GOVERNMENT OF INDIA
MINISTRY OF INFORMATION & BROADCASTING

LOK SABHA
UNSTARRED QUESTION NO. 6113
TO BE ANSWERED ON 01.04.2026

INNOVATE2EDUCATE CHALLENGE

6113: SHRI BASAVARAJ BOMMAI

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

a) the details of steps taken by the Government to ensure that the Innovate2Educate 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 details of 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 are likely to be provided for startups and small businesses that wish to commercialise the winning prototypes; and
e) if so, the details thereof?

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

(a) to (e):

The 'Innovate2Educate' challenge under the first season of Create in India Challenge (CIC) was aimed at encouraging innovation by creatively intertwining education and technology. The challenge was focused on designing and development of handheld learning devices by students, startups and innovators.

The challenge framework encouraged participants to design solutions that are innovative and accessible, including for children with diverse learning needs such as visually impaired and neurodivergent learners. The initiative received participation from across the country, including students and innovators from diverse backgrounds. An industry association, with support from the Ministry, executed this challenge and undertook outreach activities in schools, universities etc. This was to ensure wider participation of all stakeholders.

The challenge guidelines prescribed a cost criterion to design and develop handheld devices using hardware components within a ceiling of ₹1,000. This was aimed at promoting affordability, accessibility, and frugal innovation in educational technology solutions.

Following mentoring and workshop sessions with the preliminarily selected participants, the solutions were further refined and improved.

A total of 10 finalists were selected from more than 1,800 registrations. The shortlisted teams were provided opportunities to showcase their prototypes at CreatoSphere, WAVES 2025 and engage with industry stakeholders.

In addition, the top three winning teams were awarded prize money of up to ₹50,000 in recognition of their innovation and effort. The designs and prototypes showcased reflected diverse approaches to accessibility, interactive learning and technology-enabled education.

After the Summit, out of the 10 finalist teams, 4 teams have evolved into startups, and 2 of these startups are exploring incubation through WAVEX Startup Accelerator Programme. Through WAVES Bazaar outreach events, winners have been provided opportunities to interact with potential investors to scale up their solutions.

*****