

GOVERNMENT OF ANDHRA PRADESH

ABSTRACT

IT,E&C Department – IT Promotion – “Animation, Visual Effects (VFX), Gaming and Comics Policy 2018-2020” of Andhra Pradesh, to extend incentive benefits to Relevant Technology Companies, covering land and infrastructure, employment linked incentives, fiscal and non-fiscal incentives – Orders – Issued.

INFORMATION TECHNOLOGY, ELECTRONICS AND COMMUNICATIONS
(Promotions) DEPARTMENT

G.O.MS.No. 7

Dated: 30-04-2018

Read the following:

1. G.O.MS.No.04, IT, E&C (Promotions) Dept., Dated 03.02.2014
2. G.O.MS.No.13, IT, E&C (Promotions) Dept., Dated: 11.08.2014.
3. G.O.MS.No.21, IT, E&C (Promotions) Dept., Dated: 22.09.2016.

ORDER

Andhra Pradesh is strategically located on the Southeast coast of India and is a natural gateway to East & Southeast Asia. With the second largest coastline in India, Andhra Pradesh has a population of 4.93 crore (as per population census - 2011), accounting for 4% of country's population, residing in 4.9% of the country's geographical area. Andhra Pradesh has a comprehensive pool of skilled and semi-skilled workforce with many universities and colleges imparting quality education. Andhra Pradesh has been a leader in adopting new technologies and has paved the way for the rest of the country to adopt it. In addition, the State has abundant natural resources (Barites, Limestone, Bauxite, and a number of minor minerals), fertile land and river basins, water resources, extensive canal systems, conducive agro-climatic conditions and is one of the largest producers of marine products. The State Government has formulated multiple policies to provide a conducive business environment for industry to thrive. Previously, united Andhra Pradesh was strongly associated with the IT industry. Following the same legacy, the government of bifurcated Andhra Pradesh has been very progressive in developing new initiatives and policies to attract IT, ITeS and Electronics companies to the State. The State has introduced various policies for Innovation & Start-ups, IoT hub etc., to attain a substantial market share in India's total technology market by 2020. In line with this philosophy, the Government of Andhra Pradesh plans to make the State a hub for companies to set up world class animation, gaming, virtual reality and comic centres along with associated research & product development.

2. Media and Entertainment market

2.1. Amongst an uncertain global economic scenario, the Indian economy has experienced growth of more than 7% in 2016-17. Andhra Pradesh has been a star performer with an unprecedented growth rate of 11.61% during 2016-17. Domestic consumption has remained strong, accounting for around 70% of the GDP in 2016-17. Demonetisation and Goods & Service Tax (GST) has laid strong foundations for long term economic growth. Strong fundamentals coupled with buoyant domestic consumption has also aided the Indian media and entertainment (M&E) industry to maintain a growth of 11.6% over the last five years. Globally, M&E sector reached just under USD 2 trillion in revenues whereas in India the sector is INR 1.2 trillion in market size.

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2.2. Animation, visual effects (VFX) and gaming have registered highest growth rates in the last few years. By 2021, the Indian M&E sector is projected to grow at a rapid pace of 14% over 2017-21 and reach approximately INR 27,400 Crores in market size with digital advertising, animation & VFX and gaming contributing to more than 20% of the total cap. Broadband speeds are an essential component for consumers to have a rich experience over the internet. The average broadband speed in India is 6.5 Mbps which has marked an 87 percent year-on-year change and an adoption of just 42% in Q1 2017. In comparison, broadband speed in South Korea is 28.6 Mbps with an adoption rate of 98%.

2.3. The growth of the animation & gaming industry, is constrained by:

- Non-availability of economic core talent (i.e., animators, game developers, modelers, script writers)/ancillary talent pool, experienced personnel, etc.)
- Cultural gap
- Low Consumption in Domestic market
- Increasing Global competition
- Paucity of proper physical infrastructure facilities, like Animation studios
- Lack of entrepreneurship
- Lack of incentives – fiscal and non-fiscal (supportive/ handholding) – for starting Animation & Gaming companies

3. Drivers of Growth

The drivers for growth in animation, virtual reality, gaming and comic sectors are:

3.1. Digital Infrastructure:

- Broadband development through BharatNet and rapid adoption acts as a precursor for digital growth
- Adoption of high speed 4G networks: The number of wireless internet subscribers in India was 370 million in 2016 and is estimated to reach 969 million by 2021. 4G connections are expected to grow five folds till 2021 and 3G connections are expected to surpass 2G by 2019. Improved network, better access to internet and digital platforms will drive more media consumption.
- Mobile First: The number of internet enabled mobile phones crossed 300 million in 2016 and are expected to touch 700 million in 2021. Mobile phones have become increasingly accessible and affordable and digital consumers' appetite for rich content continues to grow. Drop in the data rates have provided necessary impetus for consumers to be online. India is predicted to double the smartphone sales to 200 million/year by 2020.

3.2. Government of India Policy:

Government of India through its umbrella 'Digital India' initiative continues to invest and drive several digital initiatives and improve the digital infrastructure in the State. The Central Government has allowed 100% FDI in the sector through automatic route provided, it is in compliance with Reserve Bank of India guidelines.

- Connecting the unconnected: Approximately 1,12,871 km of optical fiber cable has already been laid under BharatNet for providing high speed connectivity. This includes connectivity to 8,621 remote villages with 55,000 villages to be connected by 2021. As of December 2016, more than 0.25 million gram panchayats were equipped with Common Service Centres (CSC).

- **Impetus to the telecom sector:** The Department of Telecommunication, to a great extent has streamlined the outstanding spectrum policy issues allowing availability of more bandwidth for operators in auctions that can be used to drive data growth. Government has decided to grant unified licences for virtual networks operators who can offer consumers more choice for data and voice services while allowing telcos more options to monetize unused airways.
- **Driving investment for innovation:** To drive investment in the manufacturing of electronics and Information Technology (IT) hardware, the Government of India has introduced several initiatives, such as Modified Special Incentive Package Scheme (M-SPIS), to attract investment, Eco-Development Forces (EDF) to attract venture funds for innovation and Electronic Manufacturing Clusters (EMC) to create jobs. These initiatives has led to 985% increase in the number of investment proposals received between May 2014 and May 2016.
- **Financial Inclusion:** Government has promoted payment banks and financial mobile solutions to bring the unbanked population into the banking fold through digital medium. Through the 'Unified Payment Interface' (UPI), 'Digi DhanAbhiyan' and 'Bharat Interface for Money' (BHIM) mobile applications, the government is merging rural communities with the digital payment ecosystem. Monetization opportunities will increase on digital platforms with the inclusion of more people on the digital payment ecosystem.

3.3. Digital Technologies:

- **Digitally driven consumer experience:** New age digital technologies such as Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR) are already gaining increased adoption and reimagining the way digital experiences are provided. With advancements in VR headsets, real-time 360 degree viewing could be possible which would open new avenues for enhancing consumers' experience.
- **Live video streaming:** The number of 'over-the-top' players and video capable device connections are growing rapidly in the country, where the latter is expected to reach 800 million by 2021. Social networking websites have activated live streams where users can share their real life experiences.
- **Internet of Things:** The 'Internet of Things' (IoT) is a concept whereby multiple devices, such as sensors and electronics can be connected via the internet to collect and exchange data. With the increase in penetration of wearables and smart devices, usage information can be collected which will enable brands to provide personalized services.
- **Cognitive data:** Customer preferences in such a complex societal setup creates tons of unstructured data which is difficult to analyse. Cognitive technologies deliver on this issue to give structured, correlated and unique insights that can range from emotions to attitude. Cognitive technologies such as artificial intelligence, machine learning and natural language processing are disrupting the M&E space.

4. Advantage Andhra Pradesh

IT companies have a strong presence in the State and there has been a constant influx of electronics manufacturing companies over the past few years. The Government of Andhra Pradesh has envisioned strong presence of M&E sector in the State which aims at establishing an entire ecosystem of IT and ITeS related services alongside new age digital technologies.

4.1. Mobile First as a vision:

The Government of Andhra Pradesh realizes the importance and benefits of new age technologies and their application in day-to-day governance. The State was the first in India to launch the AP Purse app, as a one-stop payments app aggregating around a dozen mobile net banking applications and mobile wallets. The trinity of Jandhan, Aadhaar and Mobile (JAM) has been implemented across multiple verticals of public services.

4.2. Industry 4.0 initiatives of the State:

Andhra Pradesh has historically been an early adopter of technologies since the advent of Industry 3.0. The Government of Andhra Pradesh has now adopted and implemented multiple initiatives across departments which are driven by components of Industry 4.0 such as Internet of Things, analytics, drones etc. Initiatives such as eAushadi, NTR Bharosa, ePDS, monitoring of ground water levels and rainfall through Digital Water Level Recorders (DWLRs) and Automatic Weather Stations (AWS), Centralised Control Monitoring System (CCMS) of street lights, smart metering, MeeSeva, 108 services, ePragati etc. function on new age technologies and generate huge amounts of data on which analysis is done to understand trends and future course of action. CM Office Realtime Executive (CORE) dashboard is an integrated platform for monitoring key performance indicators of different departments and programs implemented in the State. CORE, monitored by the Hon'ble Chief Minister, provides a bird's eye view of the situation in the State and the dashboard is monitored. The State is keen to adopt additional technology driven measures which will pave the way for better governance and assist in efficient allocation of resources.

4.3. Connecting Andhra Pradesh

Andhra Pradesh has laid more than 23,000 km of optical fiber cable in the State to ensure last mile connectivity. In addition to the existing bandwidth, Andhra Pradesh is willing to explore opportunities to connect a suitable location in the State with the landing cable at Chennai.

4.4. Land Bank & Plug and Play

Andhra Pradesh has one of the largest land banks in the country and this gives the State a strategic edge in attracting investments. This land would be administered in accordance with the New Industrial Policy 2015-20. Land parcel as appropriate would be identified taking into consideration the infrastructure cum technical requirements of an M&E cluster/ Animation and Gaming city and also any overarching government policy/ Act/ rules on land usage in Andhra Pradesh. The State also has one of the most extensive plug and play office spaces to enable enterprises to immediately start operations.

4.5. Reliable Infrastructure

4.5.1. Government of Andhra Pradesh is committed to supplying 24X7 reliable, quality power to industry. While the State is currently power surplus, it has embarked on an ambitious plan to add another 16,000 MW of power generation capacity by 2019-20 along with 18GW of renewable energy capacity by 2021-22.

4.5.2. The State is also committed to invest in and ensure adequate and world-class infrastructure and common facilities across industrial parks, manufacturing zones, Industrial corridor nodes etc.

4.6. Abundant availability of skilled manpower

The State has over 200 polytechnics and 225 engineering colleges that feed the industry's requirement for skilled manpower. Each year around 160,000 engineers graduate in Andhra Pradesh. It is expected that adaptive skills development with abundant qualified resources will generate considerable M&E customer interest.

4.7. Ease of Doing Business

4.7.1. Andhra Pradesh ranked first in the World Bank's and Government of India's Ease of Doing Business ranking for 2016. The Government will provide permissions to the industry for 24x7 (three shifts) operations, employment of women in the night shifts, flexibility in employment conditions including working hours for women and shorter or longer shift timings and hiring of contract workers.

4.7.2. Government of Andhra Pradesh has developed Single Desk Portal for all pre-establishment and pre-operations approvals, with SLAs defined for each of the clearances. All such clearances will be given within 21 working days.

4.8. Skill Development Initiatives

- (i) Impetus would be given to establish industry-academia partnerships (with State universities, IIT, IIIT, NIT and IIM) to promote apprenticeship model and R&D related to the industry
- (ii) Government of Andhra Pradesh has set up the Indian Institute of Digital Technologies (IIDT) and has established Visakhapatnam as the FinTech capital of the country which will provide necessary impetus for skilling in new age IT services.
- (iii) Government of Andhra Pradesh shall also strive to set up quality R&D laboratories in collaboration with leading global institutions. These facilities would be accessible to all companies in the sector (having presence in Andhra Pradesh) and would be set up on a PPP basis
- (iv) Government of Andhra Pradesh has set up Andhra Pradesh State Skill Development Corporation (APSSDC) on lines of the National Skill Development Corporation (NSDC), a not-for-profit company under the Companies Act, 2013
- (v) APSSDC will provide funding to build scalable, for-profit vocational training initiatives. It will also enable support systems such as quality assurance, information systems and train the trainer academies either directly or through partnerships
- (vi) The State will identify required quantum of skilled manpower, map industry specific skill sets and provide courses at different levels of education – matriculation and above.

This policy document aims to boost investment in the IT service sector by transforming Andhra Pradesh into a major M&E hub. ITE&C department will act as the nodal agency for implementation of the policy.

5. Policy targets and objectives

The policy targets and objectives are as follows:

- (i) To make Andhra Pradesh as the most preferred destinations in India for animation, gaming, virtual reality, and comic sectors.
- (ii) Attract new investments worth at least \$1 billion in the sector by 2020.

- (iii) Encourage and support appropriate manpower development, infrastructure development and business development
- (iv) Spread awareness and provide multifaceted employment for people in the gaming, animation, media and entertainment arena
- (v) Bridge the demand and supply gap of human resources in gaming, animation, media and entertainment sector
- (vi) Attract top global companies in the field of gaming, animation, media and entertainment to Andhra Pradesh
- (vii) Capture a larger share of outsourced international gaming, animation, media and entertainment work
- (viii) Promote growth of indigenous 'digital content' education and entertainment for the masses.
- (ix) Set up a "Center of Excellence" i.e., Andhra Pradesh Animation and Gaming City, with state-of-the-art facilities to act as a catalyst for the gaming, animation, media and entertainment sector
- (x) Set up multiple gaming, animation, media and entertainment parks on the lines of Dubai media city, Singapore multimedia super corridor, and on SEZ model

6. **Supersession**

This policy supersedes any previous policy on animation, gaming, visuals, comics or any such sub stream by the State.

7. **Definition of the project**

7.1. The Government acknowledges, any enterprise/ applicant providing animation, gaming, virtual reality and comics services through an established unit in the State, built by the enterprise itself or otherwise, as projects under this policy.

7.2. The government envisages to provide various incentives / benefits to potential projects basis the classification below:

(a) **MSME Projects**

MSME enterprises defined as per the MSME Act 2006 of Government of India.

(b) **Large Projects**

Large Project is such where employment is less than 500 people or investment is greater than INR 5 crore and less than INR 50 crores.

(c) **Mega Projects**

Projects generating employment of more than 500 people or with investment greater than INR 50 crore will be accorded mega project status and tailor made incentives will be offered based on investment and technology utilized.

8. **Components of AVGC Sector:**

The broad components of Animation, Visual effects, Gaming and Comic sector are:

8.1. **Animation Segment Classification:**

8.1.1. **Entertainment:**

- (i) TV/Broadcast of animated cartoon series through 2 Dimensional Cell Animation (Using 2D bitmap or Vector graphics) or 3D CGI animation or 3D motion capture animation or any new technology that may be developed during the tenure of the policy,

- (ii) Fully animated feature films
- (iii) VFX or Visual Effects,
- (iv) Direct to DVD (Home Entertainment content)

8.1.2. **Web Designing:** Consumer animated flash and multi-media content on websites through broad-band.

8.1.3. **E-education and E-learning:**

- (i) High end interactive animation to impart training on complex subjects and process using automated and digitized versions.
- (ii) Animation Segment activity involves Intellectual Property Rights Development stage; preproduction stage (story boarding, character design and animatic, i.e., timed moving version of the story board); production stage (Modeling, Texturing, Rigging, Rendering, Compositing); post-production stage (animated piece editing, sound editing, sound and music track effects); and Delivery, i.e., involving distribution of DVDs, VCDs to the end consumer.

8.2. **Gaming Segment Classification:**

- (i) Involves PC gaming, console gaming, online/ multiplayer gaming, mobile gaming and video gaming.
- (ii) Gaming Segment activity involves Game concept creation Technological Feasibility; preproduction stage (i.e., Intellectual Property, conceptualization, Game Design, Character); production stage (Programming, VFX), testing (game testing & debugging) & development; and distribution.

9. **Policy Initiatives for the growth of AVGC sector:**

9.1. **Provision of Infrastructure**

In order to provide companies with a hassle-free and investor-friendly environment to come, set up and grow their operations by Animation & Gaming industry, in the State of Andhra Pradesh, the following exclusive and dedicated infrastructure initiatives are envisaged:

9.1.1. **Setting up of Andhra Pradesh Animation and Gaming Hub:**

Andhra Pradesh Animation and Gaming hub will be set up initially in Visakhapatnam, the FinTech hub of the State, in 40 acres of land provided by Government through AP Industrial Infrastructure Corporation (APIIC). The Andhra Pradesh Animation and Gaming hub will be a world class facility with the following features:

- (i) Animation Film & Gaming: Production & Distribution, Media Content Management & Provider, Film Content Rights Management, Production, Post Production.
- (ii) Animation & gaming media support services: Web designing & management, interactive services (webcasting / streaming), media software development & integration, access spending, augmented/virtual/mixed reality development, multimedia software development, video games, internet gaming broadcasting hardware & equipment, satellite services & equipment provider, GSM & electronic media, media equipment rentals, digital media management, media archiving & distribution and systems integration services.

- (iii) Animation & gaming media marketing services: advertising & public relations agencies, intellectual property rights management, media placement, corporate Identity & Branding.
- (iv) Animation & gaming broadcasting: TV & radio.
- (v) Animation & gaming information agencies: Media research and information services.
- (vi) Music & entertainment: Music production, recording distribution, publishing & management, performing arts, choreography.
- (vii) A media and business centre to cater to clients and press
- (viii) Incubation Centre, where state of the art “walk to work” and “plug and play” built up office space is provided at subsidized rates, as per Designated Technology park policy, 2017-20, of Government of Andhra Pradesh, to first generation technocrat entrepreneurs, SMEs engaged in AVGC sector activities, and consist of all common amenities, housing, recreation, schooling, entertainment, medical facilities. The Incubation Centre will have type-design buildings or blocks that would be exclusively dedicated and earmarked for:
 - Animation & Gaming Companies
 - Animation & Gaming Processing Labs & Studios for Live Action, Motion
 - Capture
 - Television & Media Wing
 - Production Wing
 - Outsourcing Wing
- (ix) The Government may provide above mentioned infrastructure in the Animation and Gaming City by itself or through a sponsor of the project. Sponsor, can be defined as an investor or a consortium of investors that proposes to provide shareholders capital to finance, whether directly or indirectly, for the business that developer will undertake pursuant to a license-agreement. Such sponsor will be a Public Private Partnership (PPP) between a PSPP (Private Sector Project Proponent) and APIIC as per the guidelines and terms under Global In-House Centers policy of the Government of Andhra Pradesh duly notified vide G.O.Ms.No. 7 dated 06-06-2017.

9.1.2. **Fiber connectivity:**

- (i) It is absolutely essential to have infinite fiber connectivity in both directions i.e., International into Andhra Pradesh and Andhra Pradesh into the rest of the country. GoAP will provide dedicated fiber line at the proposed zone. Currently there is no landing cable in Andhra Pradesh and hence to boost fiber access, multiple fiber service providers/ telecom providers will be granted right of way access, for uplink and downlink through public access road for perpetuity. Government of Andhra Pradesh shall strive to take adequate measures for protection of the dedicated cables running through the State’s jurisdiction from any other landing station to the Animation and Gaming City locations including, protection from cable cuts due to trenching.
- (ii) In the event of a mega project laying cables to connect it’s operations centre within the State, contingent to such provider restoring the roads or any other public infrastructure/ indemnifying the State on account of digging the road or any other public infrastructure, such right of way will be extended at zero cost provided such cables/ connectivity is not leased out or extended as a service to any other establishment/institution/company etc.

9.1.3. **Power:**

Government of Andhra Pradesh is committed to supplying 24X7 reliable, quality power to industry. Government of Andhra Pradesh will provide power redundancies by supplying power through dedicated/multiple sub stations at the proposed site which will result in power reliability of 99.999%.

9.1.4. **Social Infrastructure:**

In order to promote social infrastructure and holistic development, 20% of land of the entire layout can be earmarked for developing social infrastructure provided all the operating guidelines in this aspect are adhered to.

9.2. **Provision of Talent Pool**

9.2.1. Rapid transformation of AVGC sector has dramatically increased the need for people with relevant skills to support and advance the field. Digital technologies are transforming the nature of work and skills required to execute the work. There needs to be substantial amount of training and up-skilling of the existing workforce and also the users for such technologies to become a way of life. GoAP has established one of India's premier digital university, International Institute of Digital Technologies (IIDT) to train and up-skill the existing workforce. Government shall ensure that through IIDT, the requisite talent pool for Animation & Gaming industry, not only qualified but also industry ready, is available through imparting hands on experience in communication skills and domain knowledge and through provision of campus placements.

9.2.2. Government of Andhra Pradesh provisions to establish an Animation and Gaming Academy for imparting skills in the sector to prospective students to enable employability in the sector and continuous availability of requisite talent. Such an academy will be developed and institutionalized as an autonomous institute under a PPP partnership between State Government, academia and private sector.

9.3. **Promotion of content created in the State**

Government of Andhra Pradesh is ensuring connectivity and access to the last mile by distributing triple play boxes to every household which will provide its users with phone, internet and cable. Any locally produced and relevant content will be distributed within the triple play network at zero cost to the product development entity. Such content will be judiciously allowed to access the platform in order to have maximum outreach.

9.4. **Fiscal Incentives**

- (i) **Capital Subsidy:** 25% of capital expenditure for one time purchase of computers, networking and related hardware, subject to a ceiling of Rs.1 crore. For SC/ST/OBC and women entrepreneurs 35% of capital expenditure for one time purchase of computers, networking and related hardware, subject to a ceiling of Rs.1.4 crore.
- (ii) **Production Reimbursement:** Reimbursement of production cost of an Animation film or Gaming product, (based on set Guidelines/ Stipulations) up to a maximum of INR 5 lakhs per film, incurred on producing up to two Animation or Gaming films produced by an Gaming, Animation, Media and Entertainment company, on their own and marketed in their brand name. The allowable production costs are Manpower cost, Materials & Print and Professional Services.

- (iii) **Employment incentives:** Government of Andhra Pradesh also extends additional benefit on employment generation by such M&E companies, excluding employment generated for infrastructure management, under Information Technology Policy 2014-20 of the State.
- (iv) **Lease Rentals:** Government of Andhra Pradesh, as per Designated Technology Park policy, 2017-20, will extend lease rental subsidy to such M&E companies in order to enable them expedite setting up operations in the State.
- (v) **Power Subsidy:** Reimbursement of Rs.2.00/unit will be extended to such M&E companies.
- (vi) **Tax reimbursement:** 50% SGST reimbursement will be extended to CCITI approved low budget regional and national films. For the purpose of this policy low budget animation films would mean films produced in Telugu or Hindi or English in Andhra Pradesh and where production cost of such films does not exceed Rs.5 crore.

9.5. Non Fiscal Incentives

- (i) Animation, Visual effects, Gaming & Comics companies are exempt from the purview of the statutory power cuts.
- (ii) Animation, Visual effects, Gaming & Comics companies are exempt from the purview of the Pollution Control Act, except in respect of power generation sets.
- (iii) AVGC companies are exempt from inspections under the following Acts and the Rules framed thereunder, barring inspections arising out of specific complaints. The units are permitted to file self-certificates, in the prescribed formats.
 - The Factories Act, 1948
 - The Shops & Establishments Act, 1988
 - The Contract Labour (Regulation & Abolition) Act, 1970
 - The Payment of Wages Act, 1936
 - The Minimum Wages Act, 1948
 - The Employment Exchanges (Compulsory Notification of Vacancies) Act, 1959
- (iv) General permission for three shift operations with women working in all the three shifts for Animation, Visual effects, Gaming & Comics companies subject to compliance of safety and security norms prescribed by State Police Dept. with regard to women's safety.
- (v) Animation, Visual effects, Gaming & Comics companies are declared as essential services under Essential Services Maintenance Act.

10. Policy Validity

The policy will be valid till 31st March 2020 from the date of notification.

11. Nodal Agency

Andhra Pradesh Electronics & Information Technology Agency will act as a nodal agency for processing application requests and act as single point of contact for all necessary approvals. Andhra Pradesh Industrial Infrastructural Corporation will act as a nodal agency for allocating land for integrated film city, studios and any other projects that department may consider.

12. Appropriate Operational Guidelines for administration of initiatives and incentives envisaged under this Policy, indicating eligibility criteria and procedure thereon, shall be issued separately.

(BY ORDER AND IN THE NAME OF THE GOVERNOR OF ANDHRA PRADESH)

K.VIJAYANAND
PRINCIPAL SECRETARY TO GOVERNMENT

To

All the Departments of Secretariat.
The Commissioner and I.G., Stamps and Registration, Vijayawada.
The Vice Chairman and Managing Director, APIIC, Vijayawada.
The Commissioner, MA&UD Dept Vijayawada.
The Director of Industries, Andhra Pradesh, Vijayawada.
The Commissioner, Information and Public Relations, Andhra Pradesh, Vijayawada.
The Member Secretary, A.P. Pollution Control Board, Andhra Pradesh, Vijayawada.
The Chairman & MD, AP TRANSCO Vijayawada.
The Managing Director, APEPDCL Visakhapatnam /APSPDCL Tirupati.
The Commissioner, Labour, Andhra Pradesh Vijayawada.
The Vice Chairman, VUDA Visakhapatnam/TUDA, Tirupati /VGTMUDA Vijayawada.
The Commissioner CRDA Vijayawada.
All the District Collectors & Magistrates.
All the Municipal Commissioners, AP.
The Development Commissioner, VSEZ, Visakhapatnam.
The Development Commissioner, AP IT SEZs Visakhapatnam.
The Director, STPI, Andhra Pradesh.
The President, ITAAP, Andhra Pradesh.
The Regional Director, CII, Andhra Pradesh.
The President, AP Chamber of Commerce.
The President, ELIAP Member.
The President, VITA Member.
The Regional Chairman, ESC Member.
The CEO AP E&IT Agency, Visakhapatnam.
The CEO APIS, Tirupati.
The Regional Director, NASSCOM, Andhra Pradesh.

Copy to:

The Secretary to GOI, Ministry of Electronics & Information Technology (MeitY), New Delhi.
The Chief Minister's Office / Chief PRO to Hon'ble Chief Minister.
The Chief Commissioner, Customs & Central Excise, Hyderabad.
The OSD to Secretary to Hon'ble Chief Minister, Andhra Pradesh.
The OSD to Hon'ble Minister, IT, Andhra Pradesh.
The PS to Hon'ble Minister for Finance, Hyderabad.
The PS to Hon'ble Minister for Major Industries, Andhra Pradesh.
The PS to Hon'ble Minister for Revenue, Andhra Pradesh.
The PS to Hon'ble Minister for MA&UD, Andhra Pradesh.
The PS to Hon'ble Minister for Energy, Andhra Pradesh.
The PS to Hon'ble Minister for Labour, Andhra Pradesh.
The PS to Chief Secretary to Government of Andhra Pradesh.
The PS to Spl CS Planning, Andhra Pradesh.
The PS to PFS, Andhra Pradesh.

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The PS to IT Advisor, Government of Andhra Pradesh.

The PS to Special Chief Secretary to CM & Advisor IT Promotions to Govt of AP.

The PS to Prl. Secretary, IT.

The PS to Spl. Secretary, IT.

// FORWARDED :: BY ORDER //

SECTION OFFICER