



Confederation of Indian Industry

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# **India** gaming show 2025

International Gaming, Animation, Esports & Infotainment Event

20 - 22 February 2025 at Pragati Maidan, New Delhi, India

[www.gamingshow.in](http://www.gamingshow.in)

## DISCOVER YOUR NEXT ADVENTURE



# INDIA

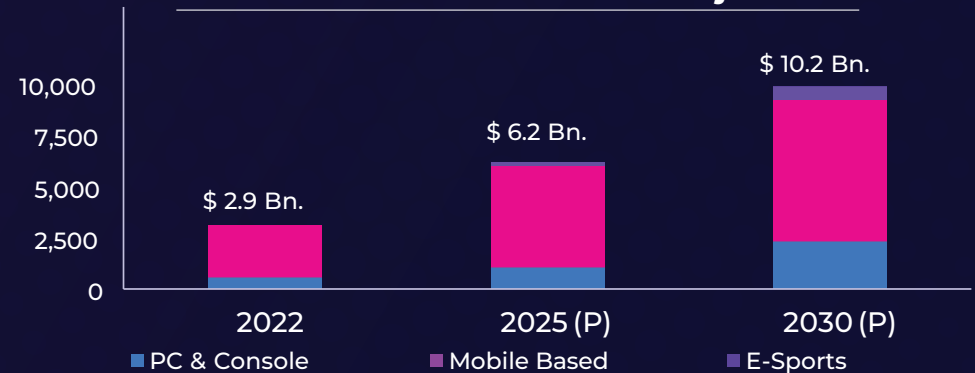
## The World's Emerging Market!



India's gaming industry has transformed from a pastime to a profession, with substantial growth driven by a burgeoning youth population. Factors like increasing disposable incomes, diverse gaming genres, & the popularity of mobile devices contribute to this growth.

With an expanding market & robust e-commerce infrastructure, Indian game developers have ample opportunities to create culturally relevant content. Moreover, India's expertise in outsourcing, QA testing, & product development, combined with access to talent and cost-effective solutions, fosters collaboration & innovation.

### Current Market and Growth Projection



### Revenue Growth By Genre



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The 7th Edition of IGS 2025 will feature a technology showcase by large companies, animation, gamification, gaming zones, internet of things, start-ups, skills & skills development, Digital India, Make in India, along with consumer sections, E-sports, cosplays, & stage events. The focus here is on building a talent pool of game developers & improving cost - competitiveness.

IGS is a unique platform for the Gaming sector to attract all stakeholders of this industry under one roof, display advanced technologies & offerings for Indian market, deliberate on enhancing businesses by connecting with Global players showcasing the strength and capabilities of the Gaming Industry in India.



# SUCCESS CHRONICLES

## GLIMPSES OF PREVIOUS EDITION





# INDIA GAMING SHOW

## LOOKING BACK!



1

The Maiden IGS event was organised in February, 2017 with Japan as Partner Country, Korea as Guest Country, and UK as Focus Country, attracting participation of key brands, making it a real global event. It had support from the Government of Japan and various associations of the Gaming Industry from Japan, with a largest Japan Pavilion as Partner Country, with attendance of over 70,000 visitors.

4

Amidst COVID-19 The India Gaming Show 2021 was successfully held as a virtual event with an International Conference running for a period of 15 days.

5

The 5th and 6th editions in 2023 and 2024 brought together gaming enthusiasts, professionals, and gamers, featuring the latest technology, VR experiences, and a variety of games, solidifying India's status as a thriving gaming hub

2

The India Gaming Show promoted India's gaming, digital content, and animation industry by offering a global platform for Indian businesses and fostering international partnerships to tap into the vast Indian market and collaboration opportunities.

6

Previous shows received support from the Ministry of Electronics & Information Technology, Government of India, along with various organizations including JOGA, JLOP, CESA, JETRO, KCC, and VIPO.

3

Following the inaugural edition, India Gaming Show-South took place in January 2018 in Bengaluru, Karnataka, followed by the 3rd edition in February 2019 in New Delhi.

7

India Gaming Show has been a significant milestone for the gaming & animation industry in India, addressing the challenges and deliberating on the growth opportunities & Potential of India as a Gaming Hub of the world.



# EXHIBITOR PROFILE \*

- ▷ Animation
- ▷ Banks & Finance Institutions
- ▷ Cosplay
- ▷ DTH Games
- ▷ Game Hardware & Peripheral Manufacturing
- ▷ I-Games
- ▷ Licensing
- ▷ Game Designers
- ▷ Media Houses
- ▷ Merch&ise & Gaming Gifts Publishers
- ▷ Microprocessor Design Firm
- ▷ Start-Ups
- ▷ Mobile Devices
- ▷ Mobile Games
- ▷ Online Games
- ▷ Artificial intelligence (AI)
- ▷ PC GamesSoftware
- ▷ Developers
- ▷ Telecommunication Carriers & Providers
- ▷ Thinktanks
- ▷ Video Games
- ▷ Esports
- ▷ Live Streamers
- ▷ AR / VR / XR

# VISITOR PROFILE \*

- Law Firms
- Industry Associations
- Marketing/Advertising Agencies
- Publications
- Regulatory Bodies
- Legislative Institutions
- Media Representatives

- + Hospitality Industry Representatives
- + Gamers, E-sports Players
- + Gaming Enthusiasts
- + Students & Academia
- + General Visitors
- + Gaming Equipment Manufacturers & Distributors
- + Social Gaming companies
- + Cruise Ship Companies
- + Central & State Government Representatives
- + Other Gaming Operators & Organisations/Associations

\* The list is illustrative





For further details or space  
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