



Confederation of Indian Industry



India gaming show 2026

International Gaming, Animation, Esports & Infotainment Event
17-19 April 2026 : Chennai, India



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India's Premier Platform for Gaming, Anime, Esports & Digital Entertainment

17-19 April 2026 : Chennai Trade Centre, Chennai, India

The Confederation of Indian Industry (CII), in association with the Indian Digital Gaming Society (IDGS), organized the eighth edition of India Gaming Show 2026, an international exhibition and conference, from 17–19 April 2026 at the Chennai Trade Centre, India.

IGS 2026 served as a vibrant convergence of gaming, esports, comics, cosplay, virtual production, animation, and emerging technologies. The event showcased the rapid evolution of India's gaming ecosystem and highlighted the growing role of gaming as a driver of innovation, youth engagement, entrepreneurship, and economic growth. Around 60 companies participated in the event, which attracted over 12,000 attendees during the three-day event.

Shri Mandipalli Ramprasad Reddy, Hon'ble Minister for Transport, Youth & Sports, Government of Andhra Pradesh, was the Chief Guest and inaugurated the event on the opening day. In his inaugural address, he outlined the state's vision to emerge as a major hub for gaming, esports, and digital innovation through policy support, infrastructure development, and youth-focused skilling initiatives.



The exhibition floor featured leading gaming companies, startups, indie developers, technology providers, and immersive technology innovators, enabling direct engagement, product demonstrations, networking, and business collaboration opportunities. The showcase reflected the scale and diversity of India's expanding gaming and AVGC-XR industries.

The cosplay segment emerged as one of the most engaging attractions of the show, celebrating creativity, fandom culture, and artistic expression within India's gaming and pop-culture communities. It highlighted cosplay as an increasingly important extension of the gaming ecosystem, enabling community building, creator-led engagement, and new opportunities in digital entertainment.

The comics segment reinforced the importance of comics and graphic storytelling as foundational pillars for intellectual property creation within the AVGC-XR ecosystem. Artists, publishers, and creators showcased original work while discussing the growing opportunities for Indian stories and characters to evolve into globally scalable franchises across gaming, animation, films, and immersive media.



IGS 2026 showcased the latest offerings from the Gaming sector and created a lot of excitement for the participating delegates by organizing engagement activities related to Gaming. Some of the highlights were:

- The Indie Comix Fest, organized by Anisync and Chennai Anime Club with cosplay competition, showcase of merchandise, and interactive and engagement programmes with audiences over the three days.
- Real Cricket Game organized by KRAFTON India engaging gaming enthusiasts throughout the event.
- Esports competition by Jetline Group engaging large audience to watch the programme at their stand.
- Showcase of latest hardware and visitor engagement programmes at Sandisk booth on all three days, attracting large crowds of visitors.
- PlayStation Games and experience zone by Sony PlayStation offering an opportunity to witness and feel the products on display at their stand.
- Audience engagement programme by Nodwin Games, attracting large numbers of audiences.
- Showcase of basketball game through interactive LED Screen by Indian Institute of Creative Technologies (IICT)
- Showcase of peripherals, accessories and demonstration of Gaming equipment by Zebronics.
- Showcase of latest Gaming laptops by ACER
- Pavilion by Indie Developers and start-ups, showcasing specific games being developed in India.
- Academia stands, highlighting importance of Gaming as a sector for career planning and entrepreneur developments by student community.



India Gaming Show 2026 & CII Summit FX: Shaping India's Creative Technology Future

A two-day International Conference, "CII SUMMIT FX 2026", was also organized concurrently with IGS 2026 covering **Animation | VFX | Gaming | Immersive**, with a theme "**Shaping the Emerging World of Creativity**". The conference was addressed by eminent speakers and experts from the Gaming Sector, and was a platform for meaningful interactions and networking for the delegates who have attended the programme over the two days.

A major highlight of the event was the announcement of three strategic Memorandums of Understanding (MoUs) by the Indian Institute of Creative Technologies (IICT) with The Zenfluencers, YOLOgram Style Pvt. Ltd., and Eruditio Consultants. These partnerships aim to strengthen India's AVGC-XR ecosystem through structured esports education, immersive technology innovation, curriculum development, nationwide outreach, skilling initiatives, and ecosystem-building programmes. The collaborations represent a unified industry-led effort to strengthen education, innovation, talent development, and accessibility within the gaming and immersive technology sectors.

The IGS 2026 closed on a very positive note with 88% of the participants agreeing to return and exhibit in the next edition of IGS.



Background:

CII introduced the first Gaming event encompassing all elements of Digital Gaming – **India Gaming Show** in February 2017, in New Delhi. This event was supported by Ministry of Electronics, Information and Technology, Government of India. Japan participated as Partner country, with a large group, consisting of big Japanese Gaming Companies, a Japanese Anime Group, a Musical Troupe, and a delegation of Gaming Experts from Japan. Korea was the Guest Country and UK joined as Focus Country at India's maiden Digital Gaming event – the India Gaming Show 2017. The event received an overwhelming response with a huge attendance of 72000 plus visitors over four days, with participation from 70 exhibitors and over 247 delegates at the B2B Conference - **International Conference on “Indian Gaming Industry”**.

Various parallel events and activities including Hackathon, Cosplay Showcase and Competition, Talk Show, Musical Stage Performance, Competition by various exhibitors, Song performance by famous Japanese Artists were also organized to engage the participants and visitors. In addition to the above, a special E-sports exhibition tournament was conducted to bring together the best teams of the country and engage professional gamers. A comprehensive report on the India Gaming Industry was also released during the event to provide the overview of sector in the country and defining the way forward. This edition of Gaming Show marked a special milestone for this industry and showcased a huge potential for this sector in India.

As a result of this event, CII also took an initiative to bring together all stakeholders under a common platform for the Digital Gaming Industry in India, and have created the **Indian Digital Gaming Society (IDGS)**, to cater to the needs of this sector and act as a conduit between the Industry and Government to support and sustain this industry and make it an organized sector in India.

The IGS series continued with its legacy and has organized seven more successful editions in India (2018 in Bengaluru; 2019 in Delhi; 2021- virtual show; 2023 in Delhi; 2024 in Pune; and 2025 again in Delhi), with active participation of key Indian and overseas stakeholders.

Some of the highlights of the IGS series include the following:

- Presence and participation of Global players from the sector
- Partner Country; Focus Country and Guest Country participation
- Esports tournaments
- Launch of Sachin Saga VR Game by Master Blaster Sachin Tendulkar
- Participation from key players including Krafton, Jet Synthesis Group, Play Station, Google, Gigabyte, Amazon, Samsung, LG, HP, HyperX, Intel, Nodwin Gaming, Playizzon, Western Digital & others
- PUBG Experiential Zone
- Enter the Gaming World with Virtual Reality (VR) experience
- Gaming Experience Zone and Competitions
- Display of Games, Gaming Accessories, Gadgets, etc
- India's largest E-sports Championship – ESL India Premiership
- Amazon Gameon Championship
- Cosplay Competition
- Musical Programmes by Japanese Artistes
- Gaming Industry Awards by IDGS
- International Conference on Gaming Industry
- Gaming workshops and contests
- Health awareness programmes

Glimpses of IGS 2026











Confederation of Indian Industry

The Confederation of Indian Industry (CII) works to create and sustain an environment conducive to the development of India, partnering Industry, Government and civil society through advisory and consultative processes.

CII is a non-government, not-for-profit, industry-led and industry-managed organisation, with over 10,500 members from the private as well as public sectors, including SMEs and MNCs, and an indirect membership of over 365,000 enterprises from 332 national and regional sectoral industry bodies.

For more than 130 years, CII has been engaged in shaping India's development journey and works proactively on transforming Indian Industry's engagement in national development. CII charts change by working closely with the Government on policy issues, interfacing with thought leaders, and enhancing efficiency, competitiveness, and business opportunities for industry through a range of specialised services and strategic global linkages. It also provides a platform for consensus-building and networking on key issues.

Through its dedicated Centres of Excellence and Industry competitiveness initiatives, promotion of innovation and technology adoption, and partnerships for sustainability, CII plays a transformative part in shaping the future of the nation. Extending its agenda beyond business, CII assists industry to identify and execute corporate citizenship programmes across diverse domains, including affirmative action, livelihoods, diversity management, skill development, empowerment of women, and sustainable development, to name a few.

For 2026-27, CII has identified "Accelerating Competitiveness: Growth, Resilience, Inclusion, Sustainability, Trust" as its theme, prioritising five key pillars. During the year, CII will align its policy advocacy, institutional initiatives, partnerships, and outreach to support Indian industry in strengthening these five interconnected pillars of competitiveness.

With 70 offices, including 12 Centres of Excellence, in India, and 9 overseas offices in Australia, Egypt, Germany, Indonesia, Singapore, UAE, UK, and USA, as well as institutional partnerships with 255 counterpart organisations in 102 countries, CII serves as a reference point for Indian industry and the international business community.

Confederation of Indian Industry

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