

Schedule-III

State-Owned Enterprises (Governance and Operations) Act 2023

Statement of Corporate Intent

1. Name of State-Owned Enterprise:

IGNITE

2. Incorporated/established on:

November 20, 2006

3. Subsidiaries included in this statement of corporate intent:

NIL

4. Description of the main business of the state-owned enterprise:

To promote research and development activities in the field of Information Communication Technologies through disbursement of grants to implementing partners, received from the Government of Pakistan and other national and international funding agencies.

5. Summary of the business goals of the state-owned enterprise:

For the 2025–26 financial year, Ignite aims to accelerate Pakistan’s technology and innovation landscape through targeted initiatives that foster entrepreneurship, digital skills, and industry-academia collaboration. Key business goals include the expansion of the National Incubation Centers (NICs) and the launch of a Startup Acceleration Program to support high-potential startups across diverse regions and sectors. Ignite will also establish a National AI Innovation Hub (NAIIH) to harness emerging global technologies and nurture local talent in artificial intelligence.

To bridge the skills gap between academia and industry, Ignite will implement an Industry Research & Education Program, aligning academic curricula with real-world market needs. Additionally, the expansion of DigiSkills 3.0 and CodiSkills will empower youth with in-demand digital and coding competencies.

The creation of the Center of Excellence in Gaming and Animation (CEGA) and a Virtual Production Studio (VPS) will further stimulate growth in Pakistan’s creative and digital content industries, while offering cross-sectoral benefits for education, defense, and media. Collectively, these initiatives aim to build a robust knowledge economy and position Pakistan as a competitive player in the global digital landscape.

6. Summary of the performance measures and benchmarks against the state owned enterprises business goals and its primary objective:

- **Establishment of new NICs**
- **Acceleration Program**
- **Establishment of National AI Innovation Hub (NAIIH)**
- **Industry Research & Education Program**

- **Launch of skill enhancement Projects of Digiskills 3.0, CodiSkills & Building Entrepreneurial Aspirations in Minds (BEAM) Program**
- **Establishment of CEGA and VPS**

7. Summary of the strategies of the state-owned enterprise for achieving its business goals and primary objective:

To achieve its ambitious goals for the 2025–26 financial years, Ignite plans to strategically expand its impact across Pakistan’s technology ecosystem through a series of high-impact, targeted initiatives. The expansion of the National Incubation Centers (NICs) and the launch of a comprehensive Startup Acceleration Program will be pursued through collaborations with government institutions, private sector partners, and international ecosystem stakeholders, ensuring program designs are tailored to both regional economic needs and global innovation trends.

National AI Innovation Hub (NAIIH) will be developed to foster cutting-edge R&D and industry-academia collaboration, positioning Pakistan at the forefront of AI development.

The Industry Research & Education Program will be designed in close consultation with industry leaders to align academic curricula with evolving market demands. Key digital skills initiatives such as DigiSkills 3.0 and CodiSkills will be enhanced through updated content and expanded access to equip the youth with future-ready technology skills.

The BEAM (Building Entrepreneurial Aspirations in Minds) Program will promote K–12 entrepreneurship by fostering technical skills, creativity, and business acumen among middle school students across public and private schools.

The Center of Excellence in Gaming and Animation (CEGA) and the Virtual Production Studio (VPS) will serve as national platforms for creative digital content production, leveraging advanced technologies and global partnerships to position Pakistan as a hub for animation, gaming, and virtual media.

In parallel, the National Cyber Security Hackathon will be expanded as a flagship initiative to identify and cultivate top cybersecurity talent across the country. Through a series of regionally held competitions culminating in a national finale, this initiative aims to enhance cybersecurity awareness, foster hands-on learning, and build a pipeline of skilled professionals capable of defending Pakistan’s digital frontiers.

Together, these initiatives form a cohesive strategy to catalyze innovation, strengthen digital capabilities, and build a resilient, knowledge-based economy for Pakistan.

8. The current or anticipated borrowing of the state-owned enterprise, including borrowing by a subsidiary: **NIL**

9. The accounting policies that the state-owned enterprise will apply for financial records and reporting:

As per applicable IFRS.

10. Summary indicative balance sheet and profit and loss statement for the state-owned enterprise:

Financial plan provided at chapter 9 of the Business Plan.

11. Consolidated summary indicative balance sheet and profit and loss statement for the state-owned enterprise and its subsidiaries as a group:

N/A

12. The proposed dividend declaration and distribution policy of the state-owned enterprise:

N/A

13. Description of any public service obligations and their impact on the forecasted financial outcomes of the state-owned enterprise: **N/A**

14. Any other matter directed to be included in this statement by the Federal Government:

NIL

9 Projected Financial Plan 2025-28

Following is the projected Financial Plan for Ignite Funded Project for 2025-28:

IGNITE-National Technology Fund				
Summary - Projected Payment Plan 2025-28 (Rs. million)				
	Actual 2024-25	Budget 2025-26	Projected	
			2026-27	2027-28
Research & Innovation	110.23	1,515.90	750.00	750.00
Competition & Hackathon	174.93	320.40	251.17	263.73
Incubator Program	1,125.24	1,522.63	1,581.57	1,552.09
Accelerator	-	379.45	504.50	504.50
Digital and Future-Ready Skills Training Program	302.07	2,500.00	1,383.98	1,484.09
Centre of Excellence in Gaming and Animation (CeGA)	115.17	673.21	319.00	413.49
Virtual Production Studio (VPS)	196.86	582.49	99.74	108.54
Training in Integrated Circuit Design & Verification	1.14	22.00	30.00	35.00
National AI Innovation Hub	-	1,500.00	1,500.00	1,500.00
Industry Collaboration & Trainings	-	112.50	195.00	195.00
Event Engagements	160.81	271.00	279.61	288.50
Programs Support Expenditure	62.70	123.62	131.81	144.79
Total Programs	2,249.16	9,523.21	7,026.38	7,239.73
Salaries and benefits	372.35	466.11	517.51	569.11
Operational expense	167.21	211.56	232.72	255.99
Capital expenditure	14.41	101.35	25.94	18.80
Salaries, Opex & Capex	553.97	779.02	776.17	843.90
Total - Ignite	2,803.13	10,302.24	7,802.55	8,083.63