

**GOVERNMENT OF INDIA
MINISTRY OF INFORMATION & BROADCASTING**

**LOK SABHA
UNSTARRED QUESTION NO. 4185
TO BE ANSWERED ON 26.03.2025**

INNOVATE2EDUCATE

4185: SHRI SHANKAR LALWANI:

SHRI DUSHYANT SINGH:

SHRI PARBHUBHAI NAGARBHAI VASAVA:

SHRI RAJKUMAR CHAHAR:

SHRI HASMUKHBHAI SOMBHAI PATEL:

SHRI MITESH PATEL BAKABHAI:

Will the Minister of INFORMATION AND BROADCASTING be pleased to state:

- a) the steps being taken by the Government to ensure that the Innovate2Educaate challenge fosters long-term innovation in the field of educational technology;
- b) the manner in which the Government is ensuring widespread participation especially from economically weaker sections and Government school students;
- c) the provisions being made to ensure that the devices designed in the competition are inclusive for children with disabilities such as providing features for visually impaired or neurodivergent learners;
- d) whether any financial support or incentives is likely to be provided for start-ups and small businesses that wish to commercialize the winning prototypes; and
- e) if so, the details thereof?

ANSWER

MINISTER OF STATE FOR INFORMATION & BROADCASTING AND PARLIAMENTARY AFFAIRS (DR. L. MURUGAN)

(a): The challenge 'Innovate2Educate' is one of the challenges under 'Create in India Challenge (CIC) - Season 1' which is supported by Government of India. CIC has been launched as a precursor to the World Audio Visual & Entertainment Summit (WAVES) 2025 with the Grand Finale to be hosted during WAVES 2025 from 1st May – 4th May 2025. CIC provides a comprehensive platform to showcase global talent and foster innovation in various creative fields.

(b): Outreach was done through communication to schools and universities, press releases and industry associations. In addition, association like Indian Digital Gaming Society (IDGS) in collaboration with educational institutions has organized events to ensure wide participation.

(c): The Innovate2Educate Challenge has been designed to encourage unique and innovative ideas in the handheld design competition without imposing restrictive guidelines. Participants have the freedom to develop devices that cater to diverse user needs, including children with disabilities.

(d) to (e): The winning prototypes in the challenge will have the opportunity to garner investments from venture capitalists, mentorship from global industry leaders, and guidance from experienced entrepreneurs and celebrity investors during the WAVES 2025, through WAVEXcelerator, Waves Bazaar & CreatoSphere.
