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'AATMANIRBHAR TOYS INNOVATION CHALLENGE'

The 'AATMANIRBHAR TOYS INNOVATION CHALLENGE' welcomes you to participate and create an attractive toy based game, inspired by Indian tradition and culture. Toys and games have always been an enjoyable means of training young children about life and values in society. Through this innovation challenge, we will be wish to educate children about Indian culture, heritage and rituals by immersing them into our cultural richness in a fun, interactive way.

This is the time that we utilize the strength of our bright ideas and bring out games based on our Indian culture, tradition and heritage and stories of ancient lives and put into display the beliefs and traditions that exist among communities of people. For more details, please visit:

<https://innovateindia.mygov.in/toy-hackathon/>

METHODOLOGY

The entries in the contest will be in two parts.

- Individual participation
- Team participation (maximum of 4 people)

[Please fill the form to participate](#)

[<https://auth.mygov.in/user/login?destination=oauth2/authorize>]

All entries will be checked for its originality and non plagiarism

The applications will be evaluated on different parameters (pls refer to evaluation)

The game can be in any of the following fields/ categories:

- Board game
- Outdoor Game
- Digital Game - Any game can be in digital form by usage of toys or props (eg pieces on chess board or dice in ludo). Each digital game must include storyline with props or toys inside the game.