

**GOVERNMENT OF INDIA  
INFORMATION AND BROADCASTING  
LOK SABHA**

UNSTARRED QUESTION NO:340  
ANSWERED ON:27.07.2010  
GAMING AND VISUAL EFFECTS INDUSTRY  
Deora Shri Milind Murlu

**Will the Minister of INFORMATION AND BROADCASTING be pleased to state:**

- (a) the details of the size and turnover of the gaming and visual effects industry/sector in the country;
- (b) whether the Government proposes to set up a world class institute for training professionals in the field of gaming and visual effect;
- (c) if so, the details thereof; and
- (d) the role played by the Federation of Indian Chamber of Commerce and Industry (FICCI) in this regard?

**Answer**

MINISTER OF THE STATE IN THE MINISTRY OF INFORMATION & BROADCASTING (DR. S. JAGATHRAKSHAKAN)

- (a) As per FICCI-KPMG Indian Media & Entertainment Industry Report 2010, the size and turnover of the Indian animation, gaming and visual effects industry is estimated to be Rs. 3300 crore.
- (b) & (c) Yes, Sir. There is a Plan Scheme in the 11th Plan to set up a National Centre of Excellence for Animation, Gaming and Visual Effects with an outlay of Rs.52 Crore.
- (d) The role of Federation of Indian Chambers of Commerce and Industry has been to facilitate industry stakeholder meetings to enable formulation of a Detailed Project Report.