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INDIA GAMING SHOW 2021

A REPORT

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International Gaming, Animation & Infotainment Event

25 Feb – 11 Mar 2021 | CII Hive Virtual Platform

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INDIA GAMING SHOW(IGS) 2021

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INDIA GAMING SHOW (IGS) 2021
25th Feb – 11th Mar 2021 | CII Hive Platform

A REPORT

The 3rd edition of India Gaming Show (IGS) 2021, an initiative of the Confederation of Indian Industry (CII), supported by the Indian Digital Gaming Society (IDGS) was organized from 25th February – 11th March 2021 on CII Hive Virtual Platform. The event was supported by the Department of Science & Technology, Ministry of Science & Technology; Ministry of Electronics and Information Technology; and Ministry of Information and Broadcasting, Government of India

IGS was launched to promote Indian Gaming, Digital Content & Animation Industry by providing a global level platform to the Indian Business Community and creating a business platform for International partners to explore the vast Indian Market and explore partnership opportunities. The maiden edition of IGS was held in February 2017 in Pragati Maidan, New Delhi.

Post the maiden edition, a "Regional Edition" was hosted in January 2018 – India Gaming Show South, at Bengaluru, Karnataka, followed by the 2nd edition of India Gaming Show in the year February 2019 at New Delhi, India. The Indian Digital Gaming Society (IDGS) was also formed in the year 2018 to bring all stakeholders under an institution.

The past editions of India Gaming show witnessed varied parallel events & activities, ranging from Focused Conferences, B2B Meetings, Country Pavilions, cosplay, Hackathon, Talk Show, Musical Stage Performance by International Artists, ESports, Developer Zones, Product Launches, etc.

India Gaming Show has marked a special milestone for the sector and has helped in addressing the requirements for the growth opportunities and connecting the gaming & animation industry of India, with Global Players.

IGS 2021 over the CII Hive Virtual Platform facilitated Webinars, B2B Meetings, and networking opportunities over the digital space ensuring a smooth participation of large number of visitors and delegates into the event, during the pandemic times.

An international conference was also held concurrently with IGS 2021. The two-week long conference was themed on "**GAMING FOR GOOD – *Build in India, Build for the World"***. The conference was addressed by experts and prominent speakers from the Global Gaming Industry, making it one of the important event segment in India. Some of the speakers were Mr. Jayesh Ranjan, Principal Secretary to Government of Telangana; Dr. A.K. Garg, International Cooperation - Bilateral Division & Multilateral division, Ministry of Electronics and IT, Government of India; Mr. Jitendra Vijay, CEO, MeitY Startup Hub, Government of India; Mr. Rajan Navani, Chairman – IGS 2021, President, India Digital Gaming Society (IDGS) and, Vice Chairman and MD, Jetline Group of Companies; Mr. Sharan Tulsiani, Games Partnerships, Google Play; Mr. Girish Menon, Partner and Head - Media and Entertainment, KPMG India; etc.

Key participants in IGS 2021 Exhibition include Asus Technologies Pvt Ltd, CriticalX Esports Pvt. Ltd., CRX Ecom Pvt. Ltd, Game.Tv, Google India, Gamecloud Technologies Private Limited, Hungama Digital Media Entertainment Pvt Ltd, Japan India Industry Promotion Association (JIIPA), JetSynthesys Private Limited, National Institute of Design, NODWIN Gaming Pvt. Ltd, Scientific Games, Tiltlabs Consultancy Services Private Limited, Western Digital, etc.

Highlights

- Around 35 companies at the Digital Exhibition
- 2 Week-long Conference – India Gaming Conference 2021
- Conference Sessions – 26
- Speakers – 60+
- YouTube views of Conference sessions – 17000+
- Visitors – 18300+
- Virtual B2B Meetings – 865

International Gaming, Animation & Infotainment Event

25 Feb – 11 Mar 2021 | CII Hive Virtual Platform

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INDIA GAMING CONFERENCE 2021

GAMING FOR GOOD Build in India, Build for the World

Conference Programme

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INDIA GAMING CONFERENCE 2021

GAMING FOR GOOD Build in India, Build for the World

1 March 2021 (Monday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Gaming for Good – Aatmanirbhar Bharat"**
1600 - 1630 Hrs (IST)	***Fireside Chat*: "Gaming for Success: Key Learnings from Successful Indian Games"**

2 March 2021 (Tuesday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Catalyst for Change: Role of State and Regulators in the Gaming Industry"**
1645 - 1715 Hrs (IST)	***Corporate Talk*: "Networking and Gaming" by Vinay Shetty, Regional Head–India & South Asia, ASUS Technology Pvt. Ltd**

3 March 2021 (Wednesday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Carving a Niche in the Global Gaming Map: Gaming Industry in India"**
1600 - 1630 Hrs (IST)	***Fireside Chat*: "Leveraging the Gaming Value Chain: Global Case Studies and the Indian Context"**
1645 - 1715 Hrs (IST)	***Corporate Talk:* "S.A.F.E (Simple, Affordable, Family, Entertainment)" by Sumeet Aggarwal, Managing Director - MENA & South Asia, Intellivision**

4 March 2021 (Thursday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Cracking the Monetization Code"**
1600 - 1630 Hrs (IST)	***Fireside Chat*: "The Next Frontier: Cloud Gaming"**
1645 - 1715 Hrs (IST)	***Corporate Talk:* "Breaking the Ceiling for PC Gaming in India" by Jaganathan Chelliah, Director - Marketing, Western Digital India**
	***Corporate Talk:* "Co-creating a product for India with an International Partner" by Deeptha Vijayan, Head of Partnership & Co-Development Projects & Ashutosh Rawat, Associate Director-Performance Marketing, JetSynthesys Pvt. Ltd.**

5 March 2021 (Friday)	
1500 - 1545 Hrs (IST)	***Investor Track*: "Lumikai, Krafton, Play Ventures, Nexus Ventures"**
1600 - 1630 Hrs (IST)	***Fireside Chat*: "Fund Raising for Gaming Startups - Decoding the Secrets"**
1645 - 1730 Hrs (IST)	***Panel Discussion*: "Advertising in Gaming: A Bankable Opportunity"**

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INDIA GAMING CONFERENCE 2021

GAMING FOR GOOD Build in India, Build for the World

8 March 2021 (Monday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Decoding the Rise of eSports in India"**
1645 - 1715 Hrs (IST)	***Corporate Talk:* "**YouTube for Gaming" by Shilpa Keswani, Manager, Content Partnerships YouTube

9 March 2021 (Tuesday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Navigating the Regulatory Landscape of Gaming in India"**
1600 - 1630 Hrs (IST)	***Fireside Chat*: "New Frontiers in Gaming – VR, AR, and AI"**

10 March 2021 (Wednesday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Understanding the Indian Gamer - Consumer Behavior Evolution and the Indian Gamer Profile"**
1600 - 1630 Hrs (IST)	***Fireside Chat*: "Making Learning Fun: Gaming in EdTech"**
1645 - 1715 Hrs (IST)	***Corporate Talk:* "Improving Gaming App Discoverability" by Aman Grover, Head-AppDev Sales India, Google**

11 March 2021 (Thursday)	
1500 - 1545 Hrs (IST)	***Panel Discussion*: "Leveraging Bollywood in Gaming"**
1600 - 1630 Hrs (IST)	***Fireside Chat*: "The Role of Technology in Shaping the Gaming Industry of the Future"**
1645 - 1715 Hrs (IST)	***Corporate Talk:* "Firebase: Measurement & Analysis" by Miso Kwan, Product specialist, Google**

12 March 2021 (Friday)	
1100 - 1200 Hrs (IST)	***Panel Discussion*: "Introducing 'G'ollywood"**
1500 - 1545 Hrs (IST)	***Fireside Chat*: "The Role of Women in Gaming"**
1545 - 1615 Hrs (IST)	***Concluding Session***

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INDIA GAMING CONFERENCE 2021
GAMING FOR GOOD – Build in India, Build for the World
1 March – 12 March 2021 | CII Hive Virtual Platform

1 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Panel Discussion*: **"Gaming for Good – Aatmanirbhar Bharat"**
The discussion will focus on opportunities for Indian companies to generate employment in the Indian gaming market and tap into its massive potential and what Indian companies need to do to scale up to the levels seen in developed gaming markets in the US, Japan, Korea, etc.	
Moderator	**Girish Menon** Partner and Head - Media and Entertainment KPMG India
Panelists	**Jayesh Ranjan** Principal Secretary to Government of Telangana
	Rajan Navani Chairman – IGS 2021, President, India Digital Gaming Society (IDGS) and Vice-Chairman and Managing Director Jetline Group of Companies
	Akshat Rathee Co-Founder & Managing Director NODWIN Gaming
	Manish Agarwal CEO Nazara
1600 - 1630 Hrs (IST)	*Fireside Chat*: **"Gaming for Success: Key Learnings from Successful Indian Games"**
The discussion will be around some of the successful Indian games in the recent past across various genres, their key growth drivers, USPs, and key learnings for gaming companies.	
Moderator	**Sharan Tulsiani,** Games Partnerships, Google Play
Expert	**Anuj Mankar**, Sr. Vice President, JetSynthesys Pvt. Ltd.

INDIA GAMING CONFERENCE 2021
GAMING FOR GOOD – Build in India, Build for the World
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2 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Panel Discussion*: **"Catalyst for Change: Role of State and Regulators in the Gaming Industry"**
The key focus areas of the discussion will be on how regulators can create a vibrant ecosystem of game developers, studios, and publishers in India through policies and regulations and the interaction between industry and State for the same.	
Moderator	**Rajan Navani** Chairman – IGS 2021, President, India Digital Gaming Society (IDGS) and Vice-Chairman and Managing Director Jetline Group of Companies
Panelists	**A.K. Garg (Dr.)** International Cooperation - Bilateral Division & Multilateral division, Ministry of Electronics and IT, Government of India
	Jitendra Vijay CEO MeitY Startup Hub, Government of India
	Biren Ghosh Country Head Technicolor
	T. V. Balaji Global Games Industry Leader Berlin
1645 - 1715 Hrs (IST)	*Corporate Talk*
ASUS Technology Pvt. Ltd	**"Networking and Gaming"** by **Vinay Shetty**, Regional Head– India & South Asia, ASUS Technology Pvt. Ltd

INDIA GAMING CONFERENCE 2021
GAMING FOR GOOD – Build in India, Build for the World
1 March – 12 March 2021 | CII Hive Virtual Platform

3 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Panel Discussion*: **"Carving a Niche in the Global Gaming Map: Gaming Industry in India"**
The key areas of discussion will be the current stage of the evolution of gaming in India, what Indian studios need to create world-class studios and what is the future of gaming in India.	
Moderator	**Sharan Tulsiani** Games Partnerships Google Play
Panelists	**Amit Hardi** CEO, Nukebox Studios
	Anshu Dhanuka Co-Founder & Chief Product Officer Kiddopia
	Ryo Shima Global Head of Strategy & Business Development JetSynthesys Pvt. Ltd.
	Avichal Singh Co-Founder and Game Designer, Nodding Heads Games (Raji)
1600 - 1630 Hrs (IST)	*Fireside Chat*: **"Leveraging the Gaming Value Chain: Global Case Studies and the Indian Context"**
The discussion will focus on what benefits does having a diversified presence in the gaming value chain provide to companies. Global examples of companies having a presence across development, publishing, distribution; all as a part of the same ecosystem and Indian context will be discussed.	
Moderator	**Akshat Rathee,** Co-Founder & MD, NODWIN Gaming
Expert	**Sean Hyunil Sohn**, Head-Corporate Development, Krafton
1645 - 1715 Hrs (IST)	*Corporate Talk:* ***"S.A.F.E (Simple, Affordable, Family, Entertainment)"*** *by Sumeet Aggarwal, Managing Director - MENA & South Asia, Intellivision*

INDIA GAMING CONFERENCE 2021
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4 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Panel Discussion*: **"Cracking the Monetization Code"**
The key focus areas for the discussion will be on how developers and publishers can crack the monetization code in India, the gap that India has w.r.t other countries in terms of ARPU and ARPPUs, why conversions rates to paid users are low and how the same can be bridged along with a discussion on some of the innovative pricing models globally that we can take learnings from.	
Moderator	**Girish Menon** Partner and Head – Media & Entertainment, KPMG India
Panelists	**Manav Sethi** Chief Marketing Officer, Octro
	Sharan Tulsiani Games Partnerships, Google Play
	Sabyasachi Biswas Games Marketing Head, JetSynthesys Pvt. Ltd.
1600 - 1630 Hrs (IST)	*Fireside Chat*: **"The Next Frontier: Cloud Gaming"**
This topic will focus on cloud gaming evolution across the world, how it can revolutionize the adoption of gaming across emerging countries, especially mid-core and AAA games, and what are trends in cloud gaming being seen globally.	
Moderator	**Mitesh Agarwal**, Director - Customer Engineering, Google Cloud India
Expert	**Simon Donovan**, Director and Game Lord, Google Cloud
1645 - 1715 Hrs (IST)	Corporate Talk
Western Digital India	"**Breaking the Ceiling for PC Gaming in India**" by **Jaganathan Chelliah**, Director - Marketing, Western Digital India.
JetSynthesis Pvt. Ltd.	"**Co-creating a product for India with an International Partner**" by **Deeptha Vijayan**, Head of Partnership & Co-Development Projects & **Ashutosh Rawat**, Associate Director-Performance Marketing, JetSynthesys Pvt. Ltd.

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5 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Investor track:*
Moderator	**Girish Menon,** Partner and Head – Media & Entertainment, KPMG India
Experts	**Harri Manninen,** Founding Partner, Play Ventures
	Salone Sehgal, General Partner, Lumikai
	Pratik Poddar, Principal, Nexus Venture Partners
	Anuj Tandon, Head-Corporate Development, Krafton
1600 - 1630 Hrs (IST)	*Fireside Chat*: **"Fund Raising for Gaming Startups - Decoding the Secrets"**
Discussion on the nuances of fundraising for gaming startups in the gaming industry from an investor standpoint, covering various aspects like what investors typically look for while investing in a startup in terms of operating and financial metrics, valuation drivers in the sector, and challenges faced by investors.	
Moderator	**Sidharth Kedia**, CEO, NODWIN Gaming
Expert	**Justin Keeling**, General Partner, Lumikai Ltd
1645 - 1730 Hrs (IST)	*Panel Discussion*: **"Advertising in Gaming: A Bankable Opportunity"**
Discussion on the advertiser viewpoint in the gaming market, the economics of the same, and the prospects which advertisers see in the gaming market in India. Focus areas will also include what kind of genres will attract ads and how in-game advertising will pan out in the future.	
Moderator	**Rahul Pandey,** Founder and CEO, Bonzai
Panelists	**Vikash Jaiswal,** Founder and CEO, Ludo King
	Rohit Sharma, Co-Founder and CEO, Pokkt
	Bharat Khatri, Country Head, Xaxis India
	Prithviraj Mazumdar, Industry Head - Gaming & Services Google India

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8 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1600 Hrs (IST)	*Panel Discussion*: **"Decoding the Rise of eSports in India"**
The discussion will focus on the development of the eSports ecosystem in India, the relative maturity of the Indian e-sports ecosystem, and what are the future opportunities and challenges in the space.	
Moderator	**Akshat Rathee** Co-Founder & MD NODWIN Gaming
Panelists	**Chris Hana** CEO & Co-Founder The eSports Observer
	Ralf Reichert MD & Co-Founder ESL Gaming
	Rushindra Sinha CEO & Founder Global eSports
	Paul Chen MD S Asia Activision Blizzard
	Satya Raghavan Director YouTube
	Ankit Panth Founder eSports Players
1645 - 1715 Hrs (IST)	*Corporate Talk*
YouTube	**"YouTube for Gaming"** by **Shilpa Keswani**, Manager-Content Partnerships, YouTube.

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9 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Panel Discussion*: **"Navigating the Regulatory Landscape of Gaming in India"**
The discussion will focus on regulations in the gaming industry in India specifically in the real money gaming and fantasy sports space and how they need to evolve in the future.	
Moderator	**Ashish S Kulkarni** Founder Punnaryug Art Vision Pvt Ltd
Panelists	**Manvendra Shukul** CEO Lakshya Digital
	Aditya Ajgaonkar Advocate Supreme Court of India
1600 - 1630 Hrs (IST)	*Fireside Chat*: **"New Frontiers in Gaming - VR, AR, and AI "**
The discussion will focus on the integration of VR and AR in modern games, the demand for such games in the console and mobile space and challenges for game developers, the stage of evolution of AI in gaming in India, and case studies of Indian game developers utilizing AI in gaming.	
Moderator	**Neeraj Roy,** Founder & CEO, Hungama Digital Media
Expert	**Shruti Verma,** Regional Marketing Director - India and SEA, Epic Games

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10 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Panel Discussion*: **"Understanding the Indian Gamer - Consumer Behavior Evolution and the Indian Gamer Profile"**
The focus of discussion will be the key demographics and profile of an Indian gamer, comparison with developed gaming markets, and lessons for Indian gaming studios to benefit from understanding the consumer viewpoint.	
Moderator	**Girish Menon** Partner and Head – Media & Entertainment KPMG India
Panelists	**Prosenjit Ghosh** Head - Sales and Marketing PlayStation
	Vishal Gondal Founder & CEO GOQii
	Lalita Nayak Head, Sales and Marketing NODWIN Gaming
1600 - 1630 Hrs (IST)	*Fireside Chat*: **"Making Learning Fun: Gaming in EdTech"**
This topic will focus on how gamification is being implemented in the Edtech space and its incorporation into teaching curriculum across levels.	
Moderator	**Girish Menon,** Partner and Head – Media & Entertainment, KPMG India
Expert	**Anshu Dhanuka,** Co-Founder & Chief Product Officer, Kiddopia
1645 - 1715 Hrs (IST)	*Corporate Talk*
Google	**"Improving Gaming App Discoverability"** by **Aman Grover**, Head - AppDev Sales India, Google

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11 March 2021 | 1500 - 1715 Hrs (IST)

1500 - 1545 Hrs (IST)	*Panel Discussion*: **"Leveraging Bollywood in Gaming"**
This topic will focus on how can gaming companies leverage Bollywood IPs to increase engagement and adoption and how gaming companies can potentially implement this model.	
Moderator	**Rajan Navani** Chairman – IGS 2021, President, India Digital Gaming Society (IDGS) and Vice-Chairman and Managing Director Jetline Group of Companies
Panelists	**Tommy Tallarico** President & CEO Intellivision Entertainment
	Amit Khanduja CEO Reliance Entertainment - Digital
	Siddhartha Roy Chief Operating Officer Hungama Digital Media
1600 - 1630 Hrs (IST)	*Fireside Chat*: **"The role of technology in shaping the gaming industry of the future"**
The discussion will focus on the recent trends in gaming hardware technology like graphics processing units and how a console experience can be had on mobile phones etc. The discussion will also look to touch upon the impact of emerging technology on the global gaming sector, along with an Indian context in terms of demand for gaming hardware and other technological interventions.	
Moderator	**Akshat Rathee**, Co-Founder & MD, NODWIN Gaming
Expert	**Vishal Dhuper**, Managing Director-Asia South, NVIDIA
1645 - 1715 Hrs (IST)	*Corporate Talk*
Google	**"Firebase: Measurement & Analysis"** by **Miso Kwon**, Product Specialist, Google

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12 March 2021 | 1100 – 1200 & 1500 - 1615 Hrs (IST)

1100 - 1200 Hrs (IST)	*Panel Discussion*: **"Introducing 'G'ollywood"**
Moderator	**Rajan Navani** Chairman – IGS 2021, President, India Digital Gaming Society (IDGS) and Vice-Chairman and Managing Director Jetline Group of Companies
Panelists	**Ed Mills** CEO, Hero Digital Entertainment - LA
	Michael P. Nash, Founder, Beverly Hills Productions
	Sheldon F. Robins CEO, Upper Lav Inc
1500 - 1545 Hrs (IST)	*Fireside Chat*: **"Role of Women in Gaming"**
The woman gamer in India has traditionally been in a minority when it comes to the demographics around overall gamers. However, with a large population of women spending significant amounts of time on entertainment, especially across traditional media. This chat will focus on that how the woman gamer can be brought to the fore.	
Moderator	**Rahul Puri**, Founder, The Gaming Reporter
Expert	**Poornima Seetharaman**, Women in Games Global Hall of Fame Winner & Game Designer, Zynga
1545 - 1615 Hrs (IST)	*Concluding Session*
Opening Address	**Rajan Navani** Chairman – IGS 2021, President, India Digital Gaming Society (IDGS) and Vice Chairman and Managing Director Jetline Group of Companies
Conference Summary	**Girish Menon** Partner and Head – Media & Entertainment, KPMG India
Closing Address	**Sharan Tulsiani** Games Partnerships, Google Play

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EMINENT SPEAKERS

Jayesh Ranjan
Principal Secretary to
Government of Telangana

Rajan Navani
Chairman – IGS 2021,
President, IDGS &
Vice-Chairman and MD
Jetline Group of Companies

A.K. Garg (Dr.)
International Cooperation - Bilateral Division & Multilateral division,
Ministry of Electronics and IT,
Government of India

Aditya Ajgaonkar
Advocate,
Supreme Court of India

Akshat Rathee
Co-Founder & MD
NODWIN Gaming

Aman Grover
Head - AppDev Sales India,
Google

Amit Hardi
CEO,
Nukebox Studios

Amit Khanduja
CEO,
Reliance Entertainment - Digital

Ankit Panth
Founder
eSports Players

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EMINENT SPEAKERS

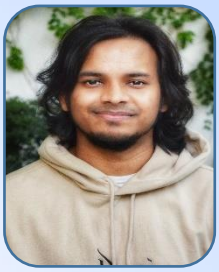
Anshu Dhanuka
Co-Founder & CPO
Kiddopia

Anuj Mankar
Sr. Vice President,
JetSynthesys Pvt. Ltd.

Anuj Tandon
Head-Corporate Development,
Krafton

Ashish S Kulkarni
Founder,
Punnaryug Art Vision Pvt Ltd

Ashutosh Rawat
Associate Director-Performance Marketing,
JetSynthesys Pvt. Ltd.



Avichal Singh
Co-Founder and
Game Designer,
Nodding Heads Games (Raji)

Bharat Khatri
Country Head
Xaxis India

Biren Ghosh
Country Head
Technicolor

Chris Hana
CEO & Co-Founder
The eSports Observer

Deeptha Vijayan
Head of Partnership & Co-Development Projects
JetSynthesys Pvt. Ltd.

Ed Mills
CEO,
Hero Digital Entertainment - LA

Girish Menon
Partner and Head - Media and Entertainment
KPMG India

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EMINENT SPEAKERS

Harri Manninen
Founding Partner,
Play Ventures

Jaganathan Chelliah
Director - Marketing,
Western Digital India

Jitendra Vijay
CEO, MeitY Startup Hub,
Government of India

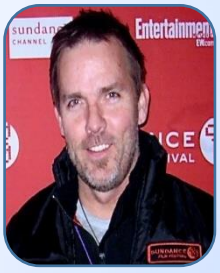
Justin Keeling
General Partner,
Lumikai Ltd

Lalita Nayak
Head - Sales and Marketing,
NODWIN Gaming

Manav Sethi
Chief Marketing Officer,
Octro

Manish Agarwal
CEO
Nazara

Manvendra Shukul
CEO,
Lakshya Digital



Michael P. Nash,
Founder,
Beverly Hills Productions

Miso Kwon
Product Specialist,
Google

Mitesh Agarwal
Director - Customer Engg.,
Google Cloud India

Neeraj Roy
Founder & CEO,
Hungama Digital Media

INDIA GAMING CONFERENCE 2021

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EMINENT SPEAKERS

Poornima Seetharaman
Women in Games Global Hall of Fame Winner &
Game Designer, Zynga

Pratik Poddar
Principal,
Nexus Venture Partners

Prithviraj Mazumdar
Industry Head - Gaming & Services
Google India

Prosenjit Ghosh
Head - Sales and Marketing,
PlayStation

Rahul Pandey
Founder and CEO,
Bonzai

Rahul Puri
Founder,
The Gaming Reporter

Ralf Reichert
MD & Co-Founder
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JetSynthesys Pvt. Ltd.

Sabyasachi Biswas
Games Marketing Head,
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Salone Sehgal
General Partner,
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YouTube

Sean Hyunil Sohn
Head-Corporate Development,
Krafton

Sharan Tulsiani
Games Partnerships,
Google Play

Sheldon F. Robins
CEO,
Upper Lav Inc

Shilpa Keswani
Manager-Content Partnerships,
YouTube

Shruti Verma
Regional Marketing Director – India and SEA,
Epic Games

Siddhartha Roy
Chief Operating Officer,
Hungama Digital Media

Sidharth Kedia
CEO,
NODWIN Gaming

Simon Donovan
Director and Game Lord,
Google Cloud

Sumeet Aggarwal
Managing Director - MENA & South Asia,
Intellivision

T. V. Balaji
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Tommy Tallarico
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Vinay Shetty
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Vishal Dhuper
Managing Director-Asia South,
NVIDIA

Vishal Gondal
Founder & CEO,
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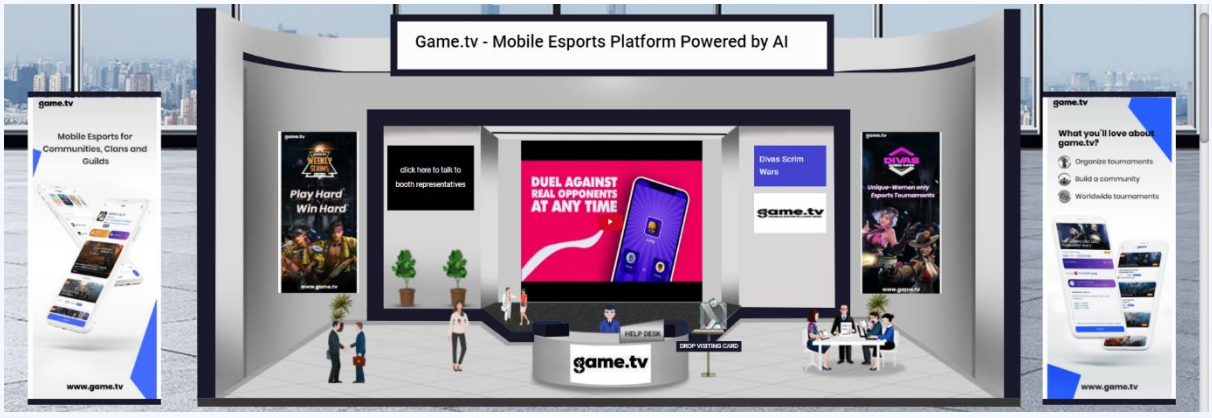
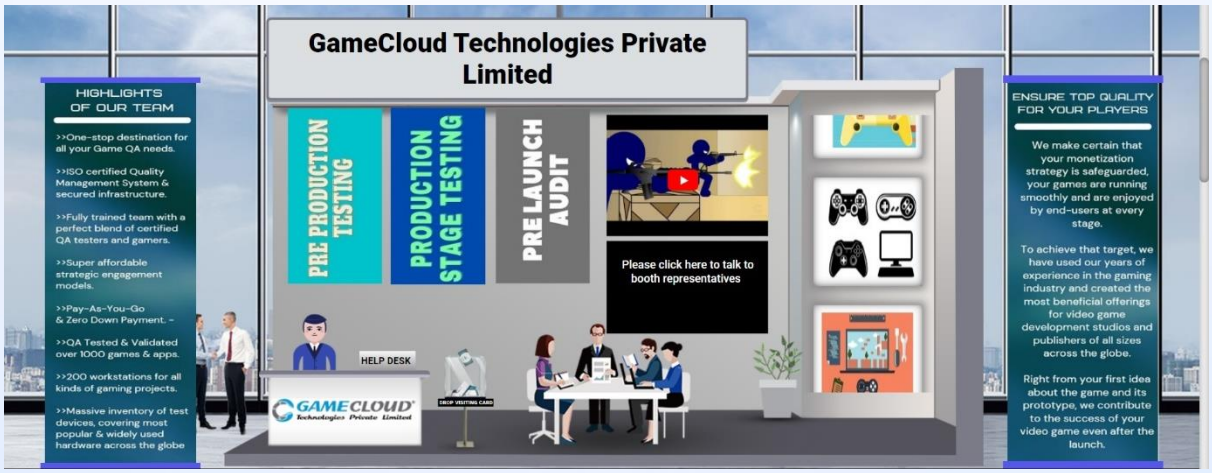
Glimpses of Exhibition

Glimpses of Exhibition

Glimpses of Exhibition



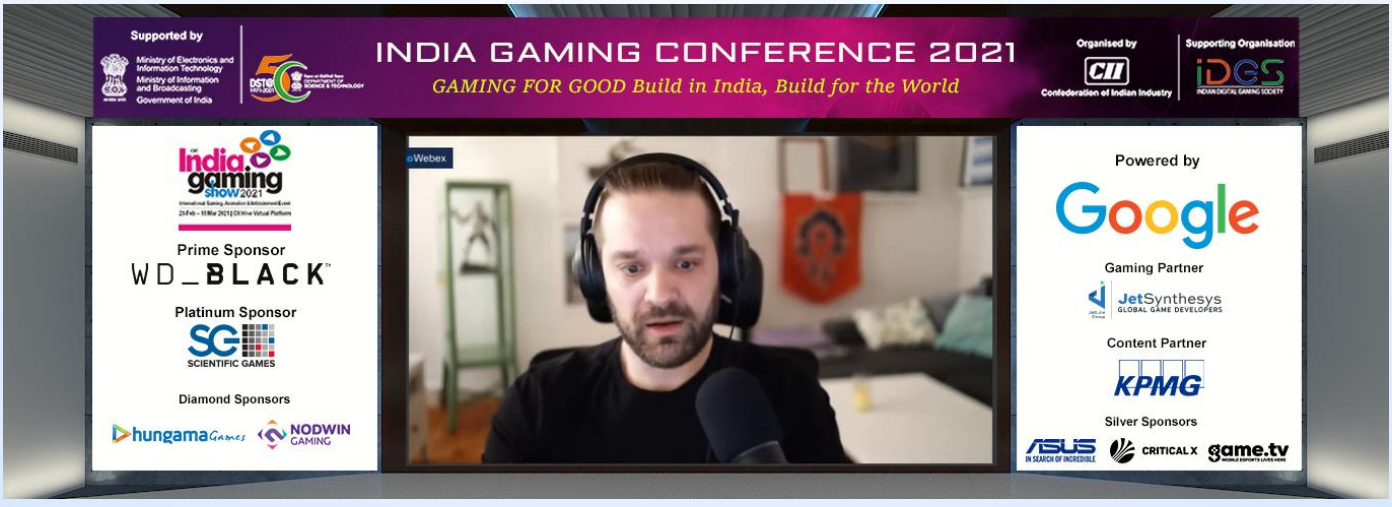


Glimpses of Exhibition

Glimpses of Conference

Glimpses of Conference

Glimpses of Conference



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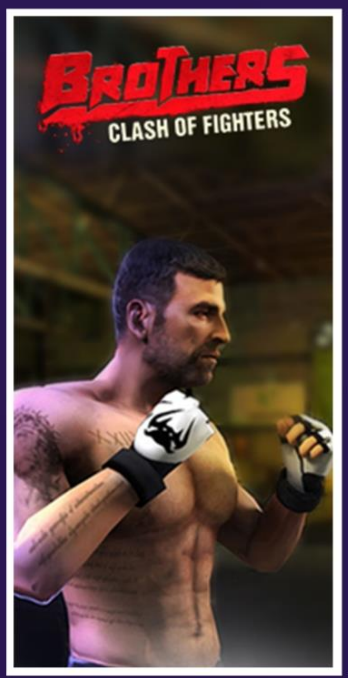

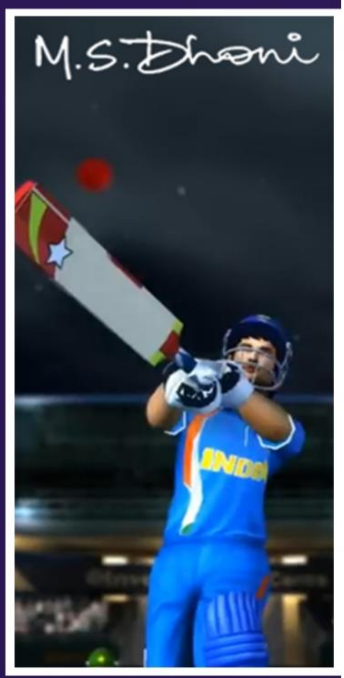

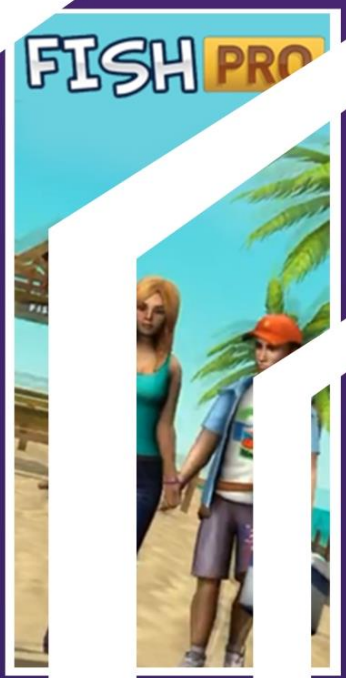

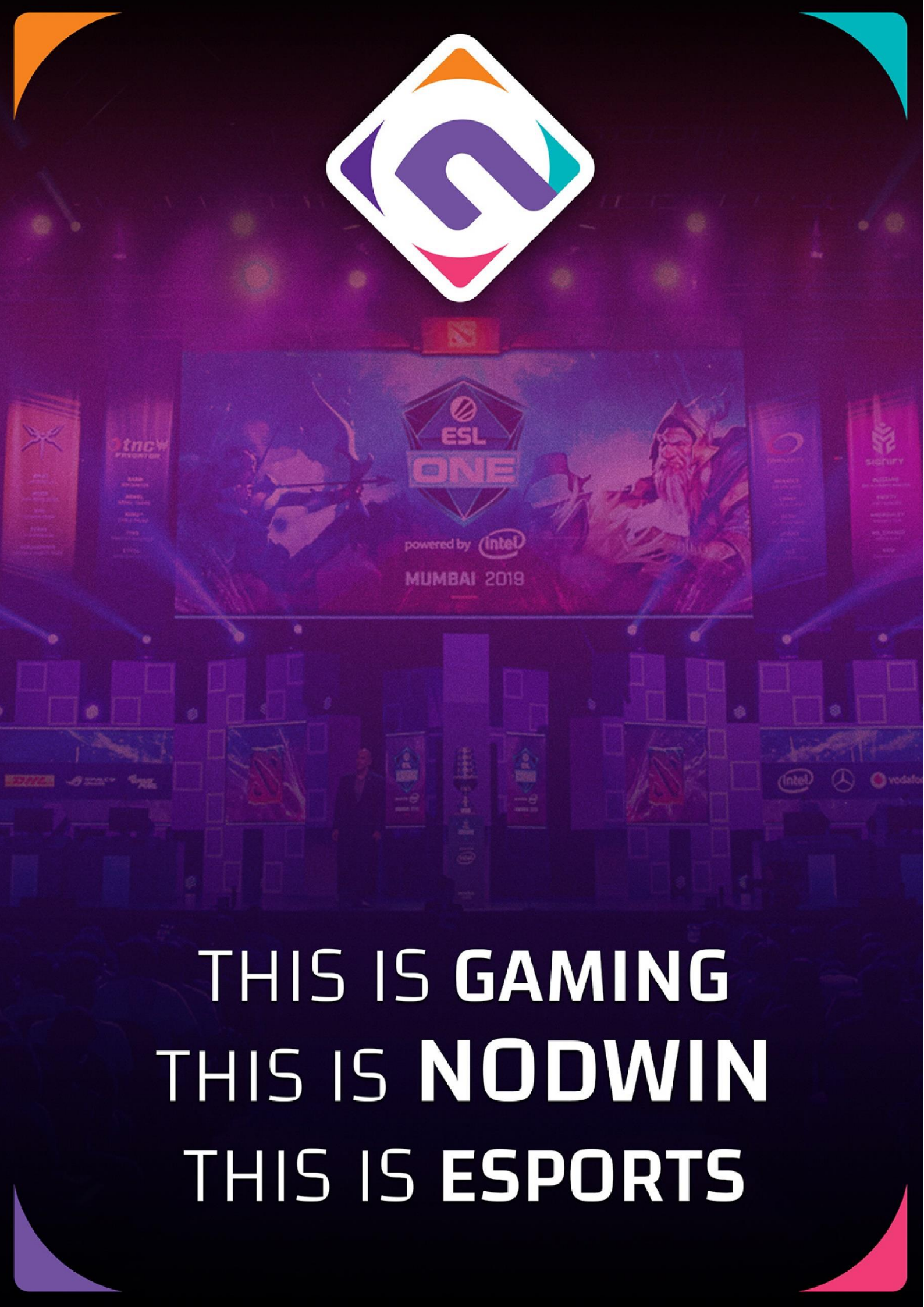

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The Confederation of Indian Industry (CII) works to create and sustain an environment conducive to the development of India, partnering industry, Government and civil society, through advisory and consultative processes.

For 125 years, CII has been working on shaping India's development journey and, this year, more than ever before, it will continue to proactively transform Indian industry's engagement in national development.

CII is a non-government, not-for-profit, industry-led and industry-managed organization, with about 9100 members from the private as well as public sectors, including SMEs and MNCs, and an indirect membership of over 300,000 enterprises from 288 national and regional sectoral industry bodies.

CII charts change by working closely with Government on policy issues, interfacing with thought leaders, and enhancing efficiency, competitiveness and business opportunities for industry through a range of specialized services and strategic global linkages. It also provides a platform for consensus-building and networking on key issues.

Extending its agenda beyond business, CII assists industry to identify and execute corporate citizenship programmes. Partnerships with civil society organizations carry forward corporate initiatives for integrated and inclusive development across diverse domains including affirmative action, livelihoods, diversity management, skill development, empowerment of women, and sustainable development, to name a few.

With the Theme for 2020-21 as *Building India for a New World: Lives, Livelihood, Growth*, CII will work with Government and industry to bring back growth to the economy and mitigate the enormous human cost of the pandemic by protecting jobs and livelihoods.

With 68 offices, including 10 Centres of Excellence, in India, and 8 overseas offices in Australia, Egypt, Germany, Indonesia, Singapore, UAE, UK, and USA, as well as institutional partnerships with 394 counterpart organizations in 133 countries, CII serves as a reference point for Indian industry and the international business community.

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