



**20 - 22 FEBRUARY 2025 | PRAGATI MAIDAN, NEW DELHI, INDIA**

**Theme - "LEVELLING UP: SHAPING INDIA'S GAMING ECOSYSTEM  
FOR A GLOBAL FUTURE"**

**DAY 1 (20 February 2025)**

SESSION 1		
1200 - 1245 Hrs	Panel Discussion - India's Gaming Landscape: Unlocking the Growth Potential in 2025	
The session would focus on India's gaming industry is on an unprecedented growth trajectory, fueled by rapid smartphone penetration, affordable data, and a tech-savvy young population. As the sector expands, 2025 is set to be a defining year, with mobile gaming, esports, and cloud gaming driving the next wave of innovation. Increased investments, government initiatives, and a thriving developer ecosystem are unlocking new opportunities, making India a global gaming powerhouse. This session explores key trends, challenges, and growth drivers shaping the future of gaming in India.		
3 Mins	Opening Remarks	<b>Amita Sarkar</b> Secretary General - Indian Digital Gaming Society & Deputy Director General - Confederation of Indian Industry
7 Mins	Context Setting and Session Moderated by	<b>Abhishek Binaykia</b> Partner, Leader Sports Advisory & Technology Advisory Grant Thornton Bharat LLP
30 Mins	Panelists	<b>Rajan Navani</b> President, Indian Digital Gaming Society (IDGS) Chairman & MD Jetline Group; and Founder JetSynthesys
		<b>Sean (Hyunil) Sohn</b> VP – Indian Digital Gaming Society (IDGS) and CEO - KRAFTON, India
		<b>Dr Abhay Sinha</b> Director General Services Export Promotion Council (SEPC)-India
5 Mins	Closing Remark by the moderator	
	Close	



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**SESSION 2**

1245 - 1315 Hrs	Country Session Presentation - India and Japan Opportunity	
The session would focus on opportunities available in India and Japan Market		
10 Mins	Speakers	Chitra Negi Sr Investment Specialist Invest India
10 Mins		Ryo Shima Chief Executive Officer JetSynthesys, JAPAN
10 Mins	Open House	
	Close	

**SESSION 3**

1400 - 1445 Hrs	Panel Discussion - Monetizing Esports in India: Challenges and Opportunities	
The session would focus on India's esports industry is on a rapid growth trajectory, fueled by a massive gaming population, affordable internet access, and increasing investments. However, monetization remains a challenge due to limited sponsorships, regulatory uncertainties, and a lack of structured revenue models. Despite these hurdles, opportunities abound in brand partnerships, streaming revenues, franchised leagues, and in-game purchases. As the ecosystem matures, strategic investments and government support could unlock the full potential of esports as a lucrative industry in India.		
5 Mins	Context Setting and Session Moderated by	Gautam Virk Co-Founder Nodwin Gaming
25 Mins	Key Panelist (Discussion)	Abhishek Issar Founder Univ Sportatech
		Kanishka Singh Assistant Business Director Times One
		Shiva Nandy Founder & CEO Skyesports
15 Mins	Open House & Closing remarks by the moderator.	
	Close	



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**SESSION 4**

1445 - 1515 Hrs	Panel Discussion - Transforming AVGC Education for a Brighter Tomorrow	
The Animation, Visual Effects, Gaming, and Comics (AVGC) industry is rapidly evolving, creating immense opportunities for creativity, innovation, and economic growth. To harness this potential, it is crucial to redefine education and skill development in AVGC, equipping the next generation with cutting-edge knowledge and hands-on experience. By integrating industry-aligned curricula, advanced technologies, and collaborative learning, we can empower aspiring professionals to drive India's AVGC sector to global excellence. Together, let's build a future-ready workforce and transform AVGC education for a brighter tomorrow!		
5 Mins	Context Setting and Session Moderated by	B. Raghava Srinivasan Associate Vice President - New Initiatives ICT Academy
25 Mins	Key Panelist (Discussion)	Prof.Dr. N.Partheeban Associate Dean Galgotias University
		Dr. Munish Sabharwal Chief Operating Officer IILM University
		Dr. Sunil Kr Pandey Professor & Director I.T.S
10 Mins	Open House & Closing remarks by the moderator.	
	Close	

**SESSION 5**

1515 - 1600 Hrs	Panel Discussion – <i>Direct to Consumer and Gaming: A New Frontier</i>	
<i>The session would focus on the rise of Direct-to-Consumer (D2C) models is transforming the gaming industry, enabling developers and publishers to engage players directly, bypassing traditional intermediaries. From in-game purchases and exclusive content to personalized experiences and community-driven monetization, D2C is unlocking new revenue streams and deeper player relationships. As gaming ecosystems evolve, brands that leverage data, digital storefronts, and direct engagement will redefine the future of interactive entertainment.</i>		
5 Mins	Context Setting and Session Moderated by	Vijay Singh Founder, Trophee
25 Mins	Key Panelist (Discussion)	Pranab Punj Strategic Advisor, APAC, Xsolla
		Aditya Maurya Founder, Zelox Entertainment
		Saikat Mondal* SVP - Strategy and M&A, Nazara
		Chirag Chopra Founder, Lucid Labs
10 Mins	Open House & Closing remarks by the moderator.	
	Close	
1600 – 1700 Hrs	Networking Tea / Coffee	



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**DAY 2 (21 February 2025)****SESSION 1****1430 - 1500 Hrs Panel Discussion - Navigating the future of Game Development in India**

The session would focus on India's game development industry is at a pivotal moment, fueled by a growing talent pool, increasing investments, and rising demand for locally crafted experiences. With the success of homegrown studios and government initiatives supporting digital innovation, Indian developers are carving a niche in mobile, PC, and console gaming. Emerging technologies like AI, blockchain, and AR/VR are set to reshape the landscape, offering new opportunities for immersive storytelling. However, challenges like funding, global competition, and talent retention remain. As the industry matures, collaboration and innovation will be key to defining India's place in the global gaming ecosystem.

<b>5 Mins</b>	<b>Context Setting and Session Moderated by</b>	<b>Siddharth Deshmukh</b> Executive Director Grant Thornton Bharat LLP
<b>20 Mins</b>	<b>Key Panelist</b>	<b>Nihansh Bhat</b> Corporate Development Lead KRAFTON India
		<b>Arjun Verma</b> Partnership Lead India Microsoft XBOX
<b>5 Mins</b>	Open House & Closing remarks by the moderator.	
	Close	

**SESSION 2****1505 – 1540 Hrs Fireside Chat – The evolution of the gaming content creator economy in India**

The session would focus on the gaming content creator economy in India has witnessed explosive growth over the past decade, driven by affordable mobile internet, a young and tech-savvy population, and the rise of platforms like YouTube, Twitch, and Instagram. What started with casual gameplay videos has evolved into a full-fledged industry, with creators monetizing through brand collaborations, live streaming, esports partnerships, and fan contributions. Regional language content has further fueled engagement, making gaming more accessible to a diverse audience. With increasing investments, gaming influencers are now key players in India's digital entertainment landscape, shaping trends and redefining career possibilities.

<b>35 Mins</b>	<b>Moderator</b>	<b>Siddharth Nayyar</b> CRO and co-founder Max Level
	<b>Speaker</b>	<b>Animesh Agarwal</b> Co-Founder S8UL and 8Bit Creatives



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**SESSION 3****1545 - 1615 Hrs Panel Discussion - Revolutionizing Gaming with Immersive Technologies**

*The session would focus on Immersive technologies like Virtual Reality (VR), Augmented Reality (AR), and Artificial Intelligence (AI) are transforming the gaming experience, making it more interactive, realistic, and engaging. From lifelike simulations to adaptive gameplay and spatial computing, these innovations are blurring the lines between the virtual and real worlds. While challenges like hardware costs and accessibility persist, the future of gaming lies in creating deeply immersive and personalized experiences that redefine entertainment.*

**5 Mins****Context Setting and  
Session Moderated by****Indrajit Ghosh**  
Mediaprenurer**20 Mins****Key Panelist****Karan Gaikwad**  
Lead – Product Team  
KRAFTON India**Aditya Mani**  
Founder  
YoloGram Style**Anando Banerjee**  
Board of Director & Product Head  
Lakshya Digital**5 Mins**

Open House &amp; Closing remarks by the moderator.

Close

**1615 - 1700 Hrs****Networking Tea / Coffee**



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**DAY 3 (22 February 2025)****SESSION 1****1100 - 1130 Hrs****Master Class – Leveraging AI for Game Development**

*The session would focus on AI is revolutionizing game development, enabling developers to create more immersive, dynamic, and intelligent gaming experiences. From procedural content generation and adaptive storytelling to realistic NPC behaviour and enhanced game testing, AI is streamlining workflows and unlocking new creative possibilities.*

**30 Mins****Speaker****Aditya Mani**Founder  
YoloGram Style**SESSION 2****1130 - 1215 Hrs****Panel Discussion – Academia and Industry**

*As the gaming industry expands, the demand for skilled professionals continues to rise. However, a significant talent gap persists due to the lack of specialized training and industry-aligned education. Bridging this gap requires a collaborative effort between academia, gaming companies, and skill development programs to equip aspiring professionals with technical expertise, creative innovation, and business acumen. By fostering industry-ready skills, we can empower the next generation to drive the future of gaming*

**5 Mins****Context Setting and  
Session Moderated by****Siddharth Deshmukh**Executive Director  
Grant Thornton Bharat LLP**25 Mins****Key Panelist****Jeffrey Cray**Co-Founder and Product Head  
Squid Academy**Amrapali Hazra**Head, Science & Liberal Arts,  
National Institute of Design**Saurabh Shah**Director, Head – People Operations  
KRAFTON India**10 Mins**

Closing remarks by the moderator.

Close



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### SESSION 3

**1215 - 1245 Hrs**

**Master Class – Role of Technology in Digital Art and Creative Work**

*The session would focus on Technology has transformed digital art and creative work, empowering artists with innovative tools and limitless possibilities. From AI-powered design assistants to advanced software for 3D modeling, animation, and virtual reality, technology enables creators to push artistic boundaries.*

**30 Mins**

**Speaker**

**Rajeev Nagar**

Country Manager- India & SAARC  
HUION

**1400 - 1600 Hrs**

**Cosplay Competition**

- Agenda as on date
- Awaiting Confirmation