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सचिव
S. Krishnan, I.A.S.
Secretary



इलेक्ट्रॉनिकी और सूचना प्रौद्योगिकी मंत्रालय
भारत सरकार
Ministry of Electronics &
Information Technology (MeitY)
Government of India

D.O. No. 3(20)/2023-EG-II
18.05.2026

Dear Sanjay,

Subject: Adoption of 'Divyang SARTHI' platform for inclusive education of Children with Special Needs (CWSN)- reg.

MeitY is supporting various digital initiatives to strengthen inclusive access to education through technology-enabled solutions for persons with disabilities. In this regard, a project titled 'A Virtual Reality-Based Assistive System for Learning and Assessment of Persons with Intellectual Disabilities' has been conceptualised and being implemented by Maulana Azad National Urdu University (A Central University), Hyderabad in alignment with the objectives of Digital India, the Accessible India Campaign, and the provisions of the Rights of Persons with Disabilities (RPwD) Act, 2016.

2. Under the said project, a platform 'Divyang Sarthi' has been developed along with technology-enabled content of around 4000 topics/subtopics/tasks (comprising of 2D animation for 3,200 topics, 2D interactive content for 278 topics, 3D interactive content for 474 topics, AR & Sensor Based content for 38 topics, and VR content for 10 topics).

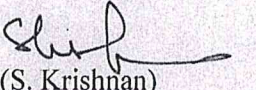
3. Further, the beta version of the said Divyang SARTHI platform was launched on 08.12.2025 by the Vice-Chancellor, MANUU, in the presence of representatives from NIEPID and other stakeholders from the ID sector. Just within 5 months from its beta launch, 248 institutions, 710 professionals, 73,620 parents and 75,378 students onboarded the platform.

4. To advance the vision of inclusive education and accessibility to all, the adoption and dissemination of Divyang SARTHI platform is envisaged to facilitate accessible digital learning resources for persons with disabilities. The platform is intended to strengthen inclusive access to educational content and support services through a technology-enabled ecosystem.

5. In this regard, it is requested to issue suitable instructions to across concerned institutions and relevant stakeholders under your Ministry to kindly adopt 'Divyang SARTHI' platform to cater the learning resources to individuals with intellectual disabilities, fostering engagement and accessibility in digital educational experiences.

With warm personal regards

Yours sincerely,


(S. Krishnan)

Please upload
it on website.
22/5/26

Shri Sanjay Kumar
Secretary
Department of School Education and Literacy
Ministry of Education
New Delhi



Divyang Sarthi

SMART ACCESSIBLE RESOURCE AND TOOLS FOR HOLISTIC INCLUSION

A NATIONAL DIGITAL INITIATIVE OF THE MINISTRY OF ELECTRONICS AND INFORMATION TECHNOLOGY (MEITY), GOVERNMENT OF INDIA DEVELOPED BY MAULANA AZAD NATIONAL URDU UNIVERSITY (MANUU), HYDERABAD

Transforming Lives through Technology Enabled Inclusion
An integrated digital platform for learning, assessment, and life skills development of Persons with Intellectual Disabilities

What Divyang Sarthi Enables

- Structured learning and functional skill development
- India rooted digital assessment and progress tracking
- Home based support for parents and caregivers
- Technology enabled teaching tools for educators and institutions
- Inclusive access through animation, Immersive AR and VR, and interactive modules

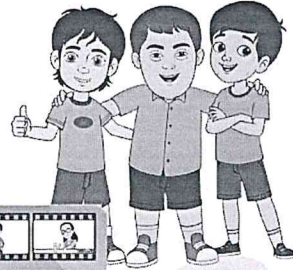
Empowering Persons with Intellectual Disabilities

Supporting Families and Caregivers

Strengthening Inclusive Education and Care Systems

DivyangSarthi.in

Building an inclusive digital future for every ability



Divyang Sarthi is committed to building an inclusive digital future where every child | earns with dignity, confidence, and opportunity.



Scan to explore the platform

AR and VR Enabled Learning Experiences

Divyang Sarthi integrates Augmented Reality and Virtual Reality to create immersive, sensor rich learning environments for children with intellectual disabilities. These experiences enable learners to explore, practice, and engage in ways that go beyond traditional teaching methods, making learning more intuitive, interactive, and effective.

Immersive Three Dimensional Environments

• Enhanced Engagement

Captures attention and stimulates curiosity through visually rich and interactive scenarios.



• Real World Skill Simulation

Supports practical life skill development within safe and controlled virtual settings.

• Interactive Learning Challenges

Encourages problem solving, decision making, and cognitive development through guided tasks.

• Sensory Based Stimulation

Helps improve focus, attention, and emotional regulation while reducing anxiety in a supportive format.



Sensor Based Interactive Games

Divyang Sarthi incorporates motion and sensor based games that translate physical movement into meaningful learning interactions. These activities encourage active participation and experiential learning while reinforcing essential developmental and functional skills.

Motion Responsive Learning Activities

• Active Engagement and Motor Development

Promotes physical movement to strengthen gross and fine motor skills

• Adaptive Difficulty Levels

Adjusts automatically to individual abilities, ensuring progress at a comfortable and motivating pace.

• Positive Reinforcement Mechanisms

Provides immediate feedback to encourage desirable behaviours and sustain learner motivation.

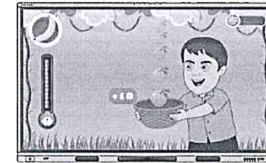
• Integrated Physical and Cognitive Development

Enhances coordination, balance, spatial awareness, and cognitive processing through enjoyable and structured activities.

Types of Learning Content

Engaging Animated Learning

Divyang Sarthi uses carefully designed animations to support learning and skill development for children with intellectual disabilities. These animations combine storytelling and interaction to sustain attention while helping learners understand everyday concepts in a simple and engaging manner.



Teaching Approach Embedded in Animations

• Repetition and Consistency

Key concepts are repeated across animations to support memory building and reinforcement.

• Chunked Information Delivery

Content is presented in small, manageable segments to improve comprehension and reduce cognitive load.

• Visual Cues and Guided Prompts

Bright visuals and clear prompts support focus and help guide learners through each activity.

• Step by Step Learning Flow

Concepts are introduced gradually, allowing learners to build understanding based on prior learning.

• Positive Reinforcement

Correct responses and active participation are acknowledged to encourage confidence and continued engagement.

• Role Modelling and Social Stories

Characters demonstrate appropriate behaviours, problem solving approaches, and emotional responses that children can observe and imitate.

Simple Visuals and Relatable Characters

The use of friendly characters and simplified visuals helps children connect with the content more easily. Story based learning supports emotional understanding, empathy, social skills, and sustained attention, creating an enjoyable and meaningful learning experience.

Tablet Based Interactive Games

Divyang Sarthi includes tablet based games that combine ease of use with portability, allowing children to learn and practice skills at their own pace through intuitive touch based interactions.

User Friendly and Accessible Design

• Large and Easy to Navigate Interfaces

Designed to provide a stress free and intuitive user experience.

• Gamified Learning Activities

Everyday learning tasks are presented as engaging challenges to maintain interest and motivation.

• Offline Learning Support

Content can be accessed without continuous internet connectivity, enabling uninterrupted use.

• Skill Development through Practice

Activities support the development of fine motor skills, independence, and self confidence through progressive achievement.

