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Answer given by Mr McGrath
on behalf of the European Commission
(30.1.2026)

The Commission acknowledges the importance of the video games industry as an innovative and dynamic sector of the EU economy. The Commission has long been supporting the sector through several funding programmes such as Horizon Europe or Creative Europe and under the proposed AgoraEU.

The Commission remains committed to boost the competitiveness of the sector and will also adopt an EU Strategy for video games this year.

The Commission is aware that the preparation of the Key Principles on In-Game Virtual Currencies¹, developed by the Consumer Protection Cooperation Network, involved consultation with stakeholders, including video game industry and consumer organisations, over the past few years.

The upcoming Digital Fairness Act (DFA) will address identified consumer protection gaps in the digital sphere², without duplicating matters addressed by digital legislation. It will also include a simplification element. Regarding video games, the DFA impact assessment will examine whether further action is needed to address specific unfair commercial practices. The protection of minors from harmful functionalities will be a transversal priority of the DFA.

In addition, the Digital Services Act (DSA)³ created a harmonised EU-wide framework for intermediaries that protects users' fundamental rights and promotes a competitive European digital ecosystem. Notably Article 28 of the DSA requires online platforms accessible to minors to provide the highest levels of privacy, safety, and security for minors on their services. The recent Guidelines on the Protection of Minors⁴ provide the Commission's perspective on how online platforms should comply with their obligations under that provision.

¹ CPC network is composed of national authorities responsible for enforcing EU consumer law. The principles are available at: https://commission.europa.eu/document/download/8af13e88-6540-436c-b137-9853e7fe866a_en?filename=Key%20principles%20on%20in-game%20virtual%20currencies.pdf.

² See Commission Staff Working Document 'Fitness Check of EU consumer law on digital fairness' of 3.10.2024, SWD(2024) 230 final.

³ Regulation (EU) 2022/2065 of the European Parliament and of the Council of 19 October 2022 on a Single Market For Digital Services and amending Directive 2000/31/EC (Digital Services Act), OJ L 277, 27.10.2022.

⁴ Available at: <https://digital-strategy.ec.europa.eu/en/library/commission-publishes-guidelines-protection-minors>.