



New MUN

CHAPTER – VII

LOK SABHA –

BACKGROUND GUIDE

LETTER FROM CHAIRS

Greetings, Hon'ble Members of the House,

It gives us immense pleasure to welcome you all to the Lok Sabha Committee of NEW MUN CHAPTER VII. As your Chairs for this edition, we are beyond excited to witness the brilliance, passion, and intellect that you — the representatives of our nation — will bring to the floor.

The Lok Sabha has always been the beating heart of Indian democracy — where diverse voices meet, clash, and collaborate to shape the destiny of over a billion citizens. As delegates, you have the opportunity to embody that same spirit of dialogue, dissent, and decisive action.

This year, our committee shall deliberate upon two crucial agendas:

1. Discussion on the Framework for Promotion and Regulation of Online Gaming in India
2. Deliberation on Implementing the National Education Policy (NEP) to Enhance Quality and Accessibility of Education

Both topics, though distinct, represent the dual faces of India's progress — one looking towards a digital and innovation-driven future, and the other striving for inclusive and equitable growth. While online gaming regulation explores the intersection of youth culture, technology, and policy, the NEP agenda compels us to rethink the very foundation of our nation's human capital — education.

We urge every Honorable member to approach debate with research, respect, and reason. Challenge ideas, not individuals. Back your opinions with logic and data. And most importantly, remember that constructive discussion is the essence of democracy.

Expect sessions full of fiery debates, witty repartee, and moments of consensus that remind us why policymaking is both an art and a responsibility. As your Chairs, we are here to guide, not govern — so take the floor, raise your voices, and make this Lok Sabha come alive!

We wish you an insightful, spirited, and memorable session.
May your motions be in order and your speeches, unforgettable.


Warm regards,
Aditi Guha and Mridini Sabarinathan

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AGENDA 1

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Discussion on the Framework for Promotion and Regulation of Online Gaming in India

Introduction

Online gaming in India has transformed from a small-scale hobby into a vital part of the country's **digital economy and youth culture**. Over the past decade, easier access to affordable smartphones, faster internet speeds, and convenient digital payment systems has completely reshaped the entertainment landscape.

What once began as simple offline games has evolved into a **multi-billion-rupee industry** that engages millions of Indians daily. With over **500 million active players**, India now ranks among the **top five gaming markets in the world**, highlighting the enormous potential of its young and tech-savvy population.

The rapid expansion of **skill-based games, fantasy sports, and e-sports tournaments** has opened new opportunities for youth creativity, entrepreneurship, and digital literacy. Indian companies like **Dream11, Mobile Premier League (MPL), WinZO, and Nazara Technologies** have achieved global recognition, boosting employment and encouraging innovation across technology and media sectors.

However, this massive growth has also brought **challenges** such as addiction, gambling-related fraud, cybercrime, and data-privacy concerns. The blurred line between games of skill and chance has sparked legal and ethical debates. To address these issues, the **Ministry of Electronics and Information Technology (MeitY)** has taken the lead in creating a **national regulatory framework** for the promotion and responsible governance of online gaming.

This framework seeks to ensure **transparency, accountability, and user protection**, while simultaneously supporting innovation and positioning India as a responsible global gaming hub.

Origin and History

The evolution of online gaming in India closely mirrors the nation's **technological growth and digital transformation**. From niche cyber-café in the early 2000s to widespread mobile gaming today, the industry's journey reflects how rapidly India has adapted to the digital age.

In the **early 2000s**, gaming was primarily limited to computers and consoles, with titles like *Counter-Strike* and *Need for Speed* gaining popularity in urban areas. Slow internet and expensive hardware restricted access to a small, mostly urban community. Cyber cafés emerged as gaming centers, where young players met for competitive matches and LAN parties — laying the groundwork for India's early gaming culture.

The landscape shifted dramatically in the **2010s**, as **smartphones became affordable and mobile data prices dropped** following the introduction of **3G and 4G networks**. Millions of Indians joined the digital world, and games such as *Clash of Clans*, *Candy Crush*, and *PUBG Mobile* became household names. For the first time, gaming expanded beyond cities, uniting rural and urban players on shared platforms.

The rise of **digital payment systems** like **Paytm, UPI, and Google Pay** further fueled the growth of gaming. Players could now easily make in-app purchases, participate in tournaments, or play fantasy sports for real rewards. Companies such as **Dream11 and MPL** capitalized on this trend, blending entertainment with entrepreneurship.

A major legal turning point came when **Indian courts differentiated between games of skill and games of chance**, acknowledging that skill-based games involve strategy, logic, and decision-making — not gambling. This ruling provided a strong foundation for legitimate investment and innovation.

The **COVID-19 pandemic (2020–2021)** accelerated this transformation. With lockdowns confining people indoors, gaming became a major form of entertainment, connection, and stress relief. The number of gamers increased by nearly **35%**, and live-streaming platforms like YouTube Gaming and Twitch saw record participation.

In **2023**, the Indian government officially recognized **e-sports as a sport** under the **Ministry of Youth Affairs and Sports**, granting it the same legitimacy as traditional athletic disciplines. Around the same time, **MeitY** was designated the **nodal ministry for online gaming**, responsible for ensuring safety, regulation, and accountability through the **Information Technology Rules (2021)**.

Today, online gaming in India is far more than a pastime — it represents the nation's **innovation, youth empowerment, and digital capability**

The Current Situation

India's online gaming sector stands at a decisive point. It is one of the fastest-growing industries but requires **structured regulation** to ensure it remains ethical, safe, and socially beneficial.

According to **KPMG (2024)** and the **All India Gaming Federation (AIGF)**, India's gaming industry is projected to reach **₹22,000 crore by 2025** and could touch **₹33,000 crore by 2027**, growing nearly **27% annually**.

Key Drivers of Growth

- **Affordable smartphones and cheaper internet plans** have made gaming accessible to every income group.
- **Digital India initiatives** have increased digital inclusion.
- **Youth interest in e-sports** has elevated gaming from a hobby to a profession.
- **In-app purchases and monetization** models have created new business avenues.

Despite this, the sector faces **economic, legal, and ethical challenges** that must be addressed through balanced policy.

1. Economic Growth and Job Opportunities

The online gaming sector has become a **major source of employment** in India. It has created jobs in software development, game design, animation, marketing, and event management while supporting allied sectors such as telecommunications and content streaming.

Companies like **Dream11**, **Nazara Technologies**, and **MPL** attract **foreign investments** and partnerships that strengthen India's position in the global gaming

market. **NASSCOM** predicts that the industry could create **over 100,000 jobs by 2030** if properly managed.

E-sports tournaments and gaming content creation have also produced **digital athletes, influencers, and streamers**, turning gaming into a viable career path for the youth.

2. Government Initiatives and Oversight

The Government of India has started building a clear **legal and regulatory structure** to ensure responsible gaming:

- In **2023**, **MeitY** became the **nodal ministry for online gaming**.
- Amendments to the **IT Rules (2021)** introduced measures to:
 - Mandate **registration and licensing** of all gaming platforms.
 - Establish **Self-Regulatory Organizations (SROs)** to verify compliance.
 - Implement **age-verification** systems and grievance mechanisms.
 - Clearly distinguish **skill-based games** from games of chance.
- The **Ministry of Youth Affairs and Sports (MoYAS)** now oversees e-sports promotion and training.
- Some states, such as **Karnataka, Tamil Nadu, and Meghalaya**, have proposed or enacted local gaming laws. Coordination between central and state frameworks remains crucial for consistency.

3. Social and Ethical Concerns

While gaming encourages creativity and teamwork, it also poses **social and psychological risks**.

- **Addiction** and excessive screen time can lead to health issues.
- Cases in **Tamil Nadu, Andhra Pradesh, and Telangana** have linked unregulated gaming to financial distress.
- The **WHO** officially recognized **gaming disorder** as a mental health condition in 2019.
- Educators and parents emphasize the importance of **digital wellness, awareness campaigns**, and **self-control** among young players.

4. Data Privacy and Security

Gaming platforms handle sensitive user data — including age, identity, and payment details. The **Digital Personal Data Protection Act (2023)** mandates companies to follow strict data protection rules, obtain consent, and ensure transparency.

However, many smaller developers lack awareness or resources for compliance. The government aims to strengthen data governance through clear penalties and regular audits, ensuring that all players enjoy a **secure digital environment**.

5. Cultural Impact and Education

Online gaming has become an influential part of Indian youth culture. It fosters teamwork, problem-solving, and strategic thinking — aligning with the **National Education Policy (NEP) 2020**, which promotes digital and experiential learning.

Indian developers are increasingly merging **traditional stories and mythology** with modern technology. Games like *Raji: An Ancient Epic* and *Asura* showcase how local themes can reach global audiences, representing India's growing cultural confidence.

6. The Balancing Challenge

India must balance **industry growth** with **ethical responsibility**. Excessive restrictions could stifle innovation, while leniency could lead to misuse. The upcoming **national gaming policy** aims to:

- Encourage **skill-based gaming and e-sports** for youth development.
- Establish **transparent licensing** and grievance systems.
- Protect players from **addiction, gambling, and fraud**.
- Ensure **data security and fair digital practices**.

This balanced framework will make India a **global example of safe and sustainable online gaming regulation**.

Major Parties Involved

The development and regulation of online gaming in India involve several key stakeholders, including government ministries, state authorities, private enterprises, educational institutions, and international partners. Their combined efforts aim to create a safe, innovative, and responsible gaming environment.

1. **Ministry of Electronics and Information Technology (MeitY)** – Regulates and formulates policies for online gaming.
2. **Ministry of Youth Affairs and Sports (MoYAS)** – Promotes e-sports and provides institutional support.

3. **Ministry of Home Affairs (MHA)** – Monitors illegal gambling and cybercrime.
4. **State Governments** – Implement gaming laws under the **Public Gambling Act (1867)**.
5. **NITI Aayog** – Advises on responsible gaming and economic impact.
6. **Self-Regulatory Organizations (SROs)** – Approve and monitor gaming platforms.
7. **Private Enterprises** – Drive growth and innovation in the industry.
8. **Educational Institutions** – Offer training in game design and coding.
9. **Civil Society Groups** – Promote mental health awareness and online safety.
10. **Gaming Communities** – Shape culture and user trends.
11. **International Stakeholders (WHO, UNESCO, ITU)** – Support global cooperation and digital ethics.

Timeline of Key Events

- **Early 2000s:** Gaming emerges in cyber cafés (*Counter-Strike*, *NFS*).
- **2010–2014:** Smartphone and internet boom expand accessibility.
- **2015–2018:** Rise of fantasy and real-money platforms like Dream11 and MPL.
- **2019:** India enters international e-sports competitions.
- **2020–2021:** Pandemic boosts online gaming by over 35%.
- **2022:** NITI Aayog proposes self-regulation for fantasy gaming.
- **2023:** MeitY becomes nodal ministry; e-sports recognized officially.
- **2024–2025:** Drafting of a comprehensive national policy on gaming regulation.

Previous Attempts of UN to Solve The Issue

While the **UN** has not passed direct legislation on gaming, several of its bodies have addressed related areas of **digital safety, ethics, and mental health**:

- The **World Health Organization (WHO)** recognized *gaming disorder* in **2019**, encouraging governments to promote healthy gaming practices.
- **UNESCO** promotes **digital literacy programs** to teach responsible technology use.

- The **United Nations Office on Drugs and Crime (UNODC)** assists nations in combating **cybercrime, illegal gambling, and online exploitation**.
- The **International Telecommunication Union (ITU)** supports **cybersecurity cooperation** and safe digital ecosystems.
- **UNICEF** advocates for **child-friendly online spaces** and parental awareness of digital risks.

Together, these global efforts contribute to a safer, more ethical international gaming landscape — complementing India's own push toward responsible gaming governance.

Possible Solutions

To ensure responsible growth of online gaming in India, effective **regulation, awareness, and innovation** are essential.

1. Unified National Policy:

Create a single **national framework** to clearly distinguish between skill-based and chance-based games, ensuring uniform regulation across all states.

2. Strong Self-Regulation:

Support **Self-Regulatory Organizations (SROs)** to monitor compliance, certify legitimate platforms, and prevent gambling or fraud.

3. Responsible Gaming Measures:

Gaming platforms should add **age verification, spending limits, and playtime alerts**, while awareness campaigns promote healthy gaming habits.

4. Data Privacy and Cybersecurity:

Strictly enforce the **Digital Personal Data Protection Act, 2023**, requiring secure data handling and transparency from gaming companies.

5. Promote Indian Game Development:

Encourage **local developers** through financial support, training, and incentives to create skill-based and culturally relevant games.

6. Education and Mental Health Support:

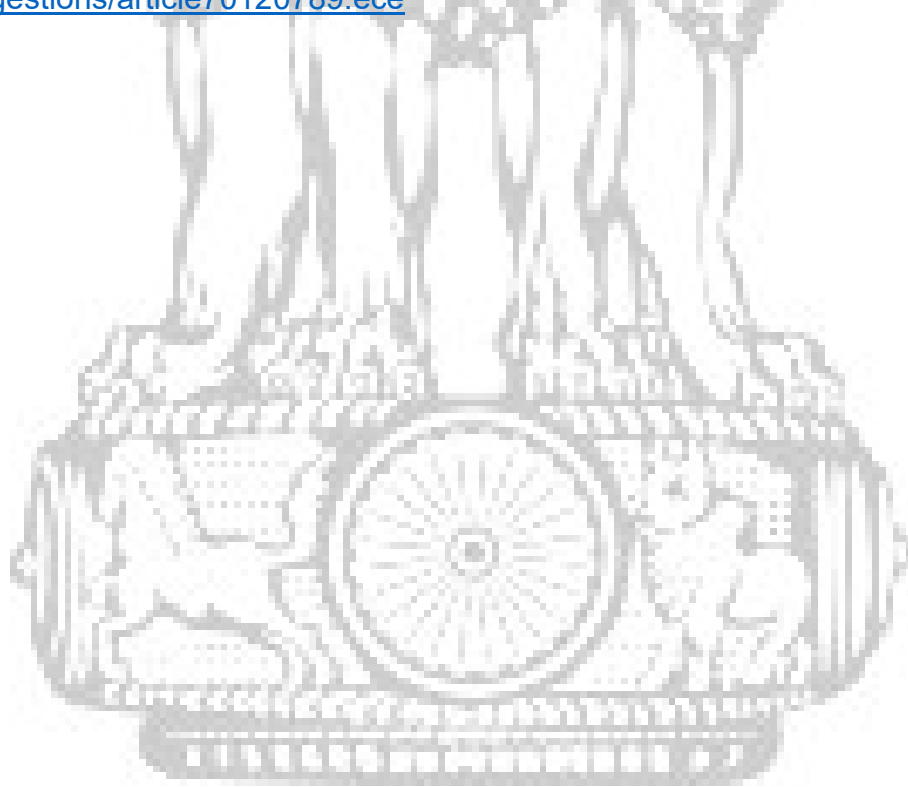
Introduce **digital literacy programs** and provide mental health assistance to address gaming addiction among youth.

Implementing these solutions can help India build a **safe, ethical, and innovative online gaming ecosystem**.

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AGENDA 2

Deliberation on Implementing the National Education Policy to Enhance Quality and Accessibility of Education

Introduction

Education is universally acknowledged as the cornerstone of national progress and human development. It is not merely a process of imparting knowledge; it equips individuals with values, skills, and critical thinking abilities that shape both personal

growth and collective advancement. In a diverse country like India, education plays a pivotal role in promoting social equity, reducing disparities, and preparing citizens to participate meaningfully in the nation's socio-economic development. Education also empowers individuals to navigate a rapidly changing world, fostering creativity, innovation, and ethical decision-making.

Recognizing the transformative power of education, the Government of India introduced the **National Education Policy (NEP) 2020**, marking a historic reform aimed at restructuring the country's entire education system. NEP 2020 replaces the **National Policy on Education (NPE) 1986** and envisions a holistic, flexible, and multidisciplinary framework. Its focus is to promote creativity, critical thinking, experiential learning, and lifelong education rather than rote memorization.

The policy addresses longstanding issues of **quality, access, equity, and employability**. It emphasizes inclusive education, foundational literacy, digital learning, vocational training, and teacher empowerment. The introduction of a **5+3+3+4 structure** reflects a shift towards age-appropriate learning, highlighting early childhood education, experiential learning, and competency-based assessment. The policy also incorporates modern requirements such as **digitalization, skill development, and global competitiveness**, ensuring that learners are prepared for future challenges.

NEP 2020 represents a **visionary approach** to education: it aims to make India a knowledge-driven, inclusive, and self-reliant nation while nurturing character, curiosity, and global citizenship. By integrating innovation, ethical learning, and cultural grounding, it ensures that education contributes not only to personal advancement but also to the broader societal and national development.

Origin and History

The evolution of India's National Education Policy mirrors the country's broader journey toward modernization, inclusion, and global competitiveness. Since gaining

independence in 1947, India has considered education a vital instrument for social transformation and national development. Early policymakers recognized that education could bridge inequalities, promote national integration, and equip citizens with the skills needed for nation-building.

➤ **Early Education Commissions (1948–1953)**

- **University Education Commission (1948–49):** Headed by Dr. S. Radhakrishnan, it focused on reforming higher education, promoting research, and instilling moral and civic values. The commission emphasized curriculum modernization, quality of teaching, and expansion of university access.
- **Secondary Education Commission (1952–53):** This commission emphasized character development, citizenship, and the cultivation of scientific temper among students. It recommended linking education with national development goals while ensuring equitable access for all social segments.

➤ **First National Policy on Education (1968)**

- The **1968 NPE**, introduced under **Prime Minister Indira Gandhi**, was based on recommendations from the **Kothari Commission (1964–66)**. Its primary objectives included:
 - Promoting **national integration** and equal educational opportunities.
 - Using **Indian languages as mediums of instruction** alongside English to maintain cultural identity.
 - Developing **science and technology** to support national development.
 - Compulsory education for children up to age 14.
 - Despite its progressive ideals, implementation faced challenges due to insufficient funding, infrastructural limitations, and disparities between urban and rural education systems.

➤ **Revised National Policy on Education (1986)**

- To address emerging challenges, the **1986 policy**, under **Prime Minister Rajiv Gandhi**, introduced major reforms aimed at **universal access, adult literacy, and women's empowerment**. Its key features included:
 - Focus on **school infrastructure and teacher training**, promoting child-centered learning.
 - Launch of programs such as:
 - **Operation Blackboard** – Improving school facilities.
 - **Navodaya Vidyalayas** – Residential schools for talented rural students.
 - **Mid-Day Meal Scheme** – Boosting enrollment, retention, and nutrition.

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- The policy was updated in **1992** to align with India's socio-economic changes and globalization. While progress was made in access and infrastructure, challenges in quality and skill development persisted.
- **21st Century Needs and NEP 2020**
- Rapid technological advancement, globalization, and evolving workforce requirements highlighted the need for a **flexible, skill-oriented, and inclusive education system**. Following extensive consultations with experts, educators, and state authorities, the
- **National Education Policy 2020** was approved on **29 July 2020**.
- NEP 2020 introduces several transformative reforms:
- Replaces the **10+2 structure** with a **5+3+3+4 model**.
- Promotes **multidisciplinary and holistic learning** integrating academics, arts, sports, and vocational training.
- Emphasizes **digital learning, skill development, and lifelong education**.
- Envisions India as a **global knowledge hub**, linking its educational heritage with contemporary global standards.

The Current Situation

NEP 2020 is being implemented across **school, higher, and vocational education**. Progress varies by state, resources, and readiness, but key initiatives and reforms are underway:

1. Structural Reforms in School Education

- The traditional **10+2 system** has been replaced by the **5+3+3+4 structure**:
 - **Foundational Stage (3–8 years)** – Pre-school to Grade 2.
 - **Preparatory Stage (8–11 years)** – Grades 3–5.
 - **Middle Stage (11–14 years)** – Grades 6–8.
 - **Secondary Stage (14–18 years)** – Grades 9–12.
- Focus on **Early Childhood Care and Education (ECCE)** and developmentally appropriate learning.
- Launch of **NIPUN Bharat Mission** to achieve **Foundational Literacy and Numeracy (FLN)** by Grade 3.
- States like **Uttar Pradesh, Karnataka, and Tamil Nadu** have initiated implementation through activity-based learning and teacher training.

2. Curriculum and Pedagogy Changes

- Emphasis on **multidisciplinary, holistic education** with arts, sports, and vocational integration.

- Introduction of **bagless days** and **internships** from middle school for practical learning.
- Focus on **critical thinking, creativity, problem-solving, and experiential learning** over rote memorization.
- Early introduction of **coding, financial literacy, and environmental education**.

3. Reforms in Higher Education

- Multiple **entry and exit options** supported by the **Academic Bank of Credits (ABC)**.
- Four-year **multidisciplinary undergraduate programs (FYUP)**.
- Establishment of the **Higher Education Commission of India (HECI)** to replace UGC, AICTE, and NCTE.
- Goal to achieve **50% Gross Enrollment Ratio (GER)** in higher education by 2035.
- Promotion of **research and innovation** through **National Research Foundation (NRF)**.
- Encouragement of **international collaborations** and foreign universities in India.

4. Use of Technology and Digital Learning

- Expansion of **DIKSHA, SWAYAM, PM eVIDYA** platforms.
- Development of **National Digital Education Architecture (NDEAR)** and **National Educational Technology Forum (NETF)**.
- Use of **AI, virtual labs, and digital classrooms**.
- Challenges include **digital divide, poor connectivity, and lack of devices** in rural areas.

5. Teacher Education and Professional Development

- Launch of **NISHTHA 2.0** and **Integrated Teacher Education Programme (ITEP)**.
- Mandatory **Continuous Professional Development (CPD)** for teachers.
- Focus on **recruitment, assessment, and accountability**.

6. Language Policy and Multilingualism

- **Mother tongue/regional language** as the medium of instruction till at least Grade 5.
- Three-language formula: **two Indian languages + one foreign/other language**.
- Strengthening teaching and research in **Sanskrit, classical, and regional languages**.

7. Inclusion and Equity in Education

- Focus on **girls, differently-abled, marginalized communities, and economically weaker sections**.
- Establishment of **Gender Inclusion Fund (GIF)** and **Special Education Zones (SEZs)**.

- Promotion of **adult education** and **lifelong learning**.

8. Vocational Education and Skill Development

- Integration of vocational training from **Grade 6 onwards**.
- Collaboration with **industries and skill councils** for employability.
- Goal: **50% of learners exposed to vocational education** by 2025.

9. Implementation Challenges

- Uneven progress across states due to **resource disparities**.
- Financial constraints and inadequate infrastructure, especially in rural schools.
- Shortage of trained teachers and administrators.
- Persistent **digital divide** between urban and rural learners.
- Need for stronger **central-state coordination**.

Major Parties Involved

1. Ministry of Education (MoE)

- Central authority overseeing policy implementation.
- **Department of School Education and Literacy**: School-level reforms.
- **Department of Higher Education**: University reforms, research initiatives

2. National Bodies

- **NCERT**: Curriculum and pedagogical guidance.
- **UGC**: Regulates universities, credit systems, multidisciplinary programs.
- **AICTE**: Oversees technical and vocational education.
- **NCTE**: Ensures quality in teacher education.
- **NRF**: Promotes research and innovation.

3. State-Level Authorities

- **State Education Departments**: Monitor schools and colleges.
- **SCERTs**: Adapt curricula and provide teacher training.
- **State Examination Boards**: Implement assessment reforms.

4. Digital and Vocational Partners

- **DIKSHA, SWAYAM, PM eVIDYA**: Digital platforms.
- **NCVET**: Oversees vocational training.

5. Educational Institutions and Teachers

- Frontline implementers of NEP reforms.

6. Private Sector and NGOs

- Support infrastructure, training, and inclusive education initiatives.

Timeline of Key Events

- **1948–49:** University Education Commission established.
- **1952–53:** Secondary Education Commission formed.
- **1964–66:** Kothari Commission submits recommendations.
- **1968:** First NPE introduced.
- **1986:** Revised NPE launched.
- **1992:** NPE updated for globalization.
- **2019:** Draft NEP released for consultation.
- **29 July 2020:** NEP 2020 approved.
- **2021–Present:** Implementation of NIPUN Bharat, teacher training, digital platforms, higher education and vocational reforms.

Previous Actions to Resolve The Issue

1. Early Education Commissions (1948–1953)

- University Education Commission and Secondary Education Commission emphasized higher education reform, scientific temper, and citizenship education.

2. First National Policy on Education (1968)

- Promoted national integration, equal opportunity, and use of Indian languages.

3. Revised National Policy on Education (1986, 1992)

- Focused on universal access, adult literacy, and women's empowerment.
- Programs: **Operation Blackboard, Navodaya Vidyalayas, Mid-Day Meal Scheme.**

4. Sarva Shiksha Abhiyan (SSA, 2000)

- Universal elementary education; improved enrollment but quality challenges persisted.

5. Rashtriya Madhyamik Shiksha Abhiyan (RMSA, 2009)

- Expanded secondary education; improved infrastructure and teacher recruitment.

6. Digital and Skill-Based Initiatives

- **ICT@Schools, NMEICT, Skill India Mission (2015)** promoted digital literacy and vocational skills but were partially integrated.

Possible Solutions

- **Infrastructure Development:** Modern classrooms, labs, libraries, sanitation, digital access.
- **Teacher Training:** Professional development (NISHTHA 2.0, ITEP), recruitment, and continuous skill enhancement.
- **Foundational Learning:** Strengthen literacy, numeracy, activity-based learning, and multilingual instruction.
- **Curriculum Reforms:** Promote multidisciplinary education, vocational skills, experiential learning, and critical thinking.
- **Digital Integration:** Expand platforms, provide devices, improve connectivity, and develop localized digital content.
- **Inclusive Education:** Support girls, differently-abled, marginalized communities; promote adult and lifelong learning.
- **Higher Education Reforms:** Flexible curricula, multiple entry/exit options, research promotion, international collaboration.
- **Skill & Vocational Education:** Integrate vocational training from Grade 6; collaborate with industries and skill councils.
- **Community Engagement:** Involve parents, NGOs, and local stakeholders in governance and awareness.
- **Policy Coordination & Monitoring:** Strengthen central-state coordination, ensure funding, and monitor learning outcomes using data-driven methods.

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