

GOVERNMENT OF INDIA  
MINISTRY OF EDUCATION  
DEPARTMENT OF HIGHER EDUCATION

LOK SABHA  
UNSTARRED QUESTION NO. †5280  
ANSWERED ON 03.04.2023

**Curriculum for AVGC**

†5280. DR. SANJAY JAISWAL:

Will the Minister of EDUCATION be pleased to state:

- (a) whether the Government has proposed the curriculum for Animation Visual Effects, Gaming and Comics (AVGC) under the National AVGC-Extended Reality Mission with the help of international institutions;
- (b) if so, the details thereof;
- (c) whether the above mentioned proposal is likely to promote the skill initiative while enhancing the industry participation with the aim of training to ensure employment opportunities; and
- (d) if so, the details thereof?

**ANSWER**

**MINISTER OF STATE IN THE MINISTRY OF EDUCATION  
(DR. SUBHAS SARKAR)**

(a) to (d) An Animation, Visual Effects, Gaming and Comics (AVGC) Promotion Task Force was been constituted on 08.04.2022 to promote AVGC Sector in the country. A Sub Task Force for Education and Skills was also constituted to inter-alia recommend measures to enable uniformity and alignment of India courses to international standards in AVGC skilling and education and suggest course curriculum for short and long term NSQF-aligned AVGC courses to be introduced at skilling and educational institutions. The Sub Task Force comprised of experts having substantial global experience and drawn from internationally ranked HEIs in different domains.

The AVGC Promotion task force has recommended that, for the AVGC sector, the UGC guidelines regarding hiring of industry professionals as faculty members can be followed. This will help the sector to be more industry focused and produce job-ready graduates. It has further recommended for industry partners to work closely with formal and vocational training institutions to ensure linkages between skilling demand & supply.

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