

Question for written answer E-004963/2025
to the Commission
Rule 144
Catherine Griset (PfE)

Subject: Development of virtual currencies used in video games

Virtual currencies used in video games, such as Robux from the Roblox game, are used to buy objects, enhancements for avatars or other features within the games themselves.

However, the currencies can also be acquired with real money and used in the game concerned, or on other sites and in other games.

These currencies thus involve the malicious manipulation of minors, but they are also a financial burden for parents.

For this reason, in the US, complaints have been made against the companies that operate the games. The complaints focus mainly on the dearth of adequate measures to protect minors.

In the EU, however, criticism is centred on the shortcomings of the Digital Services Act, which could, if necessary, be complemented by a digital fairness act.

1. Rather than relying on possible self-regulation by the industry or additional European regulation, why not ban – within our internal market – these virtual currencies that are being used in video games and that are dangerous and addictive for minors?
2. Additionally, do these currencies not allow companies from third countries to gain an unfair advantage over their European competitors?

Supporters¹

Submitted: 16.12.2025

¹ This question is supported by Members other than the author: Jean-Paul Garraud (PfE), Valérie Deloge (PfE).