

EXPO THEMES

ROBOTICS
Programming
Languages
Scratch, Python, C++

**VIRTUAL REALITY
ARTIFICIAL
INTELLIGENCE**
Experiential student learning

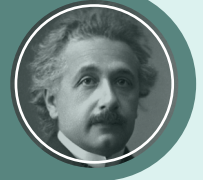
**MATHS
PEDAGOGY**
Empowering teaching
& learning

**CODING
CONCEPTS**
Future of
student learning

Perhaps equally true is that you can discover more about the world in an hour of play than any other way.

As Albert Einstein revealed,

“Education is not the learning of facts, but the training of the mind to think”



MISSION

The first edition of **STEM CONFEXPO INDIA** will focus on the key principles of EDU PLAY RHYTHM, while highlighting important issues and showcasing innovative educational initiatives from around India and the world.

VISION

The event provides middle school students, high school students, teachers / educators & parents with the opportunity to participate in unique concurrent hands-on workshop sessions in science, technology, engineering & mathematics.

PURPOSE

STEM CONFEXPO is an event designed to spark the curiosity of its participants by providing a positive experiential opportunity for learning and will showcase the emerging tech available in EdTech.

Market Overview

- The Indian education market is expected to almost double to US \$ 180 billion by 2023.
- India's digital education market is set to grow to USD 1.96 billion and around 9.6 million user by 2023.
- Primary and secondary supplemental education will be the largest category by 2023 at USD 773 million, growing at a CAGR OF 60%.
- Reskilling and online certifications is the largest category today at USD 93 million.
- While the toy market is estimated to be USD 90 billion globally, the Indian toy segment is about USD 1.5 billion.
- The market is further projected to cross USD 3.3 billion by 2024.

Why to Participate?

With the demand for STEM talent higher than ever, educators are faced with finding new and innovative ways to prepare next generation of engineers, scientists, nanotechnologists and machine learning experts.

Benefits of Participating

- STEM Confex India, the only kind of B2B & B2C exhibition will focus on the key principles of EDU PLAY RHYTHM.
- Network with 1000+ Education Industry Stakeholders over 3 days.
- Meet Education Leaders - Top Educators, Schools, Govt. Bodies working in this category, On-line Education platforms as well as E-commerce Buyers, Modern Retail Chains, Distributors, etc.
- Launch New Products for the Indian Education Market.
- An excellent platform to showcase the latest products and services.

Product Categories

- ☰ Robots
- ☰ Games
- ☰ Coding Toys
- ☰ AR/VR Educational Tools
- ☰ STEM Curriculum Developers
- ☰ Construction & Building Toys
- ☰ 3 D Printers
- ☰ Science Kits
- ☰ Electronics/Circuitry
- ☰ Digital Learning Tools



Exhibitor Profile

Teaching, Training and Learning Solutions

Stem Toy Brands, Stem Classroom Solution Providers, Games and learning, Learning and collaboration systems, CAD / CAM tools

Digital Learning

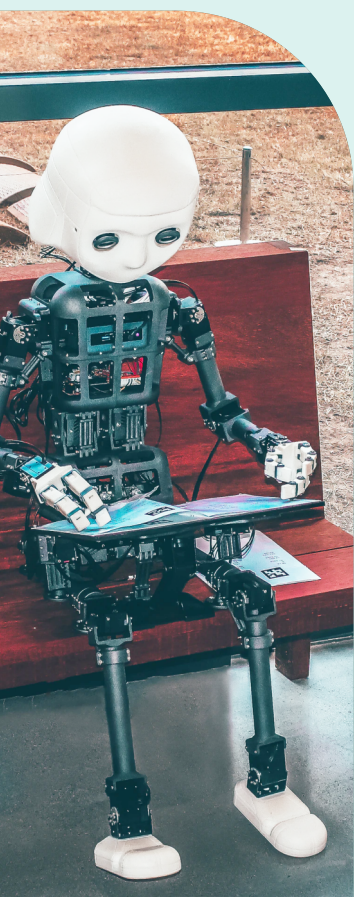
Certification, Reskilling, Coding clubs, Industry Training

Hardware Suppliers

Science Lab Equipment Providers, Stationery & School Supplies, Bluetooth Speaker & Headphones, Smart watches, Calculator Brands

Emerging Tech

3D Printing, Robotics, VR/AI Simulation, Modeling, Workshop Solution Providers



Conference Themes

- **Future Trends**
Nanotechnology & Biotechnology
- **Fun with Mathematics**
Empowering Teaching and Learning Through Innovations In Math's Pedagogy
- **Stem Pedagogy**
Existing Education System, Trends, Future - Embedding STEM Learning
- **Future of Student Learning**
Coding Concepts - Anyone & Everyone Can Code
- **Hybrid Intelligences**
Experiential Learning with VR (Virtual Reality)

Delegates Profile

- **Educators**
Private and Government school teachers
- **Students**
School and Universities
- **School Owners**
Decision makers & Administrators
- **Women in Stem**
Girls who Code
- **Parents**
Direct interaction with parents
- **International School Reps.**
- **ED-Tech Stakeholders**