

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

**LOK SABHA
UNSTARRED QUESTION NO.3018
TO BE ANSWERED ON 11.03.2026**

PROGRESS UNDER WAVES 2025

3018: MS. KANGNA RANAUT
SHRI SHANKAR LALWANI
SHRI BUNTY VIVEK SAHU
SHRI TEJASVI SURYA
SHRI YOGENDER CHANDOLIA
SHRI PRAVEEN PATEL
DR. SANJAY JAISWAL
SMT. SANJNA JATAV
SHRI BHARTRUHARI MAHTAB

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

- a) the extent of participation of youth, startups and creative enterprises and the progress achieved under the World Audio Visual and Entertainment Summit (WAVES) 2025 including CreatoSphere, WaveX and WAVES Bazaar components particularly in Chhindwara district of Madhya Pradesh;
- b) the details regarding the number of delegates, startups pitched, business leads generated and international outreach events organized, State and district-wise particularly Bharatpur Lok Sabha Constituency; and
- c) whether the Government has assessed the impact of WAVES on creative economy and job creation and if so, the details thereof?

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

(a) to (c):

The World Audio Visual & Entertainment Summit (WAVES) 2025 was organised in line with the Government's vision of making India a global hub for content creation under the "Create in India, Create for the World" initiative. The Summit provided an integrated platform for

Indian creators, producers and startups (including from Chhindwara in Madhya Pradesh and Bharatpur) to engage with global buyers, investors, OTT platforms and technology leaders from over 100 countries. It witnessed participation of more than 1 lakh people and featured over 140 sessions including plenaries, masterclasses and breakout sessions with global industry leaders.

The Creatosphere, attracted over 1 lakh registrations from creators across India and over 60 countries in multiple creative sectors including animation, gaming, VFX, XR, music and digital media. Around 750 finalists were showcased at the summit. The WaveX startup initiative shortlisted 30 startups for pitching sessions where around 100 startups showcased their products and solutions during the summit. The WAVES Bazaar a year-round global marketplace for film, television, animation, gaming, XR and digital content sectors. The platform has over 4000 registered buyers and 6000 sellers facilitating business-to-business meetings, generating potential business leads and investment discussions.

The outreach activities through the WAVES Bazaar were undertaken at several international platforms including the Melbourne, Toronto International Film Festival, Venice International Film Festival, Tokyo Game Show, Busan International Film Festival and the Expo 2025 Osaka, besides domestic programmes like India Joy, India Game Developers Conference and IFFI. The Government continuously assesses impact of its various initiatives including WAVES 2025.
