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E-002063/2025

Answer given by Executive Vice-President Mînzatu
on behalf of the European Commission
(25.7.2025)

While education policy remains a national competency, the Commission supports innovation in education and training in the EU through cooperation, funding and policy guidance. Thus, the Commission welcomes Romania's new school curriculum on video game development, which promotes essential 21st-century competences.

The Digital Education Action Plan (DEAP)¹ promotes informatics skills like computational thinking, creativity and problem-solving. For example, the EU CodeWeek² supports hands-on and unplugged coding and robotics activities for millions of students. The Commission is also preparing guidelines on high-quality informatics education for primary and secondary teachers, to be published in all EU languages by the end of 2025.

With the new science, technology, engineering, or mathematics (STEM) Education Strategic Plan³, adopted on 5 March 2025, the Commission is addressing shortages of STEM graduates, including in creative industries. In 2026, the Commission plans to pilot STEM education centres connecting schools with businesses, museums and creative industries to foster innovation. Digital transformation is also a priority in 2025 Erasmus+ calls for proposals integrating digital skills assessment, ethical use of generative artificial intelligence, and new data strategies in schools.

The Commission issued a report⁴ analysing skills needs in the video games sector and ways to boost collaborations between educators, policymakers and the industry, along with recommended actions⁵.

The Commission is consulting stakeholders in the DEAP review to shape future EU digital education and skills policy. Although no specific video game development initiative is planned, the Commission is open to supporting digital creativity and interdisciplinary skills through guidance and best practice sharing.

¹ <https://education.ec.europa.eu/focus-topics/digital-education/action-plan>.

² <https://codeweek.eu/>.

³ <https://education.ec.europa.eu/document/stem-education-strategic-plan-legal-document>.

⁴ Understanding the value of a European video games society: <https://op.europa.eu/en/publication-detail/-/publication/075b8bbe-6bd5-11ee-9220-01aa75ed71a1/language-en>.

⁵ Recommendations 1,3 and 5.