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DRAFT PROGRAMME

Workshop

Protecting Consumers in respect of Video games

Tuesday, 20 January 2009 14:00-16:00

European Parliament, Brussels

Room: A5G-2

Interpretation available FR, DE, EN

The aim of the workshop is to take stock of the social impacts of video games and analyse policy responses to prevent the possible adverse effects of violent video games. The rapid development of video- and internet gaming accentuates the need to find ways to better protect consumers, including solutions relating to age verification systems and the prevention of the spread of violent games under minors. The workshop will discuss the effectiveness of different policy options ranging from voluntary schemes and guidelines versus EU legislation.

14:00 - 14:10 Opening remarks

14:00 - 14:05 Welcoming by IMCO Chair Mrs. Arlene McCarthy (PSE)

14:05 - 14:10 Introduction by Mr. Toine Manders (ALDE), Rapporteur on the IMCO own-initiative report concerning the communication on the protection of consumers, in particular minors, in respect of video games (COM(2008) 207)

14:10 - 15:00 Session 1: Effects and social impacts of videogames

14:10 - 14:20 Presentation by Mr. Jeffrey Goldstein, University of Utrecht
Positive and negative effects stemming from the use of video games

14:20 - 14:30 Presentation (Speaker to be confirmed)
Effectiveness of current measures for the protection of minors in respect of video games

14:30 - 15:00 Discussion

15:00 - 15:30 Session 2: Policy options to prevent adverse effects of video games

15:00 - 15:10 Presentation by Mr. Laurent Baup, Lawyer in charge of the issues related to the protection of minors, freedom of expression and cyber criminality - Forum des Droits sur l'Internet
Difficulties, opportunities and suggestions to improve current system (including the age verification system)

15:10 - 15:20 Presentation by Mr. Patrice Chazerande, ISFE
Industry responses to prevent adverse effects of video games

15:20 - 15:30 Legal expertise - National & EU level Mr. Alexander Scheuer, EMR - Institut für
Europaisches Medienrecht
Different regulatory options to deal with the effects of video games

15:30 - 15:55 Discussion

15:55 - 16:00 **Concluding remarks**

Concluding remarks by the rapporteur Mr. Toine Manders and the Chair Mrs.
Arlene McCarthy