

**Question for written answer E-000032/2025
to the Commission**
Rule 144
Catherine Griset (Pfe)

Subject: Boosting the European video game industry

In 2022, the turnover from video games in Europe was EUR 24.5 billion. There are 110 000 jobs in the sector, including around 20 000 in France¹.

However, the industry is in danger:

- Firstly, European video game developers are being bought out by foreign companies. For example, Quantic Dream, a French company, was acquired by the Chinese firm NetEase. Another French company, Ubisoft, might also be acquired by China's Tencent;

- Secondly, Europe has fallen behind in the development of generative artificial intelligence, which could greatly boost the creation of video games at a reduced cost.

Despite these challenges, European Union aid for our video game industry is modest (EUR 6 million for video games via the MEDIA strand of the Creative Europe programme in 2022).

1. What percentage of video games purchased on the EU market are European?
2. Will the Commission make the granting of EU aid conditional on companies maintaining studios in Europe?
3. Does the Commission intend to create a European database to train generative artificial intelligence for video games?

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¹ <https://www.robert-schuman.eu/en/european-issues/724-the-video-games-industry-in-europe-current-situation-issues-and-prospects>