENTRE, CHENNAI, TAMIL NADU, INDIA

DAY 1 (17 April 2026)

INAUGURAL SESSION	
1000 – 1010 Hrs	Inaugural and Ribbon Cutting Ceremony (with Exhibitor Catalogue Release)
1010 - 1020 Hrs	Exhibition visit
1030 - 1040 Hrs	Opening remarks & Setting the Context Mr Rajan Navani, President Indian Digital Gaming Society, Founder & CEO – JetSynthesys
1040-1045 Hrs	Address Mr B. Thiagarajan, Chairman CII Trade Fair and Managing Director Blue Star Ltd
1045 – 1050 Hrs	Address Mr Sean Sohn, Vice President, Indian Digital Gaming Society & CEO, KRAFTON India
1050 – 1052 Hrs	Whitepaper Release
1052- 1100 Hrs	Exchange of MOU's (IICT & Industry) Mr Ninad Raikar, Chief Operation Officer, IICT
1100-1125 Hrs	Address by Chief Guest Mr. Mandipalli Ramprasad Reddy, Hon'ble Minister for Transport, Youth and Sports, Government of Andhra Pradesh
1125-1130 Hrs	Closing Remark Mr Subash Sapru, Secretary General, IDGS

FIRESIDE CHAT	
Emerging trends in Video Games and Esports post PROGA	
<p>This fireside chat will explore the evolving landscape of India's video games and esports ecosystem in the post-PROGA era, highlighting key trends shaping the industry's next phase of growth. The discussion will focus on emerging opportunities in mobile gaming, esports leagues, AI-driven innovation, and immersive technologies such as AR/VR, along with the rise of India-centric content and regional gaming audiences.</p>	
1130 - 1200 Hrs	Mr. Raghav Anand, Partner and Leader – Media & Entertainment, EY-Parthenon In Conversation With Mr. Rajan Navani, President – IDGS & Founder & CEO, Jetsynthesys



KEYNOTE ADDRESS

Future of Accelerated Computing & AI

The future of accelerated computing and AI is currently transitioning from basic assistants to **"agentic AI"**—systems capable of reasoning, interacting with other agents, and taking autonomous action. This shift is being driven by a move from traditional CPU-based processing to massive, parallel-processing GPU architectures that act as "AI factories," generating intelligence at an industrial scale.

1200 - 1230 Hrs | Mr Girish Menon, Chief Strategy officer, JetSynthesys

SESSION

Powering India's Game Developer Pipeline

This session explores the critical need to build a strong, future-ready talent ecosystem for India's rapidly growing gaming industry. The session will highlight how structured industry led incubation, skilling pathways, academic integration, mentorship programs, can accelerate the development of high-quality game developers across the country.

1230 - 1300 Hrs

Session Chair & Moderator

Mr Aditya Mani, Founder, Yologram Style

Speakers

- Mr Anuj Sahani - Head of KIGI
- Mr Anuj Mankar, Founder, Nautilus Mobile

1300 – 1400 Hrs | **Networking Lunch**

PANEL DISCUSSION

Comics as IP Engines: Powering India's AVGC-XR Storytelling Economy

As India's AVGC-XR sector grows rapidly, comics remain an underutilized yet vital foundation for strong storytelling and original IP creation. This panel will highlight how comics enable world-building, character development, and narrative testing, making them powerful IP engines for animation, gaming, and immersive media. Drawing insights from global successes like Marvel and DC, and the rising popularity of manga and anime in India, the discussion will bring together comic publishers, creators, and animation studios to assess the current ecosystem, key gaps, and opportunities.

The session will explore practical pathways to strengthen creation, distribution, and cross-media adaptation, positioning comics as a key driver of India's next generation of globally scalable content franchises.

1415 - 1500 Hrs

Session Chair & Moderator

Ms Preeti Vyas – Strategic Transmedia Advisor & Content Entrepreneur

Speakers

- Ms Preethi Nair - Creative Director & Founding Partner, Tiger Comics
- Mr Rajeev Nagar, Country Manager, Huion
- Ms Ashwitha Jayakumar, Author, The Book of Emperors: An Illustrated History of the Mughals (penguin, 2024)



PANEL DISCUSSION

Impact of Esport on Youth

Esports is rapidly emerging as one of the most influential youth-driven industries, shaping aspirations, careers, and digital lifestyles across the world. This session will explore the growing impact of esports on young people—highlighting its role in developing critical skills such as teamwork, strategic thinking, leadership, and discipline, while also addressing concerns related to screen time, mental health, physical well-being, and online safety. The discussion will bring together industry experts and stakeholders to examine how esports can be nurtured responsibly through structured training, balanced engagement, and awareness initiatives, ensuring it becomes a positive force for youth empowerment and future-ready careers.

1500- 1600 Hrs

Session Chair & Moderator

Dr. Ritesh Jain, Global Fintech Leader, World Bank Advisor, Board Advisor, Metaspase, Sportech, Investor & Mentor (Growth Cap, Equentis)

Speakers

- Mr Rohit Jagasia, Founder, Revenant Esports
- Mr Abhijeet (Ghatak) Andhare, Founder & CEO, Trident Gaming
- Mr Sashank Bhandaru, Founder, OutFox Gaming
- Mr Aditya Maurya, Founder, Zelox Entertainment

SPECIAL SESSION

Esports Horizons: India's Esports Innovation Landscape: Patent Perspectives

Emerging Technologies and Market Dynamics Shaping the Next Decade. A strategic whitepaper exploring innovation pathways and future market opportunities in competitive gaming, with insights drawn from patent data and technology trends transforming the esports sector.

1600 – 1630 Hrs

Session Chair & Moderator

Mr Mehul Jain, Co-Founder and Chief Strategy Officer, Traecit Group of companies, Yuva Chair, YI Chennai

Speakers

- Mr Raghavendra, Partner, INNOIPS
- Adv Shraddha Damle, In-house IP Counsel, JetSynthesys

**1630 Hrs
Onwards**

Floor open for Networking

**DAY 2 (18 April 2026)****PANEL SESSION****Emerging Technologies - Storytelling in FX**

Storytelling in visual effects (VFX) and emerging technologies has reached a transformative milestone in 2026, where the primary focus has shifted from mere visual spectacle to achieving deep **emotional authenticity** and **personalization**. Advanced tools like **real-time rendering engines** (e.g., Unreal Engine) and **agentic AI** are now core components of the creative process, allowing filmmakers and creators to automate labor-intensive tasks like rotoscoping and character rigging, thereby freeing them to focus on high-level narrative strategy.

Session Chair & Moderator

Mr Biren Ghose, Founder & CEO Astra Studio and Governing Council Member, IICT

Speakers:**1100 - 1145 Hrs**

- Mr Bejoy Arputharaj, Founder & CEO – PhantomFX
- Mr Sandeep Kamalasanan – VFX Supervisor and Creative Director, Mihira Visual Lab Pvt Ltd
- Mr KV Sanjit, Independent VFX Supervisor
- Mr Seshaprasad A.R, Head of Studio, DNEG

SPECIAL PRESENTATION**Building a Global South Corridor for AR/VR/XR – Role of India**

India is pioneering a Global South Corridor for AR/VR/XR by fostering collaborative digital infrastructure, leveraging its massive 5G expansion and IT talent to enable affordable, locally relevant immersive solutions. By partnering with nations in Africa, Asia, and Latin America, India is fostering a trusted, inclusive "BharatVerse" ecosystem that emphasizes skills, open standards, and high-value, cross-border digital economy growth. India's proactive role aims to build a resilient, shared digital future that bridges the divide between global tech leaders and laggards, establishing the Global South as a significant player in the future of XR

1145 - 1215 Hrs**Speaker - Prof Manivannan – IIT Madras****SESSION****Phases of the Indie Journey**

This panel explores how indie game studios at different stages approach game development, team building, and company growth. It will examine the key challenges encountered across phases and practical strategies to navigate them.

1215 - 1315 Hrs**Session Chair & Moderator**

Mr Jai Naresh, Director, Immersive Technology, Cavin Infotech

Speakers

- Mr Mario Royston - CEO, WeLoadin Studio
- Mr Prashanth Krishnan - CPO, Highbrow Interactive
- Ms Prayathna - Co-Founder, Thumbi Games
- Mr Harish Chengaiah - CEO, Outlier Games



1315 - 1400 Hrs	Networking Lunch
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PANEL DISCUSSION

Building a High Value AVGC-XR Workforce

Building a high-value **AVGC-XR** (Animation, Visual Effects, Gaming, Comics, and Extended Reality) workforce is essential for India to transition from a primary service-provider and "back-office" hub to a global leader in original intellectual property (IP) and digital storytelling. A specialized workforce that can handle complex, high-end creative collaborations rather than just basic outsourcing is critical to meet the massive demand for **20 lakh (2 million) skilled professionals** expected by the end of this decade. Beyond direct economic impact, a high-value workforce enables India to harness its rich cultural heritage to create globally resonant content, effectively boosting India's **soft power** and cultural diplomacy.

1400 – 1500 Hrs	<p>Session Chair & Moderator Mr B S Srinivas, Educationist, Arena Animation & Vedatma College Of Design, Technology & Management</p> <p>Speakers</p> <ul style="list-style-type: none"> • Mr Easo Thampy Mathew, Executive Vice President, Aptech Ltd • Mr Saurabh Shah, Head People Operations, KRAFTON India • Dr Piyush Roy, Dean – School of film, media and creative arts RV University • Mr Biren Ghose, Founder & CEO Astra Studio and Governing Council Member, IICT
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SESSION

Emerging Technology Deployment in the Industry

Virtual Production and ICVFX: Where Gaming Technology Meets Cinema

Real-time game engines are no longer confined to consoles. They are now powering film sets. Virtual Production and ICVFX are transforming how stories are made in India, bringing post-production decisions onto the stage and opening new possibilities for the country's AVGC-XR ecosystem. This session offers a practitioner's perspective on deploying these technologies at scale.

1500 - 1530 Hrs	Speaker: Mr Jayendra Panchapakesan, Co-founder, Qube Cinema & Bhoomika Trust
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