Basic information

2022/2027(INI) INI - Own-initiative procedure	Procedure completed
Esports and video games **Subject** 4.10.03 Child protection, children's rights 4.10.13 Sport 4.60 Consumers' protection in general 4.60.02 Consumer information, advertising, labelling	

Key players

European Parliament

Committee responsible	Rapporteur	Appointed
CULT Culture and Education	FARRENG Laurence (Renew)	17/12/2021
	Shadow rapporteur FRANKOWSKI Tomasz (EPP) FRITZON Heléne (S&D) NIENASS Niklas (Greens /EFA) PORĘBA Tomasz Piotr (ECR) DA RE Gianantonio (ID) GEORGOULIS Alexis (The Left)	

Committee for opinion	Rapporteur for opinion	Appointed
IMCO Internal Market and Consumer Protection	The committee decided not to give an opinion.	

European Commission

Commission DG	Commissioner
Education, Youth, Sport and Culture	-- --
Internal Market, Industry, Entrepreneurship and SMEs	-- --

Key events

Date	Event	Reference	Summary
10/03/2022	Committee referral announced in Parliament		

03/10/2022	Vote in committee		
12/10/2022	Committee report tabled for plenary	A9-0244/2022	Summary
09/11/2022	Debate in Parliament		
10/11/2022	Decision by Parliament	T9-0388/2022	Summary
10/11/2022	Results of vote in Parliament		

Technical information	
Procedure reference	2022/2027(INI)
Procedure type	INI - Own-initiative procedure
Procedure subtype	Initiative
Legal basis	Rules of Procedure EP 55
Other legal basis	Rules of Procedure EP 165
Stage reached in procedure	Procedure completed
Committee dossier	CULT/9/08496

Documentation gateway

European Parliament

Document type	Committee	Reference	Date	Summary
Committee draft report		PE731.488	26/04/2022	
Amendments tabled in committee		PE732.723	31/05/2022	
Committee report tabled for plenary, single reading		A9-0244/2022	12/10/2022	Summary
Text adopted by Parliament, single reading		T9-0388/2022	10/11/2022	Summary

Meetings with interest representatives published in line with the Rules of Procedure

Rapporteurs, Shadow Rapporteurs and Committee Chairs

Transparency

Name	Role	Committee	Date	Interest representatives
FARRENG Laurence	Rapporteur	CULT	05/10/2022	Video Games Europe
FARRENG Laurence	Rapporteur	CULT	27/09/2022	CD Projekt
FARRENG Laurence	Rapporteur	CULT	14/09/2022	Tencent International Service Europe B.V.
FARRENG Laurence	Rapporteur	CULT	19/07/2022	Asobo Studio

FARRENG Laurence	Rapporteur	CULT	05/07/2022	Google
FARRENG Laurence	Rapporteur	CULT	23/06/2022	Groupement Européen des Sociétés d'Auteurs et Compositeurs
GEORGOULIS Alexis	Shadow rapporteur	CULT	18/05/2022	- Yesports.gg , (blockchain/NFT/Metaverse platform) - Gameworld.gr - Pr Agency Pr World - Loresoft - Greek Gaming Academy - Πανεπιστήμιο Πελοποννήσου - Μεταπτυχιακό Πρόγραμμα Σπουδών «Σύγχρονη Αθλητική Επικοινωνία, Δημοσιογραφία και Φωτοειδησιογραφία - University of Peloponnese - Master of Science in Modern Sport Communication,Journalism and Photo Press - Πανεπιστήμιο Πελοποννήσου - Εργαστήριο Δρομικού Κινήματος - Οργάνωσης και Διαχείρισης Αγώνων - University of Peloponnese - Running Movement Lab-Management and Organization of Running Events
GEORGOULIS Alexis	Shadow rapporteur	CULT	11/05/2022	Katarzyna GORGOL-MAEDER International Olympic Committee (IOC), Sergi MESONERO Interactive Software Federation of Europe (ISFE), Marius LAUER International e-sports commentator and consultant, Kimmo LEINONEN City of Espoo/ Board member of the Finnish Esports Federation (SEUL), Samy OUERFELLI Freaks 4U Gaming GmbH, Head of New Business
FRITZON Heléne	Shadow rapporteur	CULT	03/05/2022	Europe's and Sweden's video games industry
FARRENG Laurence	Rapporteur	CULT	21/04/2022	Asobo Studio
FARRENG Laurence	Rapporteur	CULT	19/04/2022	Team Vitality
FARRENG Laurence	Rapporteur	CULT	06/04/2022	European Games Developer Federation Video Games Europe Asociación Clubes Esports France Esports CD Projekt ESL Gaming
NIENASS Niklas	Shadow rapporteur	CULT	06/04/2022	European Games Developer Federation Asociación Clubes Esports France Esports Interactive Software Federation of Europe CD Projekt ESL Gaming Esports Research Network
FARRENG Laurence	Rapporteur	CULT	31/03/2022	Ubisoft
FARRENG Laurence	Rapporteur	CULT	30/03/2022	DigixArt
FARRENG Laurence	Rapporteur	CULT	29/03/2022	Capital Games Leikir Studio
FARRENG Laurence	Rapporteur	CULT	29/03/2022	Centre National du Cinéma et de l'Image Animée (CNC)
FARRENG Laurence	Rapporteur	CULT	29/03/2022	Dataspelsbranschen Amplifier Game Invest
FARRENG Laurence	Rapporteur	CULT	23/03/2022	Spielfabrique

Other Members

Transparency		
Name	**Date**	**Interest representatives**
GARCÍA DEL BLANCO Ibán	05/10/2022	Video Games Europe AEVI

GARCÍA DEL BLANCO Ibán	05/07/2022	Video Games Europe
GARCÍA DEL BLANCO Ibán	30/03/2022	Equipo de Asuntos Públicos de la Asociación Española de Videojuegos (AEVI)

Esports and video games

2022/2027(INI) - 10/11/2022 - Text adopted by Parliament, single reading

The European Parliament adopted by 560 votes to 34, with 16 abstentions, a resolution on esports and video games.

The video game ecosystem has become a leading cultural and creative industry (CCI) all over the world with an estimated European market size of EUR 23.3 billion in 2021. Although this videogame and esports ecosystem has experienced strong structural growth, it still lacks the harmonised data, definitions and legal frameworks required to enable them to embrace their full potential.

Video games and esports: challenges, opportunities and a European strategy

Members called on the Commission and the Council to acknowledge the value of the video game ecosystem as a major CCI with strong potential for further growth and innovation. They called for the development of a coherent, long-term European video game strategy, which should benefit all actors involved fairly and adequately, while taking into account esports and the current dependence on imports and building on existing national strategies in order to support EU actors and EU start-ups in these sectors.

According to the resolution, the creation of a truly integrated European video game sector will require more video game productions and co-productions by European actors. It welcomed the fact that the Creative Europe and Horizon Europe programmes provide funding for the European video game sector, including research and innovation, through specific calls for tender with European added value. Members regretted, however, the **low amount of funding** committed so far, and the fact that the eligibility criteria are not always fit for the sector's needs, especially SMEs. They called, in this regard, for greater support and investment in research and development (R&D) and training to maximise game creation opportunities throughout all Member States and encourage the development of and retain European talent.

Parliament underlined that national incentives and support for local video game development, including SMEs, should be encouraged and facilitated through **EU State aid** rules such as the General Block Exemption Regulation.

With a view to promoting and supporting the international trade and marketing of video games created in Europe, the Commission is called on to map and define the European video game industry and to consider creating a '**European Video Game' label**, as well as fostering other initiatives at a national and European level to improve the discoverability of video games and encourage the dissemination and recognition of video games created in Europe, including worldwide.

It is also proposed to create a **European Video Game Observatory,** a **European Video Game Academy** as well as a **European archive** to preserve the most culturally significant European video games.

Education and wellbeing

The resolution noted that video games have the ability to bring the school environment closer to pupils' everyday reality, in which video games often figure prominently. Indications that primary school teachers that have used video games in the classroom have in some cases observed a significant improvement in several key skills, such as **problem-solving and analytical, social and intellectual skills, spatial coordination, and teamwork**, as well as better levels of concentration. esports can also be incorporated in education and contribute to the acquisition of digital competences and skills. In this regard, Members insisted that video games and esports can be a **valuable teaching tool** and called for better equipment and connectivity in schools.

Esports: fair competitive video gaming within a European framework

Parliament considers that esports and sport are different sectors, not least because the video games used for competitive gaming or esports are played in a digital environment and belong to private entities that enjoy full legal control and all exclusive and unrestricted rights over the video games themselves. It believes, however, that both sectors can complement and learn from each other and promote similar positive values and skills, such as fair play, non-discrimination, teamwork, leadership, solidarity, integrity, antiracism, social inclusion and gender equality.

Moreover, the Commission is called on to develop a **charter** to promote European values in esports competitions, in partnership with publishers, team organisations, clubs and tournament organisers.

Members called on the EU to consider the creation of a **visa** for esports personnel based on the Schengen cultural and sports visas, applicable to all personnel involved in running and participating in esports competitions, and to consider measures to facilitate visa procedures to enable video game workers to come to the EU.

While highlighting that video games can be a social activity allowing users to socialise and spend time together, the EU should adopt a responsible approach to video games and esports by promoting them as **part of a healthy lifestyle** including physical activity, in-person social interaction and cultural engagement.

Esports and video games

2022/2027(INI) - 12/10/2022 - Committee report tabled for plenary, single reading

The Committee on Culture and Education adopted an own-initiative report by Laurence FARRENG (Renew Europe, FR) on esports and video games.

The video game ecosystem has become a leading cultural and creative industry (CCI) all over the world with an estimated European market size of EUR 23.3 billion in 2021. Although this videogame and esports ecosystem has experienced strong structural growth, it still lacks the harmonised data, definitions and legal frameworks required to enable them to embrace their full potential.

Video games and esports: challenges, opportunities and a European strategy

Members called on the Commission and the Council to acknowledge the value of the video game ecosystem as a major CCI with strong potential for further growth and innovation. They called for the development of a coherent, long-term European video game strategy, which should benefit all actors involved fairly and adequately, while taking into account esports and the current dependence on imports and building on existing national strategies in order to support EU actors and EU start-ups in these sectors.

According to the report, the creation of a truly integrated European video game sector will require more video game productions and co-productions by European actors. It welcomed the fact that the Creative Europe and Horizon Europe programmes provide funding for the European video game sector, including research and innovation, through specific calls for tender with European added value. Members regretted, however, the **low amount of funding** committed so far, and the fact that the eligibility criteria are not always fit for the sector's needs, especially SMEs. They called, in this regard, for greater support and investment in research and development (R&D) and training to maximise game creation opportunities throughout all Member States and encourage the development of and retain European talent.

With a view to promoting and supporting the international trade and marketing of video games created in Europe, the Commission is called on to map and define the European video game industry and to consider creating a '**European Video Game' label**, as well as fostering other initiatives at a national and European level to improve the discoverability of video games and encourage the dissemination and recognition of video games created in Europe, including worldwide.

It is also proposed to create a **European Video Game Observatory** to support and provide decision-makers and stakeholders with harmonised data, assessments and concrete recommendations with a view to developing the sector.

Intellectual property (IP)

Members underlined that IP is central to video games and a key factor in growth and investment. It highlighted the need to develop a European strategy for video game IP, utilising both the creation of new and original IP and the promotion of existing European creations and IP.

Education and wellbeing

The report noted that video games have the ability to bring the school environment closer to pupils' everyday reality, in which video games often figure prominently. Indications that primary school teachers that have used video games in the classroom have in some cases observed a significant improvement in several key skills, such as **problem-solving and analytical, social and intellectual skills, spatial coordination, and teamwork**, as well as better levels of concentration. esports can also be incorporated in education and contribute to the acquisition of digital competences and skills. In this regard, Members insisted that video games and esports can be a **valuable teaching tool** and called for better equipment and connectivity in schools.

According to the report, video games and esports can provide significant mental health benefits for many players and have the capacity to disseminate positive values, which should be pursued for the younger audience in particular.

Esports: fair competitive video gaming within a European framework

The report stated that esports and sport are different sectors, not least because the video games used for competitive gaming or esports are played in a digital environment and belong to private entities that enjoy full legal control and all exclusive and unrestricted rights over the video games themselves. The Commission is called on to develop a charter to promote European values in esports competitions, in partnership with publishers, team organisations, clubs and tournament organisers.

Members called on the EU to consider the creation of a **visa** for esports personnel based on the Schengen cultural and sports visas, applicable to all personnel involved in running and participating in esports competitions, and to consider measures to facilitate visa procedures to enable video game workers to come to the EU.

While highlighting that video games can be a social activity allowing users to socialise and spend time together, the EU should adopt a responsible approach to video games and esports by promoting them as **part of a healthy lifestyle** including physical activity, in-person social interaction and cultural engagement.