

Question for written answer E-003793/2025
to the Commission
Rule 144
Catherine Griset (PfE)

Subject: Europe's video game industry threatened by the EU's own regulations

The European video game industry drives innovation, employment and cultural influence, and in 2022 was worth almost EUR 20 billion. However, there is growing suspicion of the sector in Brussels, especially in the context of the future Digital Fairness Act.

The publication of 'key principles' for consumer protection, which took place without consulting with professionals, illustrates a worrying approach: regulations are becoming more restrictive despite the EU purporting to support its industrial champions. Such an approach runs the risk of discouraging investment and increasing the domination of US and Asian competitors.

1. Can the Commission guarantee that the future Digital Fairness Act will not undermine European developers' innovation and competitiveness, instead focusing on self-regulation and investment support?
2. More broadly, how does it intend to reconcile the need to protect minors with promoting a truly strong and competitive European digital ecosystem?

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