1. **DeepSeek:** A Chinese-made artificial intelligence (AI) model called DeepSeek has recently shot to the top of Apple Store's downloads, stunning investors and sinking some tech stocks.
   - **What is DeepSeek?**
     - **AI Assistant**: A free chatbot similar to ChatGPT, excelling in tasks like math and coding.
     - Developed at a lower cost ($6m), compared to OpenAI's $100m+ cost for GPT-4.
     - **Political Sensitivity**: Avoids politically sensitive topics, like the Tiananmen Square massacre, due to Chinese censorship.
     - **AI Model**: Uses less memory, making it cheaper to perform tasks compared to competitors.
   - **Impact on Nvidia and US Tech Industry**
     - **Tech Disruption**: DeepSeek's low-cost model undermines reliance on expensive chips, causing market volatility.
     - **Nvidia Losses**: DeepSeek's success led to a $600bn market loss for Nvidia, marking the biggest single-day loss in US history.
2. **Annual Status of Education Report (ASER) 2024:** The report shows a modest recovery in foundational literacy and numeracy (FLN) among school students after COVID-19 learning losses.
   - **About**: The Annual Status of Education Report (ASER) entails a widespread household survey led by citizens.
     - **Facilitated by**: Pratham Education Foundation since 2005
     - **Aim**: To ascertain if children in rural India are enrolled in school and if they are acquiring knowledge.
     - **Scope**: It gathers information on the enrollment status of children aged 3-16 years and assesses the basic reading and arithmetic levels of children aged 5-16 years.
     - **Survey is conducted**: Every alternate year.
     - **Goal**: 100% Gross Enrollment Ratio target by 2030, careful tracking of enrollment and learning levels to facilitate catch-up.
   - **Key highlights of the ASER 2024**: Survey of 6.5 lakh children across 605 villages.
   - **Purpose**: Assess foundational literacy and numeracy (FLN) skills post-COVID.
     - **Foundational Literacy and Numeracy (FLN)** refers to basic skills in **reading, writing & mathematics**.

- **Findings**: Modest recovery compared to pre-COVID 2018 levels but majority still lagging.
- **Reading skills:** A majority of Class 3 and 5 students still struggle with reading at Class 2 level, while 67.5% of Class 8 students can read it.
- **Math skills:** Many students in Class 3 and 5 still face difficulties in basic arithmetic, with slight improvements observed in division and subtraction skills.
- **School Readiness**: 75% schools implementing a 3-month readiness program for incoming Grade 1 students.
  - Improvement in skills across states, especially Gujarat, Uttar Pradesh, Uttarakhand, Tamil Nadu, Sikkim, and Mizoram (10%+ increase).
- **Digital Literacy**:
  - **Older Teens (14-16 years)**: 89% have access to smartphones; 31.4% own one.
  - **Usage**: 57% use smartphones for education; 76% for social media.
  - **Skills**: 92.1% can share videos on WhatsApp/Telegram.
  - **Safety**: Boys more aware of phone safety features than girls (e.g., blocking profiles, making profiles private).

3. **Greenland:** According to a new study, Over 7,500 lakes in western Greenland have turned brown, emitted carbon, and lost water quality due to extreme weather events in 2022.
   - **Key highlights of the Study:**
     - **Impact of Extreme Weather**: Thawing permafrost released carbon, iron, magnesium, and other elements, turning lakes from carbon sinks to CO_2 sources.
     - **Cause**: Warmer temperatures caused fall snow to turn into rain, and atmospheric rivers brought excessive rain and heat, speeding up changes in lakes.
     - **Rapid Change**: Transformation of the lakes occurred in months, usually taking centuries.
     - **Impact on Water Quality**: Increased organic carbon changed lakes' color, odor, and taste, affecting drinking water quality and possibly producing carcinogenic by-products.
     - **Impact on Phytoplankton**: Reduced sunlight hindered phytoplankton's carbon absorption, leading to a 350% increase in CO_2 emissions from the lakes.
     - **Broader Significance**: Declining carbon absorption by natural sinks signals worsening climate change impacts.

- **Rising Carbon Emissions**: Global carbon dioxide emissions are projected to reach 41.6 billion metric tonnes in 2024.

- **About:** Greenland is the world's largest island, situated between North America and Europe in the North Atlantic Ocean.
  - Greenland is part of the Kingdom of Denmark, and also part of the North American continent.
- **Surrounding Oceans**: **Arctic Ocean** to the north, Greenland Sea to the east, North Atlantic Ocean to the southeast, **Davis Strait** to the southwest, and **Baffin Bay** to the west.
- **Climate**: Polar climate with winter temperatures as low as -50°C and summer temperatures rarely exceeding 10–15°C. Temperature variations occur due to its large size.

4. **38th National Games:** The Indian Prime Minister recently inaugurated the 38th National Games in Dehradun, Uttarakhand.
   - **About the event**: Organized by **Indian Olympic Association (IOA)**
   - **Theme**: **"Green Games"** with eco-friendly medals, trophies made from e-Waste, and trees planted in medalists' names.
   - **Participants**: 36 states and 1 union territory, with over 10,000 athletes competing in 35 sports disciplines.
   - **New Additions**: Yoga and Mallakhamb included as exhibition sports.
   - **Sustainability**: A special "**Sports Forest**" with 10,000 saplings to be planted.
   - **Support**: Focused on enhancing opportunities for athletes through **Khelo India**, **University Games**, and **Para Games**.
   - **Uttarakhand's Progress**: First state to implement the **Uniform Civil Code**; hosting major national event, fostering local employment and tourism.
   - **Olympics Push**: India working towards hosting the **2036 Olympics**, which will boost sports infrastructure, tourism, and local economy.
   - **About Mallakhamb:** An ancient form of martial arts. It may seem like aerial yoga or gymnastics on a vertical pole (traditionally made of sheesham or Indian rosewood).
     - Included in the Khelo India Youth Games programme from 2022.

5. **India's Digital Economy:** India's digital economy has been growing rapidly over the last decade, positioning the country as the **third largest** digitalised economy globally.
   - **About:** The digital economy is the use of digital technologies to create, market, and consume goods and services. It's a term that describes how the internet and World Wide Web are transforming traditional economic activities.
   - **Digital Economy's Current Share**: Accounts for **11.74%** of GDP (INR 31.64 lakh crore or USD 402 billion in 2022-23).
     - Employs **14.67 million** workers (2.55% of the workforce).
     - The sector is nearly **5 times more productive** than the rest of the economy.
   - **Expected Contribution**: By 2029-30, the digital economy is projected to contribute **one-fifth** of India's national income, surpassing agriculture and manufacturing in share.
   - **Key Growth Drivers**: Rapid adoption of **AI**, **cloud services**, and **global capability centers (GCCs)**.
     - India hosts **55%** of the world's GCCs.
   - **Digitalisation in Traditional Sectors**:
     - Over 95% of banking payments are digital, but loan and investment activities remain offline.
     - **Retail**: Shift towards omni-channel models, with physical stores and AI-driven tools.
     - **Education**: Adoption of offline, online, and hybrid learning models.
     - **Hospitality and Logistics**: Full digitalisation in larger firms, AI and metaverse usage.
   - **Workforce Impact**: Digital economy employed **14.67 million** workers, with **58.07%** in digital-enabling industries.
   - **Future Outlook**: By 2030, digital economy's contribution is projected to reach **20% of GVA**.
     - **Digital platforms** and **digital-enabling industries** are growing rapidly, with digital platforms expected to grow at **30%** annually.
6. **Bhashini Platform:** Tripura Government signs MoU with Digital India Bhashini Division (DIBD) of MeitY to promote regional languages in governance.
   - **About the Bhashini:** Developed by Ministry of Electronics and Information Technology under its "National Language Translation Mission.
     - Tripura becomes first North-Eastern state, first in Eastern India, and **8th state** in India to sign an MOU with Bhashini.

- **Bhashini**: Part of **Digital India** initiative to bridge digital and literacy divides.
  - Provides **real-time translation, speech-to-text, text-to-speech**, and **voice-to-voice** translation, and utilizes **AI** and **NLP** for high accuracy translations.
- **Focus Areas**: Promote **regional languages** for digital participation in governance.
  - Support systems like **CM Helpline**, **eVidhan**, **Kisan Sahayata App**, and **e-Districts** for multilingual communication.
  - Enhances local governance and education through multilingual technologies.
- **Addressing Language Barriers**: Many citizens, especially in rural and tribal areas, face language barriers with English/Hindi-based systems.
- Bhashini aims to reduce the **digital divide** by integrating regional languages into digital platforms.

7. **WAVES (World Audio Visual & Entertainment Summit) 2025:** The Indian Prime Minister stated that the upcoming WAVES (World Audio Visual & Entertainment Summit) will give India a new global identity for its creative talent.
   - **About the WAVE Summit:** It is a key forum for promoting discussions, collaboration, and innovation in the Media & Entertainment (M&E) industry.
     - The event will bring together industry leaders, stakeholders and innovators to discuss prospects, challenges, promote global trade and influence the sector's future.
   - **Theme**: Bridging India's cultural legacy with modern creativity.
   - Offers platforms for classical and modern music creators, fashion designers, and innovative ad professionals.
   - **WAVES Awards**: Honors excellence across various fields: gaming, film, animation, web series, advertising, and digital influence.
     - Categories include '**Best of the Year'** Global Awards and Special Selection Awards (e.g., **G.O.A.T. Lifetime Achievement Award, Social Impact Award**).