



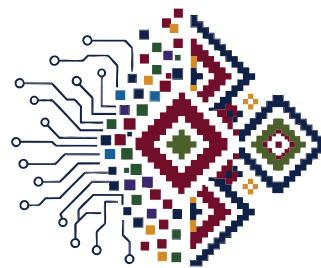
राष्ट्रीय फैशन प्रौद्योगिकी संस्थान
NATIONAL INSTITUTE OF FASHION TECHNOLOGY
Ministry of Textiles, Government of India
A Statutory Institute Governed by the NIFT Act 2026



युवा कार्यक्रम
एवं खेल मंत्रालय
**MINISTRY OF
YOUTH AFFAIRS
AND SPORTS**



INTERNATIONAL CONFERENCE 2027



DESIGNING THE FUTURE

INNOVATE, INTEGRATE, INSPIRE:
YOUTH EMPOWERING CHANGE THROUGH
TRADITION AND ENTERPRISE

27 – 29 January 2027

ABOUT THE ORGANISERS

NATIONAL INSTITUTE OF FASHION TECHNOLOGY (NIFT), CHENNAI

The National Institute of Fashion Technology (NIFT), Chennai was established in 1995 under the Ministry of Textiles, Government of India, and is recognised as one of the country's leading institutions for design, management and technology education. The campus is known for its modern design studios, laboratories and research facilities, strong industry linkages and a focus on creativity, innovation and interdisciplinary learning. NIFT Chennai's academic ecosystem is oriented toward developing future-ready professionals committed to quality, sustainability and inclusive development, through collaborations that extend well beyond India.

MINISTRY OF YOUTH AFFAIRS & SPORTS (MoYAS)

The Ministry of Youth Affairs and Sports (MoYAS), Government of India, is the conference's co-organising partner. The Ministry works to empower India's youth through policies, development programmes and initiatives that build leadership and community engagement among young people, while encouraging entrepreneurship through partnerships within India and internationally. Alongside its mandate in sports talent development and infrastructure, MoYAS's broader goal is to help India's youth grow into confident, capable contributors to the nation's progress — a goal closely aligned with ICDF 2027's own theme of youth-led change.

CONFERENCE OVERVIEW

ICDF 2027 is the second edition of NIFT Chennai's **International Conference on Designing the Future**, organised in association with the Ministry of Youth Affairs and Sports, Government of India, providing a global platform for academicians, researchers, industry leaders, entrepreneurs, policymakers, government agencies, artisans, innovators and students to engage in dialogue on design, technology, entrepreneurship, sustainability, communication and future learning.

THEME AND OBJECTIVES

"Innovate, Integrate, Inspire: Youth Empowering Change through Tradition and Enterprise"

- Foster global dialogue on design, innovation, entrepreneurship and sustainability among academicians, industry and youth.

- Showcase research, innovation and creative enterprise led by young changemakers.
- Encourage convergence of traditional knowledge systems with modern technology and enterprise.
- Promote industry, academia, government collaboration for future-ready skill development.
- Recognise youth-led innovation, craftsmanship and social entrepreneurship.

ICDF LEGACY (2026–2027)

ICDF 2026, held on the theme "Creativity, Inclusion & Technology" brought together delegates, presenters and speakers from across India and abroad. The ICDF 2026 Conference Proceedings, compiled under the prescribed template and reviewed by sub-theme faculty coordinators, forms the foundation ICDF 2027 builds on.

Venue: NIFT Chennai Campus, Rajiv Gandhi Salai, Taramani, Chennai – 600113, Tamil Nadu, India

CONFERENCE OBJECTIVES & RELEVANCE

OBJECTIVES

- Create a global platform for knowledge exchange
- Foster interdisciplinary discussions
- Promote creative, inclusive & technology-driven solutions
- Highlight youth-led innovation and research
- Encourage non-linear and future-oriented thinking

EXPECTED OUTCOMES

- Greater understanding of emerging trends
- Stronger academia–industry linkages
- Global networking and collaboration
- Visibility for youth projects & start-ups
- Actionable insights for policymakers & educators

RELEVANCE

The conference addresses global challenges through the integration of design, technology, sustainability, inclusion and youth empowerment, preparing future-ready solutions for creative industries and knowledge-driven economies.

TRACKS & PLENARY CONCEPTS

Track 1: INNOVATION & EMERGING DESIGN TECHNOLOGIES

This track explores the transformative role of emerging technologies and innovative design practices in shaping future societies, industries, and human experiences.

Indicative Areas:

- Artificial Intelligence and Design
- Design Thinking and Innovation
- Smart Products and Interactive Systems
- Human-Centred Design
- Industry 5.0 and Digital Transformation
- Extended Reality (AR/VR/MR)
- Computational Design and Digital Fabrication
- Technology-Driven Creative Practices

Keywords: Artificial Intelligence in Design, Human - Centred Innovation, Design Futures, Digital Transformation, Design Thinking, Smart Systems and Connected Technologies, Extended Reality (XR), Computational Design, Interactive Experience Design, Digital Fabrication.

Track 2: ENTREPRENEURSHIP & CREATIVE ECONOMIES

This track examines how entrepreneurship, innovation ecosystems, and creative industries contribute to economic growth, employment generation, and youth empowerment.

Indicative Areas:

- Design-led Entrepreneurship
- Start-up Ecosystems and Innovation Hubs
- Creative and Cultural Industries
- Fashion and Lifestyle Entrepreneurship
- Social Entrepreneurship
- Innovation Management
- Intellectual Property and Creative Enterprises
- Business Models for Creative Economies

Keywords: Creative Economy, Design-led Entrepreneurship, Innovation Ecosystems, Youth Entrepreneurship, Social Entrepreneurship, Start-up Innovation, Cultural and Creative Industries, Business Model Innovation, Intellectual Property and Innovation, Entrepreneurial Leadership.

Track 3: SUSTAINABILITY & COMMUNITY DEVELOPMENT

This track focuses on sustainable development, responsible innovation, community engagement, and the integration of traditional knowledge systems to address contemporary challenges.

Indicative Areas:

- Sustainable Design and Circular Economy
- Community-Centred Innovation
- Traditional Knowledge and Indigenous Practices
- Craft Revival and Cultural Sustainability

- Sustainable Materials and Production Systems
- Climate Action and Green Technologies
- Design for Social Impact
- Inclusive and Responsible Development

Keywords: Sustainable Development, Circular Economy, Community Resilience, Social Innovation, Traditional Knowledge Systems, Climate Action, Sustainable Design, Inclusive Development, Cultural Sustainability, Responsible Innovation.

Track 4: COMMUNICATION & FUTURE LEARNING

This track explores evolving communication ecosystems, digital media, learning innovations, and future-ready skills that empower youth in a rapidly changing world.

Indicative Areas:

- Digital Communication and Media Innovation
- Creative Storytelling and Content Creation
- Learning Technologies and Educational Innovation
- Future Skills and Workforce Readiness
- Design Education and Pedagogical Innovations
- Digital Literacy and Knowledge Sharing
- Communication for Social Change
- Youth Leadership and Collaborative Learning

Keywords: Future Skills, Learning Innovation, Digital Literacy, Communication for Social Change, Digital Storytelling, Educational Technology, Knowledge Sharing Ecosystems, Creative Pedagogy, Youth Leadership, Collaborative Learning.

SUMMARY TABLE

Theme / Track	Sub-Themes	Focus Sectors	Key Concepts
Track 1: Innovation & Emerging Design Technologies	Artificial Intelligence and Design; Design Thinking and Innovation; Smart Products and Interactive Systems; Human-Centred Design; Industry 5.0 and Digital Transformation; Extended Reality (AR/VR/MR); Computational Design and Digital Fabrication; Technology-Driven Creative Practices	Design, Fashion, Product Development, Manufacturing, Retail, Smart Cities, Healthcare, Education, Creative Industries, Digital Media	Artificial Intelligence, Human-Centred Innovation, Design Futures, Industry 5.0, Digital Transformation, Smart Systems, Connected Technologies, XR, Computational Design, Interactive Experiences, Digital Fabrication, Innovation Ecosystems
Track 2: Entrepreneurship & Creative Economies	Design-led Entrepreneurship; Start-up Ecosystems and Innovation Hubs; Creative and Cultural Industries; Fashion and Lifestyle Entrepreneurship; Social Entrepreneurship; Innovation Management; Intellectual Property and Creative Enterprises; Business Models for Creative Economies	Start-ups, MSMEs, Creative Industries, Fashion Business, Cultural Enterprises, Handicrafts, Creative Technology Ventures, Innovation Hubs, Incubation Centres, Social Enterprises	Creative Economy, Entrepreneurial Leadership, Innovation Ecosystems, Start-up Innovation, Youth Entrepreneurship, Social Entrepreneurship, Business Model Innovation, Intellectual Property Rights, Creative Enterprises, Cultural Industries, Economic Development

Theme / Track	Sub-Themes	Focus Sectors	Key Concepts
Track 3: Sustainability & Community Development	Sustainable Design and Circular Economy; Community-Centred Innovation; Traditional Knowledge and Indigenous Practices; Craft Revival and Cultural Sustainability; Sustainable Materials and Production Systems; Climate Action and Green Technologies; Design for Social Impact; Inclusive and Responsible Development	Sustainability, Textiles, Fashion, Craft Clusters, Rural Development, NGOs, Social Enterprises, Environmental Agencies, Indigenous Communities, Public Policy	Sustainable Development, Circular Economy, Climate Action, Community Resilience, Social Innovation, Traditional Knowledge Systems, Indigenous Practices, Sustainable Materials, Cultural Sustainability, Responsible Innovation, Inclusive Development
Track 4: Communication & Future Learning	Digital Communication and Media Innovation; Creative Storytelling and Content Creation; Learning Technologies and Educational Innovation; Future Skills and Workforce Readiness; Design Education and Pedagogical Innovations; Digital Literacy and Knowledge Sharing; Communication for Social Change; Youth Leadership and Collaborative Learning	Education, Higher Education Institutions, EdTech, Media and Communication, Training & Skill Development, Digital Platforms, Knowledge Management, Youth Development Organisations	Future Skills, Learning Innovation, Digital Literacy, Educational Technology, Communication for Social Change, Digital Storytelling, Knowledge Sharing Ecosystems, Creative Pedagogy, Youth Leadership, Collaborative Learning, Workforce Readiness

REGISTRATION FEE

Event	Category	Total Payable (₹)
Only as participant	Industry/ Individual / Academicians	2000.00
	Researchers/ Students	750.00
	International Delegates	USD 150

CALL FOR PAPERS

TYPES OF SUBMISSIONS: Research Papers | Case Studies | Posters

SUBMISSION PORTAL: www.niftchmoyasic.in (No email or hard copy submissions accepted)

PARTICIPATION CRITERIA: Students, Research Scholars, Academicians, Industry experts, and Individuals from India and abroad with thematic expertise, where the presenting author is below 35 years.

TERMS & CONDITIONS: Travel and accommodation only for the Paper presenters (both Domestic and International) of the selected papers shall be provided by the conference organizers.

The Organising Committee reserves the exclusive right to select papers for presentation. For papers with multiple authors, the organisation will cover costs for only one in-person presenting author. Co-authors' expenses remain their individual responsibility and will not be borne by the organisation.

IMPORTANT DATES

Announcement on Website	:July 27, 2026
Abstract submission	:October 09, 2026
Abstract Acceptance Notification	:October 26, 2026
Full Paper / Poster Submission	:November 20, 2026
Full Paper Acceptance Notification	:December 04, 2026
Camera-ready Paper Submission	:December 17, 2026
Power-point Presentation Submission	:January 11, 2027
Last date for Registration	:January 22, 2027
Conference Dates	:January 27-29, 2027

PUBLICATION: Selected papers presented at ICDF 2027 will be published through the ICDF 2027 Conference Proceedings with the ISBN.

STEERING COMMITTEE

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