



# India IGF (IIGF-2022) Workshop

## Part 1 - Lead Organizer

Salutation	Mr.
Contact Person	Deepak Jacob
Organization / Affiliation (Please state "Individual" if appropriate)	Federation of Indian Fantasy Sports
Designation	Additional Director
Economy of Residence	India
Primary Stakeholder Group	Others

## Part 2 - Workshop

Primary Theme	Internet Regulation
Primary Sub Theme	Principles for internet regulation and platform governance
Secondary Theme (if any)	Emerging Technologies
Session Title	Digital Governance and Technological Standards for Responsible Gaming
Session Format	Panel Discussion

Description of Session Formats **Birds of a Feather (BoF)** – An informal discussion session designed to connect the participants of shared topic of interests without a pre-planned agenda. **Panel** - Presentation and/or sharing of viewpoints by speakers on a particular topic. The number of speakers on the panel shall not be more than 4 to allow sufficient time for interaction with the attendees. **Roundtable** - Interactive dialogue involving all participants with designated moderators and not more than 2 speakers.

### Specific Issues of Discussion

As already highlighted by the Hon'ble PM, India has the potential to be a global leader in game development. The country is already transitioning from a net importer of global gaming titles to a global exporter of content and IP. By 2025, India's online gaming industry is expected to reach ~USD 5

Bn, accounting for roughly 1.7% of the global market. Furthermore, by 2025, India is expected to house over 70 crore online gamers. Today, there are already over 1,000 online gaming startups in India and over 15,000 game developers. Given the immense potential online skill gaming industry offers, as a driver of economic growth through revenue generation, investments and employment, it is essential that the industry is provided with a principle-based regulatory framework that ensures structured growth and user protection. The framework must provide for technical standards for responsible gaming such as platform integrity, player protection, privacy and KYC.

### Describe the Relevance of Your Session to Theme

This session will provide unique insights from a diverse group of stakeholders on how emerging sectors of the digital economy should be governed. The emphasis would be towards formulating technical standards that can serve to protect the interests of the Indian users and ensuring that the industry continues to innovate but in a responsible manner.

### Methodology / Agenda

The session will be in the form of a panel discussion followed by a Q&A with the audience members. The session will flow as follows:

- > Introduction to the online skill gaming sector in India (5 mins)
- > Views from panelists on creating a regulatory framework for the sector (20 mins)
- > Views from panelists on technical standards for responsible gaming (20 mins)
- > Summarising the discussion (10 mins)
- > Interaction with the audience (5 mins)

**Please provide 3 subject matter tags that best describe your session.** #India'sTechade #ConsumerSafety #ResponsibleGaming

\*Please specify gender e.g. agender, cis woman, cis man, female, gender-fluid, gender-neutral, male, trans woman, trans man, etc.

### Moderators & Speakers Info (Please complete where possible)

	Moderator (Primary)	Moderator (Backup)	Speaker 1	Speaker 2	Speaker 3	Speaker 4
Name	Mr. Joy Bhattacharjya		Mr. Arvind Gupta		Ms. Aruna Sharma	Mr. Rameesh Kailasam
Email	dg@fifs.in		arvind@ispirit.in		arunasharma1908@gmail.com	rkailasam@indiatech.org
Organization	FIFS		Digital India Foundation			ndiatech.org
Designation	DG		Founder		Former IT Secretary, Government of India	CEO
Gender	Male		Male		Female	Male

	Moderator (Primary)	Moderator (Backup)	Speaker 1	Speaker 2	Speaker 3	Speaker 4
Economy of Residence / Country	India		India		India	
Stakeholder Group	Other		Other	Other	Other	Other
Status of Confirmation	Confirmed		Confirmed	Proposed	Confirmed	Confirmed

**Please explain the rationale for choosing each of the above contributors to the session.**

The speakers have been proposed based on their extensive knowledge and experience in the field of internet governance, especially for emerging technologies and startups. The moderator Mr. R Kailasam has been involved in numerous industry and government discussions on regulatory frameworks and technical standards that protect users in the digital realm, whilst also enabling innovation. Mr. A Gupta is a seasoned technocrat who understands emerging technologies and is well-versed with the kind of regulatory frameworks required for the digital economy. Mr. A Shah has been extensively involved in the policy process of economic reform and sits on the board of a number of government task forces, departments and corporate bodies, and advises on a range of policy issues. Dr. Aruna Sharma is a Practitioner Development Economist and has earlier served as the Electronics and IT Secretary, Government of India. She has worked extensively in the field of Digital Transformation, e-Governance , FinTech and Digital Assets.

## IIGF 2022

**Session Title**

Digital Governance and Technological Standards for Responsible Gaming