JUMPSTART '17

JUMPSTART started off with a series of workshops in 2009 for children's book writers and illustrators. Every year since its inception, JUMPSTART has elicited tremendous enthusiasm from participants coming from all over India. Today, it is India's only annual congress of children's content creators, witnessing participation from various fields—writers, designers, artists, educators, publishers, book-sellers, story-tellers, gamers, and edutainment and e-learning companies.

With a different theme each year, the past 8 editions have attracted hundreds of creators and dozens of acknowledged speakers from all over the world. We are here to create a supportive environment for people who are in the business of creating content for children, and to create a space for discussion around innovative concepts and new issues.

THIS YEAR AT JUMPSTART

- Amruth, CEO, GuruG
- Devdutt Pattanaik, Author and Mythologist
- Gayatri Khanna, Author
- Geeta Chandran, Dancer and Choreographer
- Jairaj Bhattacharya, Co-founder and CEO, ConveGenius
- Moritz Stetter, Illustrator and Cartoonist from German
- Prof. M. M. Pant, Founder & Mentor, PlanetEdu
- Rituparna Ghosh, Founder, Your Story Bag
- V. Anand, Head of Content, Centum Learning

JUMPSTART 2017 is here with a spotlight on learning and innovation. The stage is set for the most exciting exchange of ideas that makes the children's content industry so vibrant and dynamic. This creative chaos makes it one of the most innovative spheres of industry. JUMPSTART makes sure that the most seemingly incongruous pairings can and do happen, and create the most unexpected results. It excels in providing a trend forecast on where children's content is headed.

WITH A FOCUS ON

- Content gamification
- Game-based learning
- Digital Learning
- Storytelling
- Doodling and Storyboarding
- Dance in Education
- Authoring Digital and
- Blended Experiences

LEARN + INNOVATE

JUMPSTART 2017 WILL

- Forge New Pathways
- Make New Stories
- Understand New Technologies
- Learn New Skills

WE WILL TRY TO UNDERSTAND

> What learning means to us
> How effective various innovations in learning are
> How story-driven learning is being used in new contexts
> Are we learning differently?
> Are we learning better?
> Do new method of learning work better for individual learning or group/collective learning?

WHO SHOULD ATTEND?

Creative minds engaged with the constantly evolving world of children's content

Writers	Translators	Animators	Illustrators	Publishers
Editors	Teachers	Librarians	Designers	Game-developers
Filmmakers	Edutainment companies		Edutech companies	

JUMPSTART PARTICIPANTS BENEFIT FROM

Masterclasses	Workshops	Live Case Studies	Consumer	Insights
Demos	Expert Tables	Networking	Collaborative Opportunities	

CREATE