

## **DIPLOMA IN SEMI – DOMESTIC ELECTRONICS GOODS AND TOYS ENTREPRENEURSHIP**

**Subject Code: DSP-408**

### **Scope of the Course:**

Toys and engaging products have gained significant importance not only for children but also for grown-ups. Children use toys to discover their identities and to help develop their bodies, evaluate creativity; whereas grown-ups use toys to strengthen social bonds, exercise their mind and body, and decorate their living spaces. Toys are more than a means of simple amusement and have a profound and lasting impact on most aspects of life. Moreover, their use by a growing proportion of the population influences the economy vastly across country.

Today, there are ample opportunities for the electronics industry and non-electronics as toys become increasingly dependent on technology to provide key functionality and features. The electronic toys making industry consists of electronic games, video game consoles, technology-driven educational and learning toys, drones, robots, wooden toys, soft toys, and traditional toys. Over the years, the toy industry in India has witnessed a huge number of changes in terms of innovation, design and technology used. The increasing shift from traditional to electronic toys due to exposure to technology at an early age due to online classes and mobile games, has led to the increasing demand for cost effective technologically driven toys. Therefore, there is huge scope for the industry to thrive and sustain for domestic and global market.

There are variety of toys currently available in the Indian market. The diverse product category ranges from traditional plush toys, handmade toys, construction and building toys, dolls, board games and puzzles to high-end electronic toys, educational toys, ride-ons, etc. There are toys which are domestically produced by small, medium and large manufactures with raw material source from domestic sources and also those that are produced from renowned international brands. Each toy category has inexpensive and high-end versions.

The scope of the course provides the applicant detail knowledge of the semi – domestic electronics goods and toys entrepreneurship. you may setting up new MSME/ Startup for manufacturing/ processing of following goods/ items/products.

Educational toys, games, and video game consoles, Balloons Making, **Wooden Boards, showcase, WoodenJali, Sunmica Boards, God statues, dolls, lacquer dolls, string puppets, clay Indian toys, leather stuffed toys, Toys, Clay toys, wooden toys, Aplic, Walnut wood carving, Paper Machie, Handwai, Chankana, Lattu, Ghuggu, Kites Making, Online Toys Library, Soft Toys Making, Sponge Toy Making, Toy made from imported raw material, Toy Store, Wooden Toy Making, Handmade toys, basic toys like plastic toys with motor and without motor, toys with low end microprocessors, simple toys, complex toys, recycled product toys**, Broadly, the industry includes different educational toys, games, and video game consoles and static toys. Also, it includes app-enabled mechanical- **Electronic toys, voice, or image recognition toys, screen less toys, toys-to-life, puzzles and building games**, health-tracking toys or wearables, and others along with traditional soft and wooden toys. Domestic electronic goods, industrial electronic goods, kitchen appliance, electronic showpiece, computer peripherals etc. and **other allied MSME/ Startup entrepreneurship.**

