

SSIP2.0 Sensitization Sessions

Event Name: दिव्य क्षमता नवाचार प्रदर्शन

Date: 21/08/2026 - 1

Venue/ Mode:

No of Participants: 19

Speakers Name: **Mr. Sanjay Dabhi**, (CEO, Invisible Fiction) Mo.: 97375 09210,
E-Mail: ADMIN@INVISIBLEFICTION.COM

Coordinator: **Prof. Sunil Chaki** (Coordinator, SPU-SSIP- Navadhārā, Diretor SPSEC),
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📌 Event Overview

On the occasion of World Entrepreneurs' Day, the Sardar Patel Startup & Entrepreneurship Council (SPSEC) and SPU-SSIP-Navadhārā, Sardar Patel University, organized a special programme titled “Live Demonstration of Innovations – Empowering Persons with Disabilities.”

The programme was conducted by Invisible Fiction and focused on demonstrating innovative technologies designed to support persons with disabilities and promote physical activity, rehabilitation and inclusive participation.

As mentioned in the programme flyer, the event was held on 21 August 2026, with sessions scheduled in the morning and afternoon. Prof. Dr. Niranjana P. Patel, Vice Chancellor of Sardar Patel University and Chairman of SPSEC, was the Patron of the programme.

Objective of the Session

The primary objective of the programme was to demonstrate how technology, innovation and entrepreneurship can be used to empower persons with disabilities and address real-world challenges related to physical activity and rehabilitation.

The event provided an opportunity for faculty members, students and other participants to understand how emerging technologies can be converted into practical solutions that improve people's physical well-being and make rehabilitation more engaging.

The programme particularly highlighted the potential of interactive games, sensors and camera-based motion tracking to encourage physical movement among patients undergoing physiotherapy as well as children.

Prof. Dr. Niranjana P. Patel emphasized the importance of innovation with a social purpose. He highlighted that entrepreneurship should not be viewed only from the perspective of creating businesses or generating economic value. Innovation becomes more meaningful when it addresses genuine problems faced by people and creates a positive impact on society.

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He emphasized the importance of creating an environment where students, innovators, entrepreneurs and academic institutions can work together to develop practical solutions for societal challenges.

Prof. Sunil Chaki addressed the gathering and highlighted the growth and achievements of **SPU-SSIP-Navadhārā** in promoting innovation and entrepreneurship among students. He shared the increasing reach of the initiative, student participation, progress in patent applications, and the growing number of successful and active student projects. He emphasized the efforts of SPU-SSIP-Navadhārā to support students in transforming innovative ideas into practical solutions and encouraged them to pursue innovation, entrepreneurship and social impact.

Mr. Sanjay Dabhi, CEO of Invisible Fiction, addressed the participants and showcased the company's innovative technology-based solutions aimed at making physiotherapy, rehabilitation and physical activity more engaging and enjoyable. He explained how their interactive games combine sensors, cameras, motion tracking and interactive gaming to detect and respond to the user's physical movements. Instead of making physiotherapy feel like a repetitive clinical exercise, the system transforms therapeutic movements into an interactive gaming experience in which patients are encouraged to move their bodies while playing. He particularly highlighted its potential for children and physiotherapy patients, including children with special needs, where maintaining motivation and participation can sometimes be challenging.

The demonstration showed how a child's or patient's movements can be captured through cameras and sensors and translated into actions within the game, encouraging them to perform required physical movements in an enjoyable manner. He emphasized that the objective is not merely to develop games for entertainment, but to use gaming, motion technology and immersive experiences as tools for health, rehabilitation and physical fitness. The approach demonstrates how technology can make therapy more measurable, engaging and child-friendly while encouraging regular physical activity. Invisible Fiction's publicly described “No Pain Games” similarly combines projection technology, motion tracking and AI-powered analytics for interactive physiotherapy and occupational therapy.

Conclusion

The “**Live Demonstration of Innovations – Empowering Persons with Disabilities**” programme was an important initiative showcasing how entrepreneurship and emerging technologies can be directed towards social and human needs.

The address by **Prof. Dr. Niranjan P. Patel** emphasized the importance of innovation, entrepreneurship and social impact, while the demonstration by **Mr. Sanjay Dabhi, CEO of Invisible Fiction**, provided a practical example of these principles in action.

The innovative games demonstrated how **sensors and camera-based movement tracking** can transform physical movement into an interactive gaming experience. The technology has potential applications in **physiotherapy, rehabilitation, children's fitness and inclusive physical activity**.

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Photos

