

Question for written answer E-002861/2026
to the Commission
Rule 144
Sibylle Berg (NI)

Subject: Voluntary commitment over consumer protection – Commission response to the European Citizens’ Initiative ‘Stop Destroying Videogames!’

The European Citizens’ Initiative ‘Stop Destroying Videogames’ gathered roughly 1.3 million valid signatures and calls for binding rules to stop publishers deactivating purchased videogames. The Commission has referred to a voluntary industry code of conduct to be developed by the end of 2026, but no binding requirements on the functioning of purchased digital products in the Digital Fairness Act.

1. Does the Commission see this as a precedent whereby the functioning of sold connected products remains voluntary (including but not limited to smart TVs, connected household appliances or electric cars with software-dependent features)?
2. Does the Commission rule out the possibility of manufacturers of other connected everyday devices invoking that precedent? If not, what legal basis would counter it?
3. Does the Commission see a contradiction in the fact that copyright law grants rights holders an exclusive, sanctioned exploitation right – the enforcement of which it supports as regards consumers (e.g. by prosecuting piracy or blocking illegal exchanges) – while rights holders themselves are not obliged to keep works sold functional? How does the Commission justify this imbalance between binding obligations on consumers and non-binding performance obligations on rights holders?

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