



Council of the European Union  
General Secretariat

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LIMITE

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## CONTRIBUTION

From:	General Secretariat of the Council
To:	Cultural Affairs Committee
Subject:	Draft Council conclusions on enhancing the cultural and creative dimension of the European video games sector (doc.11813/23) - Comments from a delegation

Delegations will find attached comments on the above-mentioned document from the IT delegation.

**COMMENTS FROM THE ITALIAN DELEGATION ON THE DRAFT COUNCIL CONCLUSION ON VIDEOGAMES-  
Doc n. 11813/23**

**Detailed observations:**

- **Paragraph 12** – we believe that the listed activities must be specifically aimed at micro, small and medium-sized enterprises. This is a fundamental point, since the Italian video game industry is made up of 40% of micro-enterprises, many of which are start-ups and others are small and medium sized.
- **Paragraph 14** - in agreement with ISTAT (competent authority for Eurostat) – Italy believes that a new observatory is not necessarily useful if there is no way to collect harmonized data at European level. EU statistics on video games should be updated and integrated **into Eurostat cultural statistics**, together with a revision of the NACE codes to improve the inadequacy of the current statistical classification, as also suggested in the EP resolution on e-sports and video games.
- **Paragraph 16** - initiatives to promote a **responsible gaming experience** for young people, especially minors, should be developed in collaboration with the industry, in order to assure a real impact. (As you all know, there is already a form of self-regulation in the video games industry called PEGI – which has the same goals as paragraph 16).
- **Paragraph 18** – the hypothesis of an action plan to promote gender equality in video games has been expunged - given that in Italy we have 44% of women working in the sector, which is a higher gender balance than in other ICT sectors. If such a plan is proposed, it should cover all ICT sectors and not just video games.

**General observation on the text:**

Italy appreciates that **the text recognizes the importance of intellectual property (IP), which is crucial for the growth of the European video games industry**, as well as the cultural and creative value of the video game ecosystem for the European Union, including its **significant contribution to jobs and innovation**. We also advocate the creation of fresh, **more comprehensive sector statistics** that ought **to be incorporated into Eurostat's culture statistics** in order to create the evidence-base data necessary to plan new, cohesive policy efforts. Within this framework, **it is also crucial to develop new distinct NACE codes to address the challenges the sector is facing** and improve the **inadequacy of the current statistical classification** as it was also suggested in the EP resolution on e-sports and video games 2022/2027(INI).