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Answer given by Executive Vice-President Virkkunen  
on behalf of the European Commission  
(17.3.2026)

The protection of minors is a key priority for the Commission. Its Guidelines on the protection of minors online under the Digital Services Act (DSA)<sup>1</sup> are clear: providers of online platforms should ensure that children are not exposed to techniques which can reduce transparency of economic transactions and may be misleading for minors. In that context, the Guidelines give as an example certain virtual currencies<sup>2</sup>. Further, Article 25 DSA bars the use of interfaces that deceive or manipulate recipients<sup>3</sup>.

While not all video games fall within the definition of online platforms under the DSA<sup>4</sup>, other legal instruments exist to protect minors online, such as the consumer protection or data protection acquis<sup>5</sup>.

Providers of video games have to adhere to the existing legal framework if they use virtual currencies. The Commission is in continuous exchanges with other regulators to take stock of the implementation of the existing rules.

The Commission moreover considers that regulatory measures should be complemented, e.g. via awareness raising activities to help minors to attain improved digital literacy. In this regard, the Commission has adopted a European strategy for a Better Internet for Kids (BIK+)<sup>6</sup>.

Virtual currencies, which are common in video games, are equally used by EU and non-EU companies, reflecting this market being global by default. In the context of the preparation of the upcoming Digital Fairness Act the Commission is exploring how to address problematic features in digital products such as social media, video games and e-commerce, in particular as concerns their impact on minors.

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<sup>1</sup> Regulation (EU) 2022/2065.

<sup>2</sup> See Guidelines on measures to ensure a high level of privacy, safety and security for minors online, pursuant to Article 28(4) of Regulation (EU) 2022/2065, (C/2025/5519), paragraph 69.

<sup>3</sup> In this regard the DSA complements Directive 2005/29/EC or Regulation (EU) 2016/679.

<sup>4</sup> Article 3(i) of Regulation (EU) 2022/2065 stipulates that a hosting service is, in general, an online platform if it stores and disseminates information to the public at the request of a recipient of the service.

<sup>5</sup> See the Consumer Protection Cooperation Network's Key Principles on In-game Virtual Currencies, [https://commission.europa.eu/document/8af13e88-6540-436c-b137-9853e7fe866a\\_en](https://commission.europa.eu/document/8af13e88-6540-436c-b137-9853e7fe866a_en).

<sup>6</sup> See in particular regarding video games the AdWiseOnline 2025 initiative: <https://better-internet-for-kids.europa.eu/en/adwiseonline>.