

EN

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Answer given by Mr McGrath  
on behalf of the European Commission  
(31.3.2026)

Consumer protection, competitiveness and sustainable prosperity are mutually reinforcing. The Digital Fairness Act (DFA) will aim to better protect consumers online by addressing identified consumer protection gaps, in full complementarity with existing legislation. The ongoing impact assessment will examine different options, including if specific action is needed especially to protect minors. It will look into various approaches, including co-regulation, to frame the possible measures.

Enforcement of existing legislation is a key priority for the Commission. Investigatory and enforcement actions by the Commission are ongoing based on Article 28(1) of Regulation 2022/2065<sup>1</sup>. National Consumer Authorities, under the existing consumer legislation<sup>2</sup>, are also carrying out investigatory and enforcement actions<sup>3</sup>. The Guidelines on the Protection of Minors<sup>4</sup> offer a significant and meaningful benchmark on which the Commission will base itself when determining the compliance of providers of online platforms accessible to minors with Article 28 of Regulation 2022/2065<sup>5</sup> to provide a high level of privacy, safety and security for minors.

The Commission will pay particular attention at complementarity with the DFA and other relevant rules<sup>6</sup>. By clarifying consumer protection rules, it will facilitate enforcement and improve competitiveness through greater legal certainty, a more level playing field and more harmonisation for traders. It will also include simplification elements.

The Commission is also looking at further possible initiatives to sustain the competitiveness of the European video games sector, further to the Creative Europe programme<sup>7</sup> and the

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<sup>1</sup> The Commission is responsible for enforcement of Article 28(1) onto very large online platforms and search engines. <https://digital-strategy.ec.europa.eu/en/news/commission-scrutinises-safeguards-minors-snapchat-youtube-apple-app-store-and-google-play-under>.

<sup>2</sup> Among others, the Consumer Rights Directive (Directive 2011/83/EU of the European Parliament and of the Council of 25 October 2011 on consumer rights, amending Council Directive 93/13/EEC and Directive 1999/44/EC of the European Parliament and of the Council and repealing Council Directive 85/577/EEC and Directive 97/7/EC of the European Parliament and of the Council) and the Unfair Commercial Practices Directive (Directive 2005/29/EC of the European Parliament and of the Council of 11 May 2005 concerning unfair business-to-consumer commercial practices in the internal market and amending Council Directive 84/450/EEC, Directives 97/7/EC, 98/27/EC and 2002/65/EC of the European Parliament and of the Council and Regulation (EC) No 2006/2004 of the European Parliament and of the Council).

<sup>3</sup> National authorities are responsible for enforcement on other online platforms <https://www.acm.nl/en/publications/acm-launches-investigation-roblox-connection-risks-minors-are-facing>.

<sup>4</sup> Communication from the Commission – 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.

<sup>5</sup> 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 or DSA).

<sup>6</sup> The DFA will, for instance, not reopen or duplicate matters regulated in the Digital Services Act (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).

<sup>7</sup> Regulation (EU) 2021/818 of the European Parliament and of the Council of 20 May 2021 establishing the Creative Europe Programme (2021 to 2027) and repealing Regulation (EU) No 1295/2013.

Commission's equity investment tool MediaInvest<sup>8</sup>, the Commission's proposal for the 'AgoraEU' programme<sup>9</sup> for the period 2028-2034 will continue to contribute the cultural diversity and competitiveness of the video games industries.

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<sup>8</sup> <https://digital-strategy.ec.europa.eu/en/policies/mediainvest>.

<sup>9</sup> Proposal for a Regulation of the European Parliament and of the Council establishing the 'AgoraEU' programme for the period 2028-2034, and repealing Regulations (EU) 2021/692 and (EU) 2021/818.