Research Unit
Press Information Bureau
Government of India

WAVES
WORLD AUDIO VISUAL & ENTERTAINMENT SUMMIT
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Innovate2Educate

Learning With Fun And Innovation

(Ministry of Information and Broadcasting)

February 19, 2025

Introduction

The **Innovate2Educate Handheld Device Design Challenge** is an exciting competition aimed at transforming children's learning experiences. It is part of the Create in India Challenge Season 1 and is celebrated under **WAVES (World Audio Visual & Entertainment Summit)**, which will focus on four key pillars: Broadcasting & Infotainment, AVGC-XR, Digital Media & Innovation, and Films. Innovate2Educate aligns with Pillar 2 of WAVES dedicated to AVGC-XR (Animation, Visual Effects, Gaming, Comics, and cutting-edge technologies such as Augmented Reality, Virtual Reality, and the Metaverse).

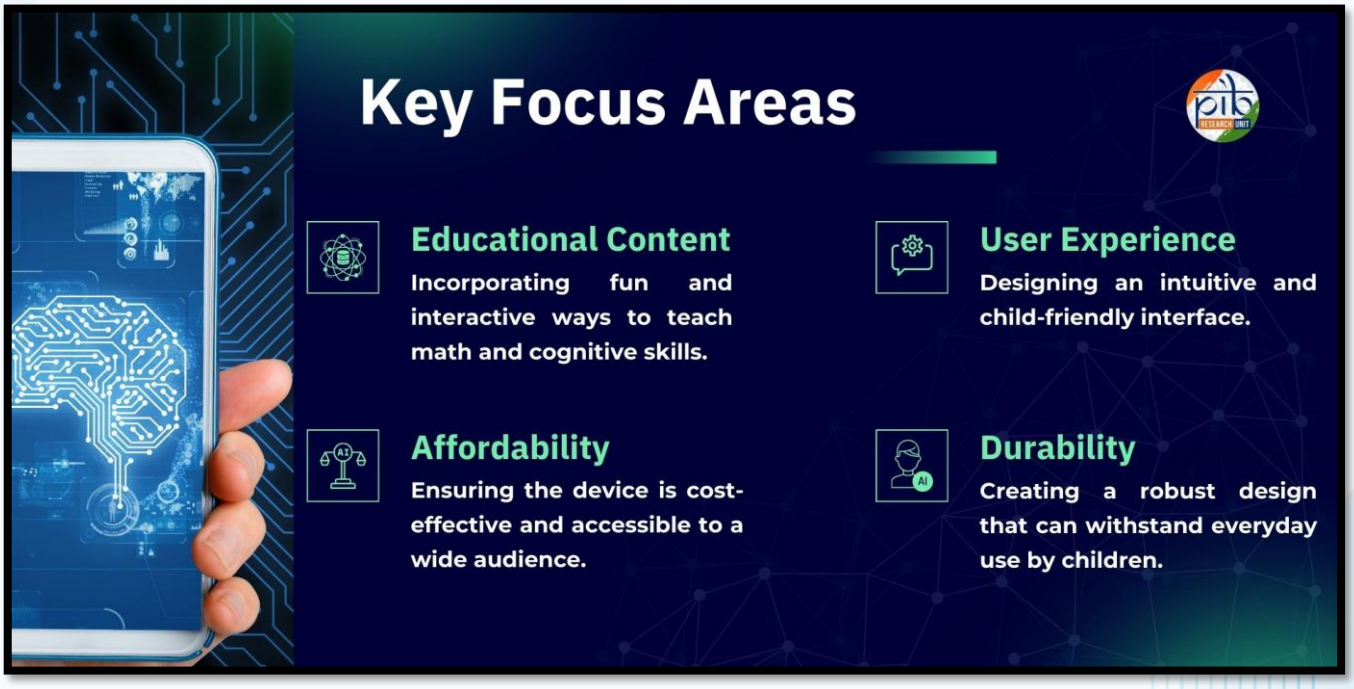
The event is being organized by the Ministry of Information and Broadcasting in partnership with The **Indian Digital Gaming Society (IDGS)** with **Hack2Skill** serving as the Innovation

Partner and **ICT Academy** as the Skilling Partner. A total of **334 candidates** have registered so far, including 3 international participants.

Objective

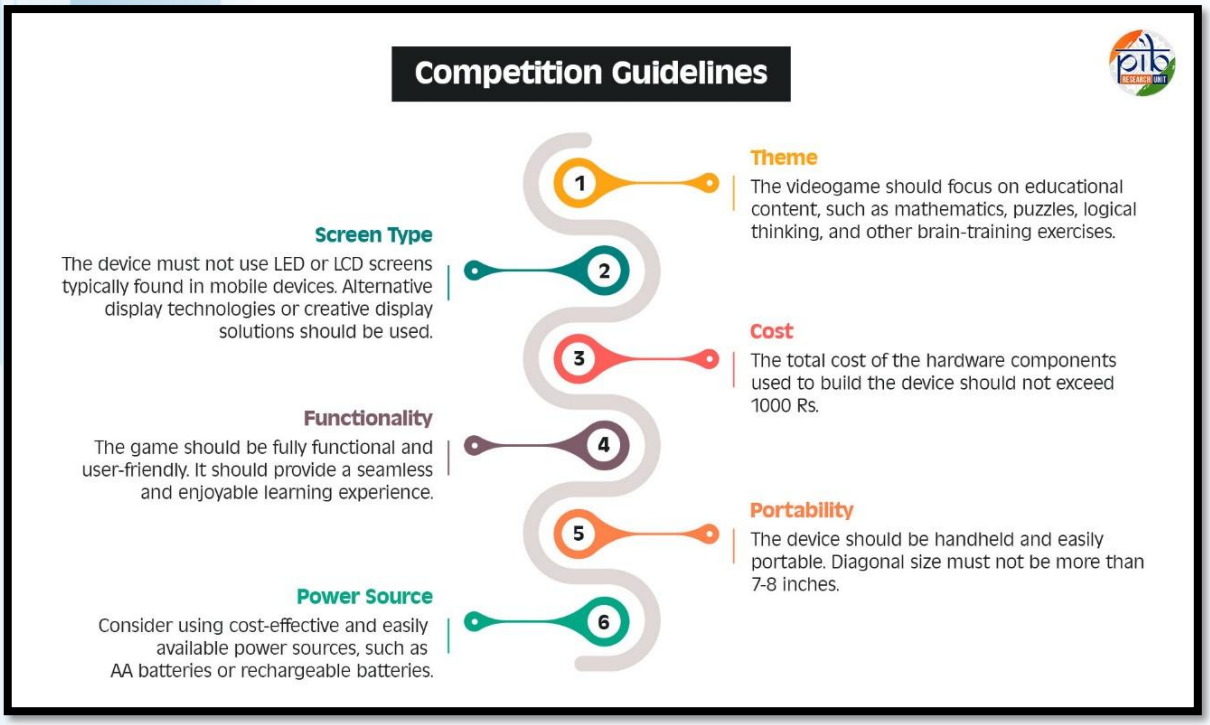
In this challenge **academia, designers, engineers and innovators** can participate to create a prototype of an educational handheld device that:

- ❖ Engages children in learning Mathematics
- ❖ Encourages problem-solving through puzzles
- ❖ Enhances cognitive skills with interactive content
- ❖ Is affordable and accessible for a broad audience



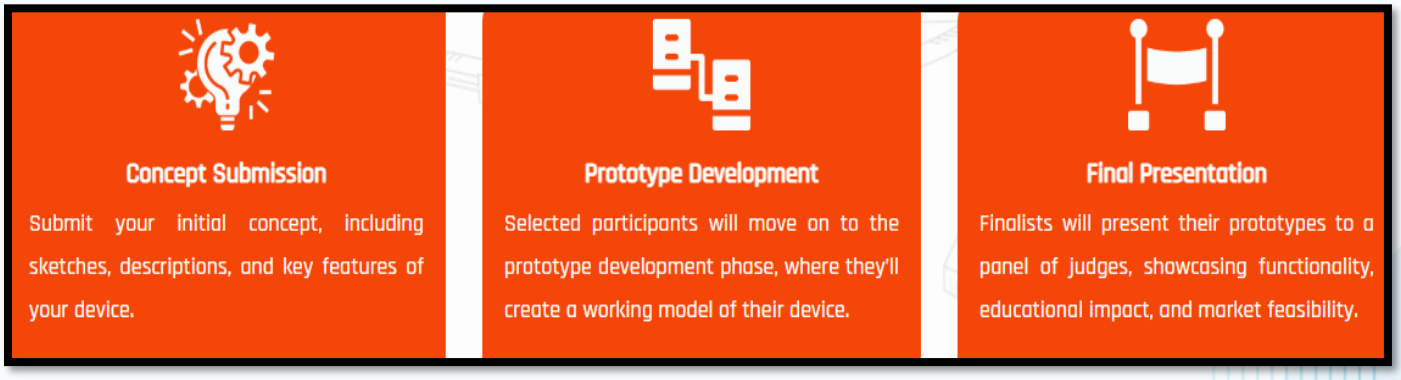
Competition Guidelines

The competition guidelines emphasize designing an innovative handheld device that blends education with entertainment. Below are the key guidelines that participants should follow:



Phases of the Competition

The competition consists of three key phases each designed to guide participants from concept to final product. Below is an overview of the process from submitting initial ideas to presenting the finished prototypes.



Registration Process

Follow these steps to complete your registration:

Step 1: Register Online

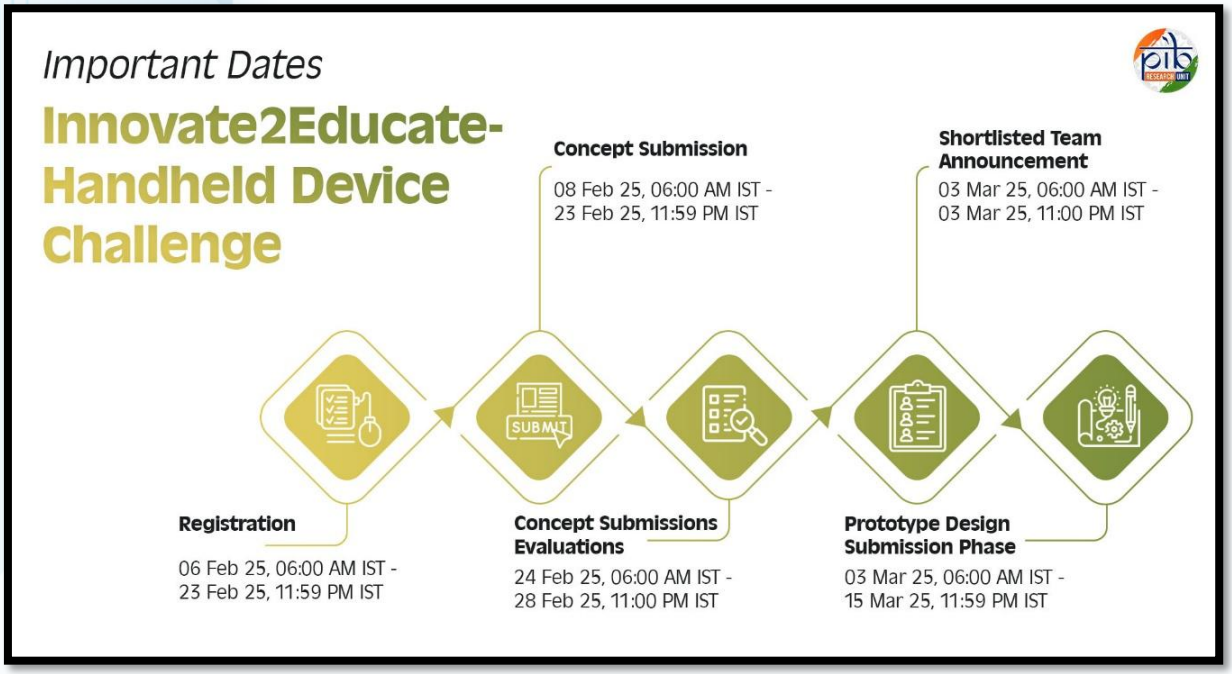
Registration process will end on 23rd February, 2025 (11:59 PM IST)

Step 2: Submit Your Concept

Provide detailed sketches, descriptions and key features.

Step 3: Develop and Submit Your Prototype

Selected participants will be invited to create and submit a working prototype.



Evaluation Criteria

Participants submissions will be evaluated based on:

- **Innovation:** Originality and creativity in device design and content.
- **Educational Value:** Effectiveness in teaching math and enhancing cognitive skills.
- **User Experience:** How engaging and user-friendly the device is for children.
- **Cost-effectiveness:** Feasibility of producing the device at an affordable price.
- **Durability and Design:** Practicality and robustness of the design.

Prizes

The Innovate2Educate Challenge offers exciting prizes to reward creativity and innovation. Winners will receive cash prizes, support for prototype development and an opportunity to showcase their designs at prominent events.

- **Cash Prizes** will be awarded to the top three designs.
- **Prototype Development Support:** Assistance in refining and producing the winning prototype.

- **Showcase Opportunity:** The winning design will be featured at key IDGS events and showcased to potential investors and manufacturers.

References:

- https://wavesindia.org/challenges-2025
- https://gamingsociety.in/innovate2Educate-competition/innovate2Educate-competition.php

Santosh Kumar/ Ritu Kataria/ Kamna Lakaria