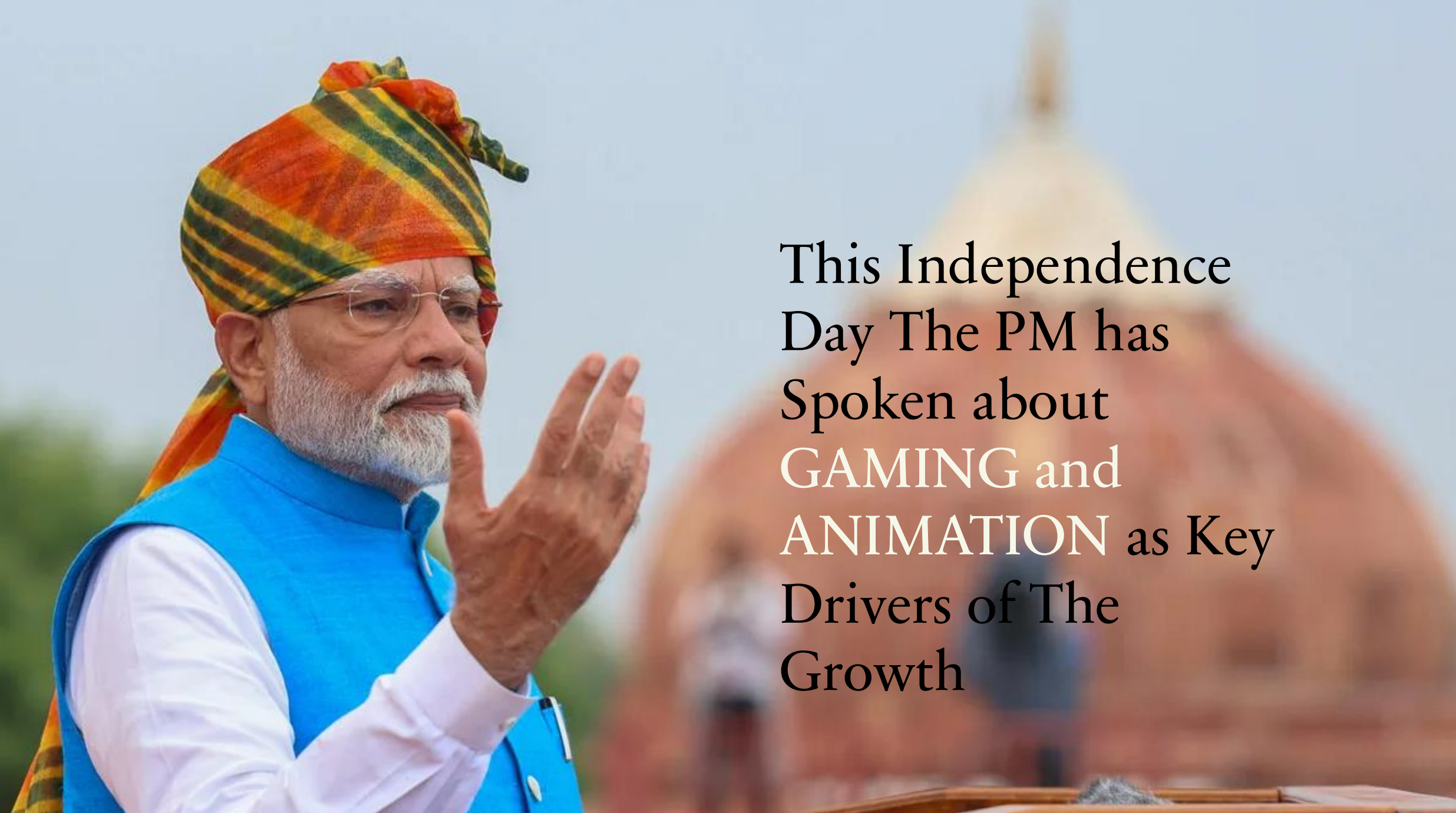


OPPORTUNITIES IN AVGC SECTOR IN INDIA



Vaibhav Mahajan
CEO – AbracaDabra Software
Solutions Pvt. Ltd.



This Independence Day The PM has Spoken about **GAMING** and **ANIMATION** as Key Drivers of The Growth

WHAT IS **AVGC** - **@2024**

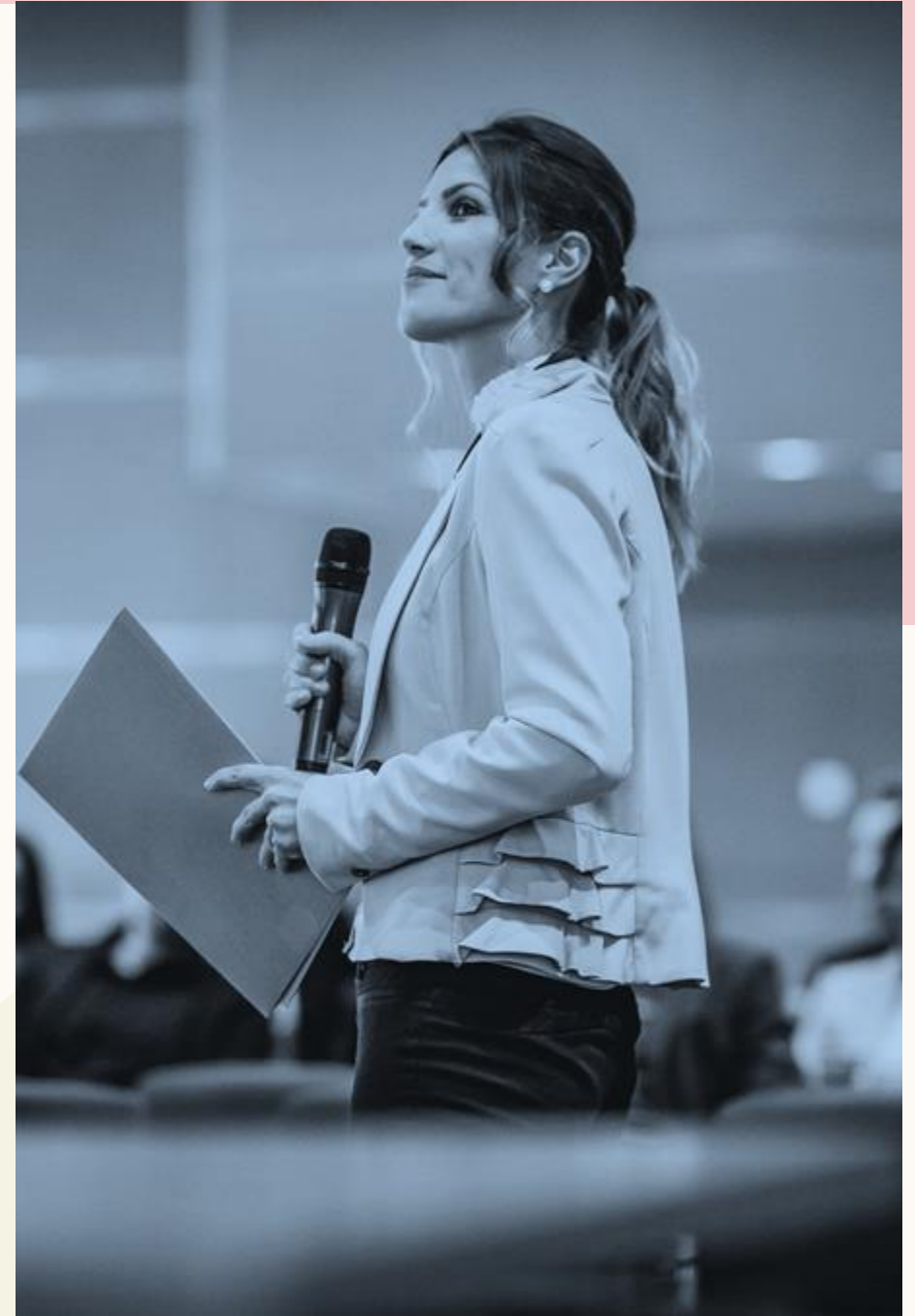
Animation – \$ 1.850 Billion

VFX - \$ 575 Million

Gaming - \$ 868 Million

Comic - \$ 50 Million

Globally AVGC is \$ 450 Billion Industry
Presently India's share is only 1 % but by
2026 we aim to raise it to 5% with 20 Lakh
Jobs



INDIA'S STRENGTH

- Adoption of New & Disruptive Technology
- Affordable and Cheap Data – Rural Penetration
- Growing Audience Base – World's biggest Middle class
- Growth of Smartphone Users - 93.2 Million
- Young Population – 63% from 15 – 64 age group
- Technology at Scale – Adhaar, UPI, Jandhan, DigiYatra



GOALS

1. Give boost to creativity at grassroots-level and promoting Indian culture
2. Promote skill development of Indian designers and artists
3. Create 20 lakh Jobs in the sector by 2027
4. Develop AVGC-XR education and Capacity-building through Centers of Excellence (CoE)
5. Promote the development of States as regional AVGC-XR hub for better Exports

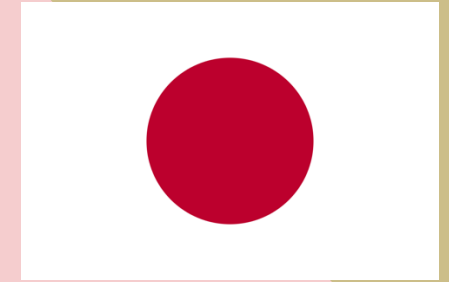


EFFORTS

- Allotment of Industrial Land within the cluster
- Setting up a CoE for AVGC-XR
- Development of AVGC-XR Sub-clusters on PPP mode
- Promotion of state industry on global platforms
- Creating awareness and conducting market development activities for AVGC -XR
- Setting up of AVGC-XR Clusters across the State

OPPORTUNITIES FOR JAPAN

- Provide World class hardware And Software for creating AVGC Ecosystem
 - Explore New Chains of Distribution in India
- Provide Semiconductor Support for high graphical demands
- Developing Labs and Testing Centers for AVGC products
- Educational Partnerships with Universities' and private companies in Japan
 - Ai based Translation
- More Enhanced and involved Participation in AVGC centric events Such as TGS and IGS, Jaipur Lit fest, Film Festivals
- Enhanced FDIs in This Sector.
- Separate incubation program With Japanese Expert Mentor for AVGC sector; Internships
- Relaunching Japanese Content (Game, Animation Movie, Webtoon, Cartoon, Comics) with locally dubbed languages.
- Association of Cross Cultural teams working on same project.



AVENUES FOR PARTNERSHIPS

1. AR/ VR – Hardware and Software
2. Metaverse
3. Gaming
4. Webtoons
5. Cartoon
6. Comics
7. Comic Novels
8. Animation Projects
9. Animation Web series

We can form the Alliance across many avenues to offer something better to the world.



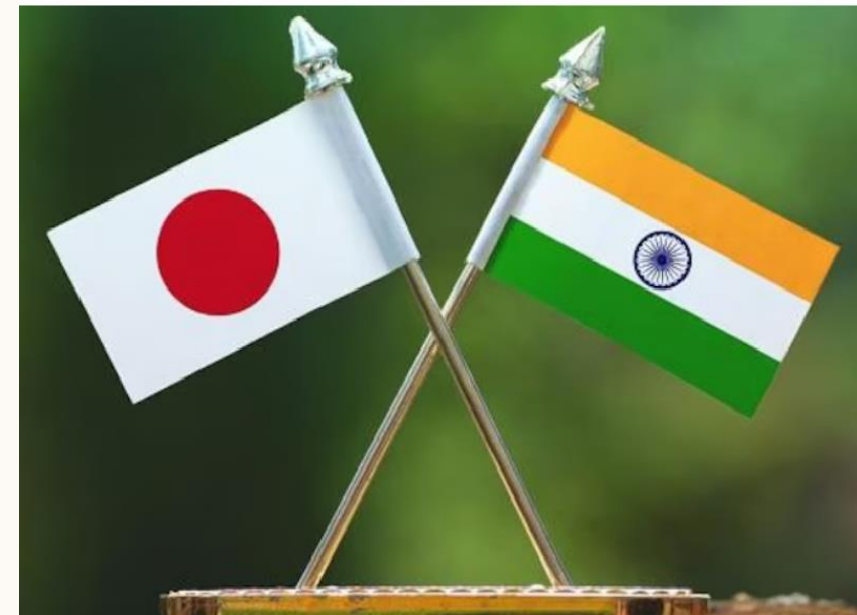
IMPACT

Bilateral trade between India and Japan for the last financial year is approx. \$ 23 Billion

Exports to India was \$ 18 Billion approx. which is 2.6% of Japan's total exports

Imports from India was \$ 5 Billion approx. which is 1% of India's Total Exports.

AVGC can definitely bring more interesting number as a strong alliance in Coming Times



THANK YOU

Vaibhav Mahajan

91 - 8922545211

Vaibhav.Mahajan@Abraca-Dabra.com

www.Abraca-Dabra.com

