

Question for written answer E-004987/2025
to the Commission
Rule 144
Aura Salla (PPE)

Subject: Competitiveness of the European game industry and the forthcoming Digital Fairness Act

The European game industry is one of the EU's fastest-growing cultural sectors, generating significant innovation, exports and jobs across Member States. With 5 900 game studios in the EU, the combined industry turnover was EUR 18.7 billion in 2023. However, European game developers increasingly face global competition from regions with lighter and more predictable regulatory environments.

The Digital Fairness Act¹ aims to strengthen consumer protection and ensure fair digital markets. While these objectives are important, there is concern that new compliance obligations could further burden smaller European game studios and start-ups, reducing their competitiveness vis-à-vis global actors. At the same time planned simplification measures are insufficient considering the new regulatory burden facing these studios.

1. How will the Commission ensure that the Digital Fairness Act strengthens European competitiveness and the innovation capacity of the European game industry while maintaining strong consumer protection in the EU digital market?
2. Does the Commission see a role for pan-European co-regulation to ensure a fast and efficient response to sector-specific concerns, allowing the maintenance of a horizontal and principle-based consumer protection framework?
3. Will the Commission look at the how the enforcement of existing rules can be improved before devising new rules? The guidelines on Article 28 of the Digital Services Act² already deal with commercial practices in games.

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¹ <https://www.digital-fairness-act.com/>.

² OJ L 277, 27.10.2022, p.1, ELI: <http://data.europa.eu/eli/reg/2022/2065/oj>.