Research Unit
Press Information Bureau
Government of India

WAVES
WORLD AUDIO VISUAL &
ENTERTAINMENT SUMMIT
Come, sail with us

WAVES XR Creator Hackathon 2025

Pioneering Innovation in Augmented and Virtual Reality

(Ministry of Information and Broadcasting)

February 13, 2025

Introduction

The WAVES XR Creator Hackathon (XCH) is a pioneering challenge that invites developers across India to explore new frontiers in augmented and virtual reality. Organised by Wavelaps, BharatXR, and XDG in partnership with the Ministry of Information and Broadcasting, XCH serves as a launchpad for cutting-edge innovations that redefine human interaction with technology. Participants will have the opportunity to present their visionary solutions at the World Audio Visual and Entertainment Summit (WAVES) 2025, a premier industry gathering set to take place from 1-4 May at the Jio World Convention Centre & Jio World Gardens, Mumbai.

WAVES is a flagship event designed to accelerate India's Media & Entertainment (M&E) industry, fostering collaboration among industry leaders, stakeholders, and innovators. A key highlight of the summit, the Create in India Challenges have garnered immense participation, with over 70,000 registrations and 31 challenges launched so far. By providing a dynamic platform for talent and technological advancement, WAVES aims to position India as a global hub for creativity and innovation in M&E.

Participation and Evaluation

The hackathon is open to teams comprising three or four members. Participants from diverse backgrounds, including designers, developers, and subject matter experts, are encouraged to apply. While no specific technical expertise is required, a strong interest in XR technologies and innovation is essential.

Projects will be assessed based on key parameters, including innovation, user experience, technical implementation, and potential impact. Judges will also consider feasibility, scalability, and the overall creativity and originality of the solution.

Themes

Healthcare, Fitness, and Well-being

This theme explores the integration of XR technologies into healthcare, focusing on improving patient care, advancing medical training, promoting fitness, and enhancing overall well-being. Participants will develop solutions that leverage immersive experiences for therapy, rehabilitation, mental health support, and virtual fitness programs.

Educational Transformation

With the power to revolutionize learning, XR enables interactive and experiential education. This theme encourages participants to create immersive solutions that enhance accessibility, engagement, and skill development in diverse educational settings, from classrooms to vocational training and corporate learning.

Immersive Tourism

XR can redefine how people explore and experience the world. This theme invites participants to develop innovative ways to bring destinations to life through virtual tourism, historical reconstructions, interactive cultural storytelling, and immersive travel experiences that bridge physical and digital realities.

Digital Media & Entertainment

The entertainment industry is evolving rapidly with XR-driven storytelling, gaming, and content consumption. This theme challenges participants to push creative boundaries by developing experiences that transform audience engagement, interactive narratives, virtual concerts, and next-generation media platforms.
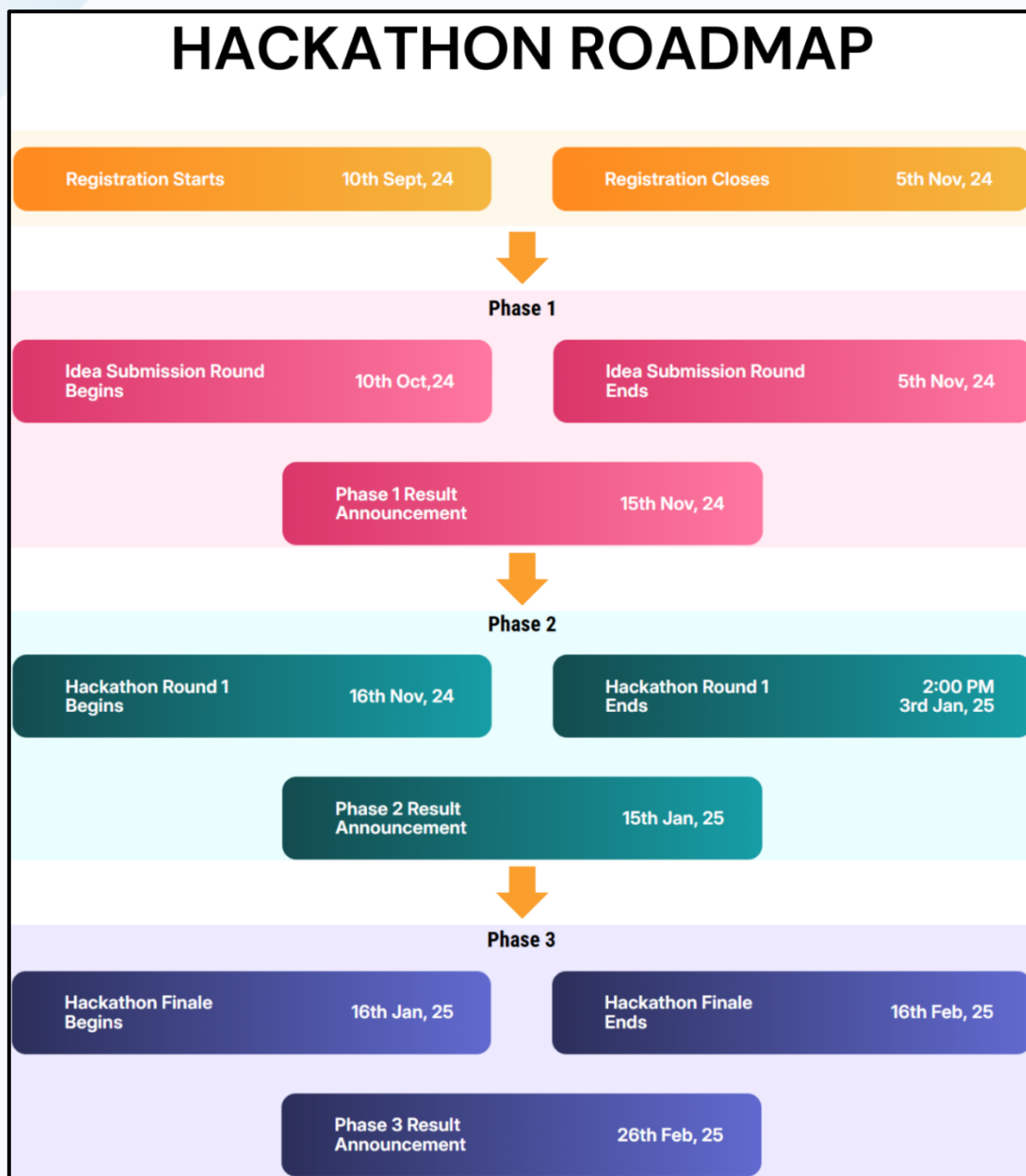
As shopping experiences become increasingly digital, XR offers new ways to enhance customer engagement and personalization. This theme focuses on leveraging immersive technologies in eCommerce, retail, and real estate to create virtual showrooms, interactive shopping experiences, and enhanced brand interactions.

Key Milestones & Roadmap

The Phase 2 results have been announced, with the 40 teams advancing to Phase 3. Click here to see the results.

The final winners will have the opportunity to showcase their groundbreaking XR solutions at WAVES 2025.

HACKATHON ROADMAP

Registration Starts	10th Sept, 24	Registration Closes	5th Nov, 24

Phase 1

Idea Submission Round Begins	10th Oct,24	Idea Submission Round Ends	5th Nov, 24

Phase 1 Result Announcement	15th Nov, 24

Phase 2

Hackathon Round 1 Begins	16th Nov, 24	Hackathon Round 1 Ends	2:00 PM 3rd Jan, 25

Phase 2 Result Announcement	15th Jan, 25

Phase 3

Hackathon Finale Begins	16th Jan, 25	Hackathon Finale Ends	16th Feb, 25

Phase 3 Result Announcement	26th Feb, 25

Rewards & Recognition

The XR Creator Hackathon presents a total cash prize pool of ₹5 Lakh, complemented by a host of exclusive rewards. Winners will gain access to premium merchandise, sponsored trips to leading global XR events such as MIT Reality Hack and AWE Asia, and potential investment opportunities to bring their ideas to life. In addition, participants will be awarded Letters of Appreciation from government officials and industry leaders, acknowledging their contributions to the evolution of XR technology.

References:

- https://wavesindia.org/challenges-2025
- https://wavelaps.com/xrcreatorhackathon/
- https://pib.gov.in/PressReleaseIframePage.aspx?PRID=2090278

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