

# IETF 2017

22<sup>nd</sup> International Engineering  
& Technology Fair

42 YEARS OF ENGINEERING AND TECHNOLOGICAL EXCELLENCE



International Gaming, Animation & Infotainment Event



## HEALTH TECH INDIA

An Exhibition on Medical Equipment, Technology,  
Pharma and Healthcare Services

## SHOW REPORT



IETF 2017



INDIA GAMING SHOW



HEALTH TECH INDIA



Ministry of Ayush  
Ministry of Coal  
Ministry of Electronics & Information Technology  
Ministry of Environment, Forest & Climate Change  
Department of Heavy Industry  
Ministry of Heavy Industries & Public Enterprises  
Ministry of Health & Family Welfare

Ministry of New & Renewable Energy  
Ministry of Petroleum & Natural Gas  
Ministry of Road Transport & Highways  
Ministry of Steel  
Ministry of Urban Development  
Government of India



Confederation of Indian Industry



Partner-Country



Japan

# KEY HIGHLIGHTS

## BLOCK YOUR DATES



- The 22nd International Engineering & Technology Fair (IETF) 2017, the flagship event of the Confederation of Indian Industry (CII) held at Pragati Maidan in Delhi from February 2-4, once again proved its strength as a unique platform for entrepreneurs, businesses, policymakers and innovators to come together to showcase their products and services and push the Indian industry to the next level of growth. Over 240 B2B meetings were conducted over three days.

- The latest edition of this action-packed mega event was unique in its nature and contents. For the first time, three concurrent events — Health Tech India, India Gaming Show and Knowledge Expo — were organised as part

of the event – enabling technological and knowledge convergence on a single platform.

- The Minister of Heavy Industry and Public Enterprises, Anant Geete, inaugurated IETF-2017 in a ceremony attended by top industry players and stakeholders from various sectors.
- As part of its commitment to continue as one of the most important strategic partners of India's economic resurgence, Japan participated as the Partner Country at IETF 2017 for the record fifth time. As many as 40 Japanese companies put up a large display of latest Japanese products and technologies in IT and Gaming sectors in an exclusive pavilion.





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# EXHIBITION



*Japan is keen to transfer the latest technologies to India. The High Speed Railway project, which Japan is implementing in India, will be a game-changer by inducing superfast railway networks*

- Apart from Japan, around 500 companies from 25 countries participate as exhibitors – covering 40,000 sqmts of exhibition space in Pragati Maidan. The expo mainly focused on future technologies for eight industrial sectors – Green Mobility, Industrial Automation, Logistics, Metal & Metallurgy, Real Estate & Building Technology, Water, Waste & Recycling, and Welding & Joining Technologies.
- Among new initiatives three focused shows – India Industrial Automation Show, Real Estate & Building Technology Show and Welding & Joining Technology Expo – attracted good number of visitors looking for latest technological innovations in these spaces.

- The 22nd edition of this biennial mega event was also unique in the sense that it was supported by the Delhi Government, and Eleven Ministries of the Government of India – Ayush, Coal, Electronics & Information Technology, Environment, Forest & Climate Change, Heavy Industries & Public Enterprises, Health & Family Welfare, New Renewable Energy, Petroleum & Natural Gas, Road Transport & Highways, Steel, and Urban Development.



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# KNOWLEDGE SESSIONS



*At IETF, the exhibitors focussed on specific sectors emphasizing on future technology and sustainability especially on the issue of green tech, smart cities, and infrastructure*



- Spread across three days, as many as 25 seminars, conferences and workshops were held during IETF-2017. The subjects which came up for discussion included issues ranging from cities for kids, new technologies in real estate and automotive sector, smart waste management under Swachh Bharat Mission, water security and sustainability, technological innovations in logistics sector, green mobility, societal manufacturing, and leveraging engineering and technological excellence to boost productivity, build capacity and enhance competitiveness of MSMEs, among many others.
- Experts participating in knowledge session at IETF-2017 underscored the requirement of creating a central repository of data on the products and services by Indian MSMEs located throughout the country to enhance their visibility and enhance their market access. They also stressed on application of Decision Support Tools such as CII WATSCAN Tool, along with water audits, for smartly managing the country's water resources.
- The key role of metal and metallurgy sector in creating significant employment opportunities was also highlighted as experts stressed on the need for introduction newer concepts in the Indian metal and metallurgy sector, which the rest of the world can follow.





Confederation of Indian Industry

# VOICES



We will take steps for re-energizing the capital goods, automotive and heavy and engineering industries to create an ecosystem that promotes investment and creation of large scale employment

**Mr Anant Geete**

Minister for Heavy Industries and Public Enterprises



The metal and metallurgy sector will play a key role in creating significant employment opportunities. It is crucial for the country's economy

**Mr Piyush Goyal**

Minister of State (Independent Charge) for Mines, Power, Coal, New and Renewable Energy



Japan would be training 40,000 Indian technicians in over 10 years...This will help India to create a reservoir of highly skilled people to man newer technologies that industry is adapting

**Mr Kenji Hiramatsu**

Japanese Ambassador to India



GST would be a force multiplier for the Indian industry since it would considerably contribute to ease of doing business

**Mr Sumit Mazumder,**

Past President, CII



IETF has emerged as a unique platform where technological convergence is happening with disruptive technologies like Internet of Things (IoT) and Artificial Intelligence (AI) gaining prominence

**Mr Deep Kapuria**

Chairman, CII Trade Fair Council



IETF showcased India's extensive and varied manufacturing base in Engineering and the newer technologies we have adopted. The special focus on "Make in India" highlighted India's strength in the manufacturing sector

**Mr Chandrajit Banerjee**

Director General, Confederation of Indian Industry

***The Indian capital goods industry is presently valued at US \$ 48 billion. It can perk up to US\$ 150 billion against the backdrop of imaginative policies launched by the government such as Make in India, Digital India etc***

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Ministry of Health & Family Welfare  
Government of India

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Ministry of AYUSH  
Government of India

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Partner-Country



Japan

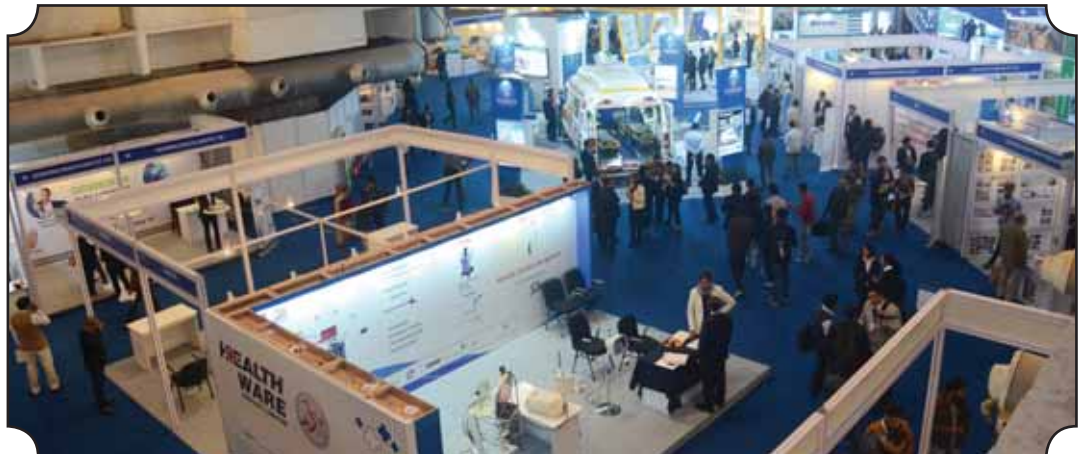


# KEY HIGHLIGHTS

**BLOCK YOUR  
DATES**



*As technological innovations continue to play a major role in improving healthcare deliver in India, Health Tech India-2017, organised for the first time concurrently with the 22nd edition of IETF, has added value to the healthcare sector by serving as a convergence point for various health technologies to provide a fillip to the sector*



- Health Tech India-2017, which was organized by the CII concurrently with the 22nd edition of IETF from February 3-5, served as a convergence point for various health technology companies to showcase their innovations and decide on a future roadmap to provide a fillip to the sector.
- It was the first comprehensive show dedicated to health technologies in the country. Inaugurated by Mr Faggan Singh Kulasthe,

Minister of State for Health and Family Welfare, Health Tech India-2017 saw more than 100 exhibitors – both national and international – participating in the event.

- Over 10,000 medical and health care professionals from across the country participated at the event, as it also saw participation from Central and State Governments, Defence, Army, Railways, etc, providing it a truly pioneering status and highlighting the sector's potential.





Confederation of Indian Industry

# EXHIBITION



*Besides more than 100 companies showcasing their innovative products and services at Health Tech India, under the umbrella of Ministry of Ayush, exhibitors also promoted and showcased research in traditional medicine to create awareness on Unani, yoga-naturopathy, Ayurvedic medicines and medicinal plants as alternatives for ensuring wellbeing*

- With health startups fast changing the healthcare delivery space in India, Health Tech India saw a large number of health tech startups showcasing their offerings.
- Besides live product and equipment demonstrations, the event offered opportunities for entrepreneurs and businesses to connect through B2B meetings.
- It also served as a great platform for the government to announce new rules and

regulations for the medical device industry to boot manufacturing under the 'Make in India' initiative.

- Health Tech India also highlighted the importance of industry-academia partnerships to bring down imports of devices and drugs, and leveraging India's large reservoir of knowledge and expertise in traditional medicines and biotechnology to achieve healthcare goals.



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# KNOWLEDGE SESSIONS



*Technology holds key to reaching quality healthcare to people in a country like India where close to 70% of the people live in rural areas. Disruptive technologies like telemedicine, technology apps based on mobile telephony can, to a great extent, help India in achieving universal healthcare in a relatively shorter time frame*



- Since knowledge sharing was a crucial part of Health Tech India, the event saw two days of conferences covering subjects ranging from the non-communicable diseases like diabetes, R&D landscape for Life Sciences, leveraging IT for disruptive healthcare services, innovations and trends in medical devices and equipment and innovations in diagnostics.
- The event underscored that technology holds key to reaching quality healthcare to people in a country like India where close to 70% of the people live in rural areas.
- Disruptive technologies like telemedicine, technology apps based on mobile telephony can, to a great extent, help India in achieving universal healthcare in a relatively shorter time frame.
- The healthcare sector is witnessing a paradigm shift with focus shifting from volume to value based healthcare.
- Cooperation has been intensified in ASEM Region to tackle Diabetes, which is putting undue strain on the economies of countries in the developing world.
- New payments and reimbursement models are coming up in India with the goal of reducing the per capita cost of healthcare while also improving the total patient care experience of care.





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# VOICES



Globally, there have been breakthroughs in IT technologies which are being used as health tools to reach out to the people. India should increasingly tap these possibilities to take healthcare to the doorstep of 1.3 billion people in the country.

**Mr Faggan Singh Kulaste**

Minister of State for Health and Family Welfare



Government is open to suggestions on the rules and regulatory framework for medical devices and will take course corrections if required.

**Mr C K Mishra**

Secretary, Ministry of Health and Family Welfare



Japan is keen to enter the medical devices segment in India, where it has superior technologies. Japan is also involved in training the health regulators, doctors, nurses and various universities in the country.

**Mr Kenji Hiramatsu**

Japanese Ambassador to India



Our challenge is to reach out to 1.3 billion people and most of these people living in rural and far flung areas. How can we bring them to the mainstream? Technology can integrate them provided we use them imaginatively.

**Shobana Kamineni**

President-Designate, CII and Executive Vice-Chairman, Apollo Hospitals Enterprise Ltd



There is a need for a strong platform of stakeholders in healthcare for continuous dialogue rather than them working in silos. This would bring about qualitative changes in the healthcare landscape and help India to achieve universal healthcare faster.

**Dr Naresh Trehan**

Chairman, CII Healthcare Council and CMD, Medanta—the Medicity



It is a good augury that the government has framed the rules for regulating medical devices industry, which has a huge potential in India given our technical capabilities and available pool of highly technically qualified people in the IT sector.

**Mr Himanshu Baid**

Chairman, CII Medical Technology Division and MD, Poly Medicure Ltd

*The recent decision of the government to put in place a regulatory framework for medical devices industry, is a laudatory step. The announcement of the government that regulatory framework can be reviewed, from time to time, based on industry feedback is commendable*

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Ministry of Electronics & Information Technology  
Government of India

Partner Country



Japan

Guest Country



Republic of Korea

Focus Country



United Kingdom

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International Gaming, Animation & Infotainment Event

# KEY HIGHLIGHTS

## BLOCK YOUR DATES



7-10 February 2019  
Pragati Maidan, New Delhi, India



**Organized By**  
*Confederation of Indian Industry (CII)*

**Partner Country**  
*Japan*

**Guest Country**  
*South Korea*

**Focus Country**  
*United Kingdom (UK)*

## Games at India Gaming Show

- Batman Arkham • Batman Arkham Knight
- Batman VR • Battlefield 1 • Being Salman
- Call of Duty: Modern Warfare • Clash Royale
- COD Infinite Warfare • Counter Strike Global Offensive CS:GO • Deus Ex • Doom • Dota2
- Dragon Quest • Driveclub • DriveClub VR (PS4) • FIFA • Fifa 17 • Final Fantasy • Gears Of War 4 • GOW Remastered • Gravity Rush 2
- Gunjack (VR) • Hatsune Miku • Hitman • Just dance • Kingdom Hearts • Mafia 3 • Mortal Kombat XL • Nier: Automata • Overwatch
- PES 2017 • PES 2017 -Pro Evolution Soccer
- Pierce2Blow • Project Cars • Raw Data
- Resident Evil • Resident Evil 7 • Resident Evil 7 biohazard • Resident Evil 7: Kitchen • Demo (PS Store) • Return of Warriors • Rise of Tomb Raider • Sachin Saga Warm Up • Space ball
- Street Fighter • The Last Guardian • TLOU
- Tomb Raider • UC4 • Until Dawn: Rush of Blood • VR Worlds VR (PS4) : Shark Attack
- VR Worlds VR: London Heist • Watch Dogs 2
- Witcher 3 • WWE2K17...

## Launch at India Gaming Show

- Samsung India Curved Monitor
- Release of Report on "Emerging Trends in India Gaming Industry" by CII with its Knowledge Partner Tech-Sci
- Pre Launch of HTC Vive

## Exclusive Showcase at IGS

Acer Predator Monitor and Laptops, Aorus 7th Generation Premium motherboards by Gigabyte, PLAYSTATION®4 PRO, PLAYSTATION®4 SLIM and PLAYSTATION®VR, Western Digital Blue SSD, Sachin Saga Warm Up Game by Playizzon

## Focused Pavilions

Indie Developers Pavilion, Japan Pavilion, Korea Pavilion





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# EXHIBITION



International Gaming, Animation & Infotainment Event



## Parallel Events

One day B2B Conference : International Conference on "Indian Gaming Industry"

E-Sports exhibition tournament between the best teams in India Hackathon 2017

## Teams at E-sports

Team Brutality, Dare2Dream, EntityeSports, STanDiN 5, Team xRG, Team Wipeout, Team Wolf amongst the Best Gamers for two player games

## Activities at IGS

- AutoGraph Session by Famous Animator Mr. YOSHIYUKI SADAMOTO
- Cosplay Showcase and Competition by Japan
- "Game into a Stage Musical" 2.5 Stage Play by Touken Ranbu Group, Japan (Live Performance)
- Introduction of Touken Rambu Musical

Group by Mr. Makoto Matsuda, President, NELKE PLANNING CO., LTD

- Japan's Game & Anime Industry (Video Play)
- Live performance on Musical beats on Pokemon Songs by Ms. Aya Ikeda, Union Entertainment Japan

## **Talk Show by**

- Mr Yoshiaki Kondo , President, Euclide Agency, Japan
- Japan is God of Manga (Osamu Tezuka's Manga & Animation) Mr. YOSHIHIRO SHIMIZU, Producer, Tezuka Productions
- Strategy of Fukushima Gainax & Mr. Yoshinori Asao,
- President, Gainax Co., Ltd
- Paradigm shift of local animation in Japan and
- Fascination of animation characters by Mr Yuki Misawa,
- President, Harappa, Co., Ltd"

**Supported by**  
Ministry of  
Electronics,  
Information and  
Technology,  
Government of  
India, JOGA,  
Jlop, CESA,  
Jetro, Korea  
Cultural  
Centre

**Number of  
Participants**  
70

**Number of  
Visitors**  
72,354

**Country  
Pavilions**  
Japan, South  
Korea, United  
Kingdom (UK)

**Participating  
Countries**  
Germany, Japan,  
South Korea,  
Taiwan, UK, USA



Confederation of Indian Industry

# TRENDS



*The Indian gaming industry was valued at USD 543.08 million in 2016 and is projected to grow at a CAGR of 6.61% over the next five years. Given the pool of skilled IT talent in the country, India is becoming a popular outsourcing destination for gaming companies. High availability of skilled game developers has meant a rapid upsurge in the country's gaming market.*







Confederation of Indian Industry

# VOICES



The Indian gaming industry has 215 game developers today. In this backdrop, research and development is most important. We are undertaking research in spectrum and nano technology to provide cost-effective solutions to the industry.

**Mr PP Choudhary**

Minister of State for Law & Justice and Electronics & IT



Alongside IETF 2017, you can have a glimpse of Japanese pop culture through the newest games as well as animations. I wish the visitors will enjoy all new things that Japan is showcasing and are motivated to visit Japan for a first-hand visit.

**Mr Kenji Hiramatsu**

Ambassador of Japan to India



Gaming industry world over has witnessed significant growth in recent years and both India and Korea have contributed in their own particular way to this growth. India is strong in software and Korea's strength is hardware; thus, bilateral cooperation in this sector is full of promise.

**Mr Cho Hyun**

Ambassador of the Republic of Korea to India



With the world's largest youth population and second largest internet users globally, India has the potential to become one of the leading market for the gaming industry in the world.

**Dr Naushad Forbes**

President, CII



We are looking at India as a possible game development base. Indian gaming market is expected to grow exponentially. I seek cooperation from Indian companies and call upon them to participate in the Tokyo Game Festival to enhance interaction and contribute to development of Indian gaming industry.

**Mr Hideki Okamura, President & CEO**

SEGA Holdings and Chairman, CESA, Japan.



The global gaming industry is evolving and it has generated a revenue of 99.6 billion dollars out of which India contributed only .55%. To enhance our global competitiveness, the Indian government needs to introduce policies and funding for the gaming sector.

**Mr Rajan Navani**

Chairman-Steering Committee, India Gaming Show 2017

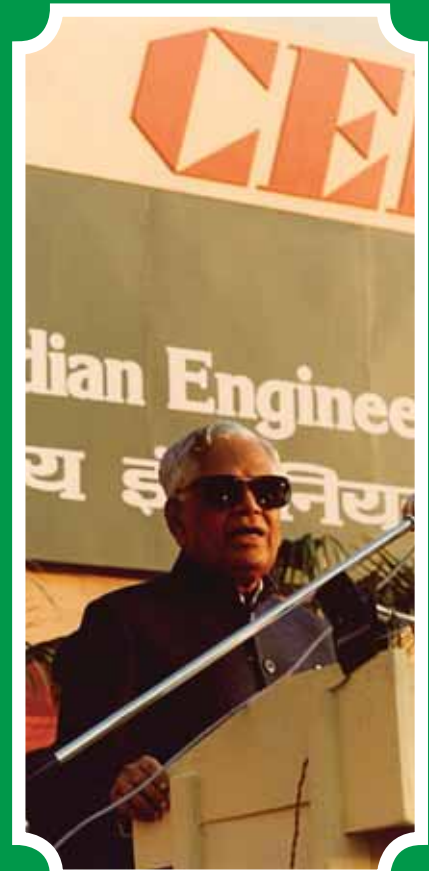
*Indian Gaming Show was the first attempt to provide a strong platform to all stakeholders in the Indian and international gaming markets to bring to the country new trends and technologies in the upcoming gaming sector. A one-day international conference on gaming was also organised to bring gaming experts under one roof to discuss ways to unlock India's potential in the sector*

# IETF OVER

*International Engineering & Technology Fair (IETF), the flagship event of the CII, was first held in 1975, focusing on the Indian engineering industry with a large domestic participation. It has completed 42 years and 22 editions. Here is a sneak peek into the wonderful journey...*



The first edition of the International Engineering & Technology Fair (IETF) was held as a national event in 1975 with large participation from domestic players. In 1985, as the participation of overseas companies rose, it was decided that every year a country will be chosen as a 'Partner Country' which will be given special attention. Italy was accorded the first Partner Country status in 1995, and since then the partner country status was accorded to Canada, US, UK, Germany, Japan, Korea, Spain, China and South Africa.





# THE YEARS





## 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 organization, playing a proactive role in India's development process. Founded in 1895, India's premier business association has over 8,300 members, from the private as well as public sectors, including SMEs and MNCs, and an indirect membership of over 200,000 enterprises from around 250 national and regional sectoral industry bodies.

CII charts change by working closely with Government on policy issues, interfacing with thought leaders, and enhancing efficiency, competitiveness and business opportunities for industry through a range of specialized services and strategic global linkages. It also provides a platform for consensus-building and networking on key issues.

Extending its agenda beyond business, CII assists industry to identify and execute corporate citizenship programmes. Partnerships with civil society organizations carry forward corporate initiatives for integrated and inclusive development across diverse domains including affirmative action, healthcare, education, livelihood, diversity management, skill development, empowerment of women, and water, to name a few.

The CII theme for 2017-18, India Together: Inclusive. Ahead. Responsible emphasizes Industry's role in partnering Government to accelerate India's growth and development. The focus will be on key enablers such as job creation; skill development and training; affirmative action; women parity; new models of development; sustainability; corporate social responsibility, governance and transparency.

With 66 offices, including 9 Centres of Excellence, in India, and 10 overseas offices in Australia, Bahrain, China, Egypt, France, Germany, Singapore, South Africa, UK, and USA, as well as institutional partnerships with 344 counterpart organizations in 129 countries, CII serves as a reference point for Indian industry and the international business community.

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