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WAVES XR Creator Hackathon Winners Bring XR Innovation to Schools, Clinics, Homes, and Beyond

Five winning teams will showcase their XR projects at WAVE Summit

XR Innovators coming up in large numbers from Tier 2 and 3 cities

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From immersive science labs to cross-platform war games, India's top eXtended Reality (XR) innovators are redefining how we learn, heal, shop, and travel! The winners of the XR Creator Hackathon, which is a part of Create in India Challenge (CIC) Season-1, launched as part of the World Audio Visual and Entertainment Summit (WAVES), organised by the Ministry of Information & Broadcasting in collaboration with Wavelaps, have been declared. The hackathon, aimed at accelerating India's presence in immersive technology, had five thematic categories – **healthcare-fitness & well-being, educational transformation, immersive tourism, digital media & entertainment, and e-commerce-retail transformation.**

More than **2,200 participants** from across India registered for the hackathon. After three rounds of evaluation, **five teams have emerged as winners**, representing a mix of students, professionals, and entrepreneurs from different cities and institutions. The winner announcement was done in a 'Winners' Ceremony' which was organized virtually over a YouTube live stream.

A brief about the Winning Teams and their XR Projects

1) The winner in the theme, 'Educational Transformation' is the team XR Runners with their project 'Eduscape XR'



Vedanta Hazra



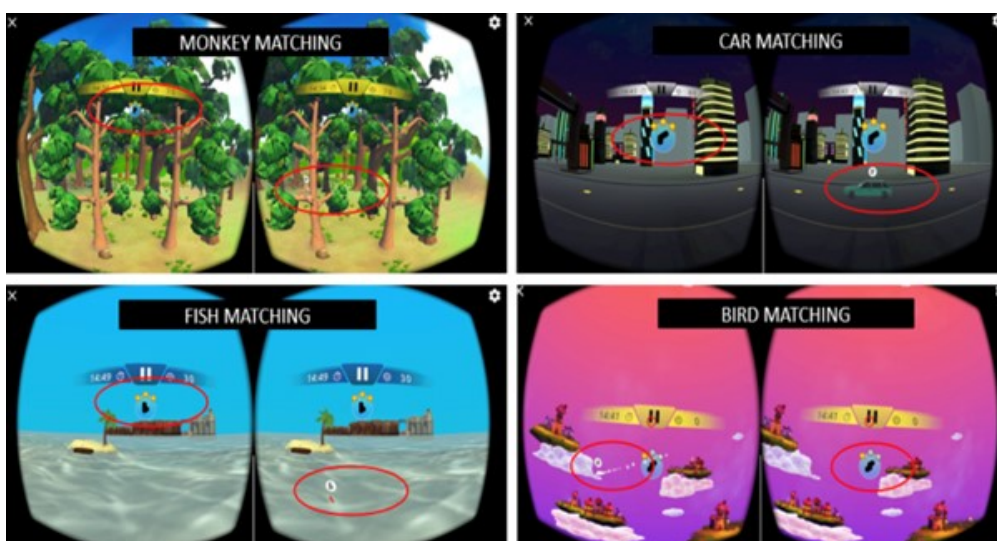
Sahil Patel



Shaurya Baranwal

The VR-based platform, developed by the students of IIT Kharagpur, *EduscapeXR*, allows students to perform realistic, immersive experiments in subjects like physics, chemistry, and biology using hand-tracking and AI-based feedback. It addresses the lack of laboratory infrastructure in many schools and colleges. "In many parts of the country, students study science without doing real experiments. We wanted to change that and our project aims to revolutionise education by providing STEM practicals on a virtual reality platform," said Vedanta Hazra, who led the team with Sahil Patel and Shaurya Baranwal.

2) The Winner in the theme, 'Healthcare, Fitness & Well-being' is team Cognihab with their project 'Cognihab'



Cognihab offers XR-powered rehabilitation solutions that support recovery from lazy eye, stroke, and anxiety. "We're focused on outcomes in real medical settings and this hackathon helped us sharpen our approach and reach new stakeholders," said team lead Rishab Kapur. Team members include Pintu Kumar and others with a background in XR-based health tech.

3) The winners of the theme 'Immersive Tourism' is the team LumeXR with their project is 'Immersive Travel Guide'



LumeXR developed a *mixed-reality tourism guide* that allows users to explore destinations virtually. The experience includes a 3D map interface, drone-shot photogrammetry, and embedded video stories, making trip planning more engaging and efficient. The platform also enables tourism brands to offer XR-based previews that go beyond traditional brochures or videos. “This isn’t just a travel app — it’s immersive cultural storytelling, with the help of our project, users can now ‘feel’ a destination before booking it,” said LumeXR’s team lead, Savio.

4) The winners of the theme ‘E-Commerce & Retail Transformation’ theme is team ‘EMO’ with their project ‘Heaven Estate’



Heaven Estate lets homeowners visualize interior designs in AR and 3D before making real-world decisions. What sets it apart is the focus on **user-designer collaboration** — where verified interior designers upload visualizations that clients can preview in their own space. “We wanted to create a real bridge between homeowners and professionals,” said EMO’s team lead Utkarsh Rai, who built the project with Himanshu Mahto, Ashutosh Mishra, and Ishita Guar. The EMO team credits the mentorship phase of the hackathon for refining their design and user experience.

5) The winners of the theme ‘Digital Media & Entertainment’ is team Youth Buzz with their project ‘Immersive Warfare Simulator’



Youth Buzz created *The Game of Dimensions*, a multiplayer tactical war game playable across VR (virtual reality) headsets and mobile, offering an immersive gameplay. “We wanted to unify the gaming experience across platforms and realities,” said team lead, Mohit Kumar Sharma. His teammates include Anish Dombale, A Shivam Raj, and Yash Sadhukhan.

XR Innovators are coming up from Tier 2 and 3 cities

The hackathon saw participation from **66% Tier 2 and 3 cities**, including Chengalpet, Manipal, and Veraval. The **participants ranged from 17 to 35 years**. Of the 40 finalist teams, **53% were students, 33% working professionals, and 14% self-employed entrepreneurs**. Notably, **19% of the finalists were women** – a strong indicator of growing gender diversity in XR innovation.

With support from Wavelaps, the Ministry of Information & Broadcasting, and the two leading XR communities, BharatXR and XDG, the finalists are now stepping onto the world stage – where ideas born in classrooms, hostels, and home studios may soon reach global users. While the winners have been declared, the XR Creator Hackathon isn’t over yet. All five teams are now preparing to **showcase their projects at the WAVES Summit** – a global media and entertainment event organised by the Ministry of Information and Broadcasting, scheduled from **May 1–4, 2025, in Mumbai**.

“The XR Creator Hackathon is not just nurturing innovation – it’s building the foundation for a new digital India. These solutions will redefine how we learn, heal, travel, and connect.” said Ashutosh Kumar, Founder & CEO of Wavelaps.

About WAVES

The first World Audio Visual & Entertainment Summit (WAVES), a milestone event for the Media & Entertainment (M&E) sector, will be hosted by the Government of India in Mumbai, Maharashtra, from May 1 to 4, 2025.

Whether you’re an industry professional, investor, creator, or innovator, the Summit offers the ultimate global platform to connect, collaborate, innovate and contribute to the M&E landscape.

WAVES is set to magnify India’s creative strength, amplifying its position as a hub for content creation, intellectual property, and technological innovation. Industries and sectors in focus include Broadcasting, Print Media, Television, Radio, Films, Animation,

Visual Effects, Gaming, Comics, Sound and Music, Advertising, Digital Media, Social Media Platforms, Generative AI, Augmented Reality (AR), Virtual Reality (VR), and Extended Reality (XR).







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