



Confederation of Indian Industry

iDGS
INDIAN DIGITAL GAMING SOCIETY

India. gaming show 2025

International Gaming, Animation, Esports & Infotainment Event

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

www.gamingshow.in

DISCOVER YOUR NEXT ADVENTURE



INDIA



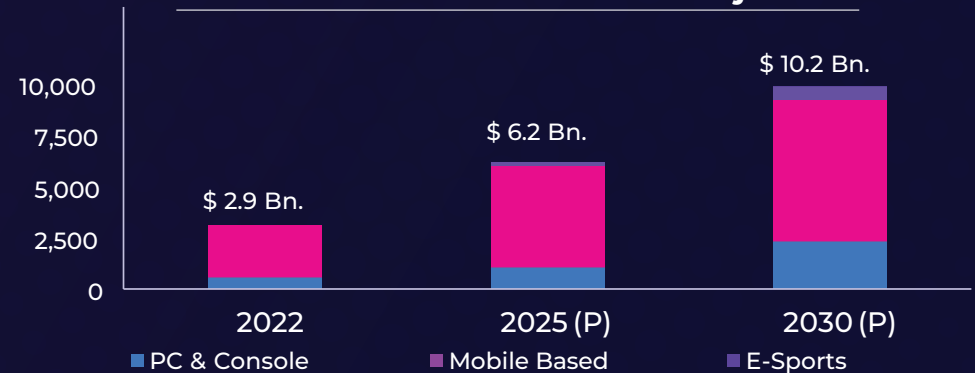
The World's Emerging Market!



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
booking please contact:



Ms. NEELAM BHAGAT



+91-98917 22264



neelam.bhagat@cii.in



gamingshow.in | cii.in



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