AMENDMENTS
1 - 229

Draft report
Laurence Farreng
(PE731.488v01-00)

E-sport and video games
(2022/2027(INI))
Amendment 1
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Citation 7 a (new)

Motion for a resolution

— having regard to the Commission Communication of 27 October 2011 on the digitisation and online accessibility of cultural material and digital preservation \(^3\),

\(^3\) OJ L 283, 29.10.2011, p. 39–45.

Or. de

Amendment 2
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Citation 7 b (new)

Motion for a resolution

— having regard to the Commission Communication of 11 May 2022 entitled ‘A Digital Decade for children and youth: the new European strategy for a better internet for kids (BIK+)’ (COM(2022)212),

Or. de

Amendment 3
Alexis Georgoulis, Laurence Farreng, Tomasz Frankowski, Ibán García Del Blanco, Niklas Nienås, Salima Yenbou, Irena Joveva

Motion for a resolution
Citation 8 a (new)

Motion for a resolution

—
— having regard to its resolution of 20 October 2021 on the situation of artists and the cultural recovery in the EU (2020/2261(INI)),

Or. en

Amendment 4
Alexis Georgoulis, Martina Michels

Motion for a resolution
Citation 8 b (new)

Motion for a resolution
Amendment

— having regard to World Health Organization’s decision about “the inclusion of gaming disorder in ICD-11 (International Classification of Diseases) as based on reviews of available evidence and reflecting a consensus of experts from different disciplines and geographical regions that were involved in the process of technical consultations undertaken by WHO in the process of ICD-11 development”; having regard that “the inclusion of gaming disorder in ICD-11 follows the development of treatment programmes for people with health conditions identical to those characteristic of gaming disorder in many parts of the world, and will result in the increased attention of health professionals to the risks of development of this disorder and, accordingly, to relevant prevention and treatment measures”;

1a WHO https://www.who.int/news-room/questions-and-answers/item/addictive-behaviours-gaming-disorder

Or. en

Amendment 5
Motion for a resolution

— having regard to International Olympic Committee’s decision to launch the Olympic Virtual Series (OVS), “the first-ever, Olympic-licensed event for physical and non-physical virtual sports”, as “a new, unique Olympic digital experience that aims to grow direct engagement with new audiences in the field of virtual sports, as in line with Olympic Agenda 2020+5 and the IOC’s Digital Strategy”, as it encourages “sports participation and promotes the Olympic values, with a special focus on youth”;  

1a International Olympic Committee (IOC)  

Amendment 6  
Tomasz Piotr Poręba

Motion for a resolution

— having regard to its resolution of 23 November 2021 entitled ‘EU sports policy: assessment and possible ways forward’, and in particular its call for the EU institutions to launch a debate on the future and on the opportunities of e-sports and to collect data in order to assess this sector and present a study on its social and economic impact,
Amendment 7
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Citation 13 a (new)

Motion for a resolution

— having regard to conclusions adopted by the Council on 21 May 2014 on cultural heritage as a strategic resource for a sustainable Europe\(^9a\);


Amendment 8
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital A

Motion for a resolution

A. whereas the video game ecosystem has become a leading cultural and creative industry (CCI) all over the world, with an estimated European market size of EUR 23.3 billion in 2020\(^1\), and has great potential for growth; whereas this industry is the only CCI to have experienced turnover growth during the COVID-19 crisis\(^2\);
COVID-19 crisis

Amendment 9
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital A

A. whereas the video game ecosystem has become a leading cultural and creative industry (CCI) all over the world, with an estimated European market size of EUR 23.3 billion in 2020\(^\text{11}\), and has great potential for growth; whereas this industry is the only CCI to have experienced turnover growth during the COVID-19 crisis\(^\text{12}\);
Motion for a resolution
Recital A a (new)

A a. whereas the large European consumer market, estimated at EUR 23.3 billion in 2020\(^1\), is fragmented and mainly operated through non-European platforms that also intermediate in the distribution and exploitation of European games worldwide;

\(^1\) ISFE, Europe’s Video Games Industry, ISFE-EGDF Key Facts, 2021

Amendment 11
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital A b (new)

A b. whereas the success of European video game streamers and e-sports clubs and tournaments shows that younger generations of European citizens are actively seeking to participate in the new creator economy driven by video games; whereas national, regional and global e-sports tournaments could be perceived as fostering cultural exchanges and promote European culture and values;

Amendment 12
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Recital A a (new)
Motion for a resolution

Amendment

A a. whereas the video game ecosystem constitutes an integral part of the cultural and creative industries, which has successfully inspired many other creative and cultural industries, such as films and books;

Or. de

Amendment 13
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerervert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital B

Motion for a resolution

Amendment

B. whereas the video game industry employed approximately 87 000 people in Europe in 2019, of whom only an estimated 20% are women;

B. whereas only 20% of the employees in the video game industry in Europe are women; whereas the number of women working in any role or competing in e-sports is only around 5%; whereas getting more women into video games, including on senior management positions, and e-sports should be framed as a national, international and strategic priority; whereas there is a lack of available data on persons with disabilities and minorities employed by the video game sector;

_________________
14 Ibid.

14 Ibid.

Or. en

Amendment 14
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital B

AM\1257088EN.docx 9/107 PE732.723v01-00
Motion for a resolution

B. whereas the video game industry employed approximately 87,000 people in Europe in 2019, of whom only an estimated 20% are women;

B. whereas the video game industry has a strong gender imbalance; of the approximately 87,000 employees in Europe in 2019, only an estimated 20% are women, while in 2019 only a 5% of video games protagonists were female, lower than a 9% in 2015, while 47% of European video gamers are women.

______________________________
14 Ibid.

14 Ibid.
15a https://www.wired.com/story/e3-2019-female-representation-videogames

Or. en

Amendment 15
Chiara Gemma

Motion for a resolution
Recital B a (new)

Motion for a resolution

Ba. whereas the e-sports sector is constantly growing and yet lacks specific legislation in almost all Member States;

Or. it

Amendment 16
Chiara Gemma

Motion for a resolution
Recital B b (new)
Motion for a resolution

Amendment

Bb. whereas the lack of formal recognition by means of specific legislation exposes athletes to considerable risks and abuses, particularly those who are minors, whose numbers are steadily growing and who, by their very nature, require enhanced legal protection;

Or. it

Amendment 17
Chiara Gemma

Motion for a resolution
Recital B c (new)

Motion for a resolution

Amendment

Bc. whereas there is a need to protect the mental and physical health of athletes who spend on average between eight and ten hours a day in front of a screen, often with few breaks;

Or. it

Amendment 18
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital C

Motion for a resolution

Amendment

C. whereas half of all Europeans consider themselves to be video game players, of whom almost half are women, and the average age of a video game player in Europe is 31.3 years\textsuperscript{15}; whereas, although there is still a long way to go, continued efforts are being made by the video game sector to increase accessibility
in their offer in accordance with the principles of equality and non-discrimination\textsuperscript{15a};

\textsuperscript{15} Ibid.

Amendment 19
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Recital C

\textit{Motion for a resolution} \hspace{1cm} \textit{Amendment}

C. whereas half of all Europeans consider themselves to be video game players, of whom almost half are women, and the average age of a video game player in Europe is 31.3 years\textsuperscript{15};

\textsuperscript{15} Ibid.
\textsuperscript{15a} COM(2022)212.

Amendment 20
Niklas Nienåß

Motion for a resolution
Recital C a (new)

\textit{Motion for a resolution} \hspace{1cm} \textit{Amendment}

\textbf{C a.} whereas the video game market is highly competitive and saturated with products of a high standard; whereas
European video game developers should be enabled to compete at the highest levels in the global market;

Amendment 21
Hannes Heide, Domèneck Ruiz Devesa, Ibán García Del Blanco

Motion for a resolution
Recital C a (new)

Motion for a resolution Amendment
C a. whereas many video game players are young people who are in the middle of their intellectual, mental, social and physical development;

Amendment 22
Hannes Heide, Domèneck Ruiz Devesa, Ibán García Del Blanco

Motion for a resolution
Recital C b (new)

Motion for a resolution Amendment
C b. whereas the Covid-19 pandemic has already led to a deterioration in the physical fitness and mental health of young people;

Amendment 23
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital D
D. whereas the video game industry has a complete value chain based on innovation and creativity, bringing together a wide range of skills and know-how; whereas a video game is first and foremost a work of intellectual property (IP) on which the value chain is based;

D. whereas the video game industry has a complete value chain based on innovation and creativity, bringing together a wide range of skills and know-how; whereas a video game is first and foremost a work of intellectual property (IP) of its creators - developers, producers, programmers, graphic designers, composers, musicians and a range of other workers in the sector - on the creative work and contribution of which the value chain is based;

Amendment 24
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital D

D. whereas the video game industry has a complete value chain based on innovation and creativity, bringing together a wide range of skills and know-how; whereas a video game is first and foremost a work of intellectual property (IP) on which the value chain is based;

Amendment

D. whereas the video game industry has a complete value chain based on innovation and creativity, bringing together a wide range of skills and know-how; whereas a video game is first and foremost a work of intellectual property (IP) on which the value chain is based; whereas the issue of IP ownership and control increases the complexity of the legal structure of the ecosystem, and creates new legal challenges for streamers, developers, publishers and third-party content holders;

Amendment 25
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Recital D
Motion for a resolution

D. whereas the video game industry has a complete value chain based on innovation and creativity, bringing together a wide range of skills and know-how; whereas a video game is first and foremost a work of intellectual property (IP) on which the value chain is based;

Amendment

D. whereas the video game industry has a complete value chain based on innovation and creativity, bringing together a wide range of skills and know-how for writing, design, digital development, publishing, distribution or localisation; whereas a video game is first and foremost a work of intellectual property (IP) on which the value chain is based;

Or. en

Amendment 26
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Recital D a (new)

Motion for a resolution

D a. whereas intellectual property (IP) is central to video games and constitutes a key factor for investments and growth;

Amendment

D a. whereas intellectual property (IP) is central to video games and constitutes a key factor for investments and growth;

Or. en

Amendment 27
Alexis Georgoulis

Motion for a resolution
Recital E

Motion for a resolution

E. whereas the European video game industry is mainly made up of small and medium-sized enterprises (SMEs);

Amendment

E. whereas the European video game industry is mainly made up of small and medium-size enterprises (SMEs) of vital importance to the European economy and particularly for the CCS and therefore, due to be especially supported;

Or. en
Amendment 28
Victor Negrescu

Motion for a resolution
Recital E a (new)

Motion for a resolution

Amendment

E a. whereas video games are complex creative works protected both by the computer programs directive 2009/24 and the copyright directive 2001/29 and have a unique and creative value as recognised by the Court of Justice of the EU[16];
[16] Judgement of the CJEU Case C-355/12

Or. en

Amendment 29
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital E a (new)

Motion for a resolution

Amendment

E a. whereas video games are complex creative works protected both by the computer programs directive 2009/24 and the copyright directive 2001/29 also updated by 2019/790, and have a unique and creative value as recognised by the Court of Justice of the EU1a.

1a Judgement of the CJEU Case C-355/12.

Or. en

Amendment 30
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas
Motion for a resolution
Recital E a (new)

Amendment

E a. whereas the Court of Justice of the EU has recognised video games as complex creative works, protected both by the computer programs directive 2009/24 and the copyright directive 2001/29;

Or. en

Amendment 31
Petra Kamerever, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Recital E a (new)

Amendment

Ea. whereas so-called loot boxes containing random objects are becoming more common in video games and usually are accessible through the game or can optionally be paid for with real money; whereas they can lead to problematic game designs, which could have negative psychological and financial consequences through unwanted or uncontrolled purchases, especially for children and young people; whereas, loot boxes have previously been classified as gambling in Belgium, the Netherlands and Slovakia, and were banned in Belgium and the Netherlands15a;


Or. de
Amendment 32
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital E b (new)

Motion for a resolution

Amendment

E b. whereas video games constitute complex matter comprising not only a computer program but also graphic and sound elements, which, although encrypted in computer language, have a unique creative value which cannot be reduced to that encryption. In so far as the parts of a video game, in this case, the graphic and sound elements, are part of its originality, they are protected, together with the entire work by copyright in the context of the system established by Directive 2001/29 as recognised by the Court of Justice of the European Union;

Or. en

Amendment 33
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Recital F

Motion for a resolution

Amendment

F. whereas competitive video gaming, otherwise known as e-sport, could be considered not only part of the video game sector, but also part of the culture, media and sports sectors, and has clear digital and competitive elements;

F. whereas e-sports are leagues, competitive circuits, tournaments, or similar competitions where individuals or teams play video games, typically for spectators, either in-person or online, for the purpose of entertainment, prizes, or money; whereas e-sport, could be considered not only part of the video game sector, but also part of the culture and media sectors, and has clear digital and competitive elements;
Amendment 34
Helène Fritzon, Ibán García Del Blanco, Petra Kammerervert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital F

Motion for a resolution
F. whereas competitive video gaming, otherwise known as e-sport, could be considered not only part of the video game sector, but also part of the culture, media and sports sectors, and has clear digital and competitive elements;

Amendment
F. whereas e-sports are competitions in which individuals or teams play video games, in person or online, generally in front of spectators; whereas the definition encompasses a human element, such as players, a digital element, such as video games, and a competitive element;

Or. en

Amendment 35
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital F

Motion for a resolution
F. whereas competitive video gaming, otherwise known as e-sport, could be considered not only part of the video game sector, but also part of the culture, media and sports sectors, and has clear digital and competitive elements;

Amendment
F. whereas competitive video gaming, otherwise known as e-sport, could be considered not only part of the video game sector, but also part of the culture and media, and has clear digital and competitive elements;

Or. en

Amendment 36
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital G
G. whereas the video game and e-sport ecosystems are strongly impacted by innovation and must constantly be reinvented;

G. whereas the video game and e-sports ecosystems are strongly impacted by technological, research and creative innovation and must constantly be reinvented, and in high speeds, because otherwise it is not possible to survive, and therefore should receive specialized support by relevant European policies;

Amendment 37
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital G a (new)

Motion for a resolution
Amendment

G a. whereas the European games industry is currently struggling with a chronic talent shortage in unfilled positions;

Amendment 38
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Lokkegaard, Salima Yenbou

Motion for a resolution
Recital H

Motion for a resolution
Amendment

H. whereas these ecosystems still lack the harmonised data, definitions and legal frameworks required to enable them to embrace their full potential;

H. whereas these ecosystems still lack the harmonised data, definitions and legal frameworks required to enable them to embrace their full potential; whereas this support is sometimes direct, as with the Creative Europe programme, or indirect, for example via Horizon Europe; whereas public policies in favour of video games
Motion for a resolution
Recital I

I. whereas the video games ecosystem is private, but benefits from measures and incentives at national and EU level; which should then benefit back European citizens;

Amendment

I. whereas the video games ecosystem is private, but benefits from measures and incentives at national and EU level which should then benefit back European citizens;

Motion for a resolution
Recital K

K. whereas video games and e-sports have great potential for use in EU educational policies and lifelong learning; whereas the use of video games in the classroom often encourages students to pursue careers in science, technology, engineering, the arts and maths (STEAM), and e-sports can help to develop several skills which are essential in a digital society; whereas video games and e-sports are widely accessible and can be used to increase inclusivity and diversity in learning environments such as in the classroom and throughout life;

Amendment

K. whereas video games and e-sports have great potential for use in EU educational policies and lifelong learning; whereas the use of video games in the classroom often encourages students to pursue careers in science, technology, engineering, the arts and maths (STEAM), and e-sports can help to develop several skills which are essential in a digital society; whereas video games and e-sports are widely accessible and can be used to increase inclusivity and diversity in learning environments such as in the classroom and throughout life;
Amendment 41
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital K a (new)

Motion for a resolution

Amendment

K a. whereas there are indications that teachers that have used video games in the classroom in primary education observed in some cases a significant improvement in several key skills such as problem-solving and analytical, social and intellectual skills, as well as an increase in concentration;

Or. en

Amendment 42
Alexis Georgoulis, Laurence Farreng, Tomasz Frankowski, Ibán García Del Blanco, Niklas Nienàß, Salima Yenbou, Irena Joveva

Motion for a resolution
Recital K a (new)

Motion for a resolution

Amendment

K a. whereas video games have proven to be a powerful, cross-sectoral medium, at the confluence of arts and technologies, building on the experiences of various artistic techniques while intertwining them with innovative technologies;

Or. en

Amendment 43
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Recital K a (new)
Motion for a resolution

K a. whereas video games bear a dual role of in the ecological transition, both as an industry that must act to become more ecological, and as a medium for raising players' awareness of climate and environmental issues;

Or. en

Amendment 44
Victor Negrescu

Motion for a resolution
Recital K a (new)

Motion for a resolution

K a. whereas the pilot project Understanding the value of a European gaming society will highlight the value of the European gaming sector by looking at the cultural and social impact of videogames in society;

Or. en

Amendment 45
Hannes Heide, Domènec Ruiz Devesa, Ibán García Del Blanco

Motion for a resolution
Recital K a (new)

Motion for a resolution

K a. whereas playing video games and e-sports is also a social activity that allowed users to socialise and spend time together during the Covid-19 pandemic;

Or. en
Amendment 46
Tomasz Piotr Poręba

Motion for a resolution
Recital K a (new)

Motion for a resolution

Amendment

K a. whereas esport is an interdisciplinary industry that can be successfully used as a tool in the education of school and university students;

Or. en

Amendment 47
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital K b (new)

Motion for a resolution

Amendment

K b. whereas videogames area cultural product whose production relies on large investments in Research and Innovation; whereas the video games sector has been a pioneer in artificial intelligence, virtual reality, enhanced computing capabilities, which spills over to other sectors; whereas the innovative value of the sector should also be acknowledged, as much as its cultural added-value;

Or. en

Amendment 48
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital K b (new)

Motion for a resolution

Amendment
K b. whereas video games have the ability to bring the school environment closer to pupils’ everyday reality in which video games often figure prominently;

Or. en

Amendment 49
Hannes Heide, Domènec Ruiz Devesa

Motion for a resolution
Recital K b (new)

Motion for a resolution

Amendment

K b. whereas some video games and e-sports usually can contain online features that can be misused for online violence, harassment or fake news;

Or. en

Amendment 50
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital L

Motion for a resolution

Amendment

L. whereas e-sport is still a young sector at EU and national level;

L. whereas e-sport is still a young phenomenon with high capacity to evolve and transform other audiovisual formats at EU and national level and which is developed differently across Member States;

Or. en

Amendment 51
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere
Motion for a resolution
Recital L a (new)

L a. whereas e-sports represents opportunities and challenges for the European society; whereas challenges includes the stigma against women, precautions against cheating, the discrepancy between the publisher's control and the use of its product as a contribution to society as well as environmental sustainability;

Or. en

Amendment 52
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital M

M. whereas e-sports differ from traditional sports in that they are digital by definition; whereas e-sport is a phenomenon that takes place in an essentially private setting, with the IP and competition rights belonging to the game publisher;

Motion for a resolution

Amendment

M. whereas e-sports differ from sport in that they are digital by definition; whereas e-sport is a phenomenon that is essentially organised by private entities, with the IP rights belonging to the game publisher and competition rights either to the game publisher or arranged on a contract-by-contract basis, although the users are citizens with fundamental rights that should be fairly and equally protected according to the EU Charter of Fundamental Rights in this complex space;

Or. en

Amendment 53
Victor Negrescu

Motion for a resolution
Recital M
Motion for a resolution

M. whereas e-sports differ from traditional sports in that they are digital by definition; whereas e-sport is a phenomenon that takes place in an essentially private setting, with the IP and competition rights belonging to the game publisher;

Amendment

M. whereas e-sports differ from sports in that they are digital by definition; whereas e-sport is a phenomenon that takes is essentially organised by private entities, with the IP rights belonging to the game publisher;

Amendment 54
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital M a (new)

Motion for a resolution

M. whereas e-sports have a major strength compared to traditional sports since it can be practiced by people from completely different situations and backgrounds and the potential for e-sports to be inclusive is therefore substantial;

Amendment

M. whereas the values of sport do not correspond to the values of some of the games operated as esports, such as first-person shooters;

Amendment 55
Tomasz Piotr Poręba

Motion for a resolution
Recital M a (new)

Motion for a resolution

M. whereas e-sports differ from traditional sports in that they are digital by definition; whereas e-sport is a phenomenon that takes place in an essentially private setting, with the IP and competition rights belonging to the game publisher;
Amendment 56
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital N

N. whereas e-sport is a mass entertainment activity, characterised by both a large player base and a small number of professional teams;

Amendment
N. whereas e-sports is an increasingly popular entertainment activity, characterised by both a large video game player base and a small number of professional players and teams; whereas e-sports can be practiced at amateur, semi-professional, or professional level by teams and players;

Or. en

Amendment 57
Niklas Nienaß

Motion for a resolution
Recital N

N. whereas e-sport is a mass entertainment activity, characterised by both a large player base and a small number of professional teams;

Amendment
N. whereas e-sport is an increasingly popular mass entertainment activity, characterised by both a large video game player base and a small number of professional players and teams; whereas e-sports can be practiced at amateur, semi-professional, or professional level by teams and players;

Or. en

Amendment 58
Victor Negrescu

Motion for a resolution
Recital N
Motion for a resolution

N. whereas e-sport is a mass entertainment activity, characterised by both a large player base and a small number of professional teams;

Amendment

N. whereas e-sport is an increasingly popular entertainment activity, characterised by both a large video game player base and a small number of professional players and teams; whereas e-sports can be practised at amateur, semi-professional, or professional level by teams and players;

Amendment 59

Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution

Recital N

Motion for a resolution

N. whereas e-sport is a mass entertainment activity, characterised by both a large player base and a small number of professional teams;

Amendment

N. whereas e-sports are increasingly popular entertainment activities, characterised by both a large video game player base and a small number of professional players and teams;

Or. en

Amendment 60

Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution

Recital N

Motion for a resolution

N. whereas e-sport is a mass entertainment activity, characterised by both a large player base and a small number of professional teams;

Amendment

N. whereas e-sport is a mass entertainment activity, characterised by both a large video game player base and a small number of professional teams;

Or. en
Amendment 61
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital N a (new)

Motion for a resolution

Amendment

N a. whereas e-sports starts with amateurism and may lead to many different professional career paths, a lot of which are newly-created and in the context of and facilitating the European digital shift;

Or. en

Amendment 62
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital N a (new)

Motion for a resolution

Amendment

N a. whereas many players, in particular female players, have experienced harassment and hate from other players online;

Or. en

Amendment 63
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Recital O

Motion for a resolution

Amendment

O. whereas the video game and e-sport sector is above all founded on a highly internationalised market with few barriers

O. whereas the video game and e-sport sector is above all founded on a highly internationalised market with few barriers
to the circulation of goods and services; whereas access to the latest hardware and software is critical for the dynamism and competitiveness of the European video game and esport ecosystems;

Amendment 64
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital O

Motion for a resolution

O. whereas the video game and e-sport sector is above all founded on a highly internationalised market with few barriers to the circulation of goods and services; but their distribution mainly operates through non-European platforms;

Amendment

O. whereas the video game and e-sport sector is above all founded on a highly internationalised market with few barriers to the circulation of goods and services; but their distribution mainly operates through non-European platforms;

Amendment 65
Alexis Georgoulis, Laurence Farreng, Tomasz Frankowski, Ibán García Del Blanco, Niklas Nienaß, Salima Yenbou, Irena Joveva

Motion for a resolution
Recital O a (new)

Motion for a resolution

O a. whereas, as in many creative sectors, workers in the video game sector in the run-up to the release of a game are particularly subject to a very high work rate, known as "crunch", consisting of often unpaid overtime; whereas these working conditions can be detrimental to workers;

Amendment

O a. whereas, as in many creative sectors, workers in the video game sector in the run-up to the release of a game are particularly subject to a very high work rate, known as "crunch", consisting of often unpaid overtime; whereas these working conditions can be detrimental to workers;
Amendment 66
Helène Fritzon, Ibán García Del Blanco, Petra Kammerer-vént, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Recital O a (new)

Motion for a resolution Amendment
O a. whereas the problem of illicit betting is an issue that also affects the video game industry and regulations to tackle this issue are required to ensure the integrity, safety, and sustainable growth of the sector;

Or. en

Amendment 67
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ŏuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Recital O a (new)

Motion for a resolution Amendment
O a. whereas, although the European Union is a major player in the video game ecosystem, the industry is largely dominated by extra European players;

Or. en

Amendment 68
Tomasz Piotr Poręba

Motion for a resolution
Recital O a (new)

Motion for a resolution Amendment
O a. whereas the electronic sports industry is facing problems of gambling
(lootboxing), doping and match-fixing;

Or. en

Amendment 69
Catherine Griset

Motion for a resolution
Recital O a (new)

Motion for a resolution

Amendment

Oa. whereas there is a real risk of addiction, particularly in the case of networked games and multi-player role games, and whereas these symptoms are characterised by anxiety or depressive symptoms, relational consequences (isolation, abandonment of other leisure activities), lack of sleep, lack of appetite, muscle wasting, musculoskeletal disorders, educational/professional consequences (reduced ability to concentrate and memorise, disengagement, failure, dropping out of school, dismissal);

Or. fr

Amendment 70
Alexis Georgoulis, Martina Michels

Motion for a resolution
Recital O b (new)

Motion for a resolution

Amendment

Ob. whereas there is no cohesive EU strategy on video games and e-sports to align with the growing European video game industry and its impact on the Cultural and Creative Sectors and on our whole economy and society, which could be rather beneficial only if appropriate EU policy is set in place, while without timely EU regulation the high speed of the
growth of the video games and e-sports are about to bring challenges in the near EU future, that will force the EU to take action, yet not proactively;

Or. en

Amendment 71
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 1

Motion for a resolution
1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth; calls for the development of a long-term video game strategy, also taking into account e-sports;

Amendment
1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth and innovation; calls for the development of a long-term European video game strategy, also taking into account e-sports, building upon the targets of the 2030 Digital Compass Communication, to enhance access to talent and financing, to address the shortage of digital skills, and to provide reliable infrastructures and connectivity;

Or. en

Amendment 72
Victor Negrescu

Motion for a resolution
Paragraph 1

Motion for a resolution
1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth; calls for the development of a long-term video game strategy, also taking into account e-sports;

Amendment
1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth and innovation; calls for the development of a long-term video game strategy, also taking into account e-sports, building upon the
targets of the 2030 Digital Compass Communication, to enhance access to talent and financing, to address the shortage of digital skills, and to provide reliable infrastructures and connectivity;

Or. en

Amendment 73
Niklas Nienäß

Motion for a resolution
Paragraph 1

1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth; calls for the development of a long-term video game strategy, also taking into account e-sports; building upon the targets of the 2030 digital compass communication, to enhance access to talent and financing, to address the shortage of digital skills, and to provide reliable infrastructures and connectivity;

Or. en

Amendment 74
Gianantonio Da Re

Motion for a resolution
Paragraph 1

1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth; calls for the development of a long-term video game strategy, also taking into account e-sports, bearing in mind that e-sports are
no substitute for physical sport but can help in understanding sports dynamics;

Amendment 75
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 1

Motion for a resolution
Amendment

1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth; calls for the development of a long-term video game strategy, also taking into account e-sports;

1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth; calls for the development of a coherent European long-term video game strategy, also taking into account e-sports, as a complement to already existing national strategies and in order to support EU actors and EU start-ups in these sectors;

Amendment 76
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 1

Motion for a resolution
Amendment

1. Calls on the Commission and the Council to formally acknowledge the value of the video game ecosystem as a major CCI with strong potential for growth; calls for the development of a long-term video game strategy, also taking into account e-sports;

1. Calls on the Commission and the Council to acknowledge the value of the video game ecosystem as a major CCI with strong potential for further growth; calls for the development of a long-term video game strategy, also taking into account e-sports;

Or. de
Amendment 77
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 1 a (new)

1 a. Urges the Commission to properly reflect the role of those who create video games - e.g. producers, developers, programmers, graphic designers, composers, musicians and all video games workers - in any EU strategy on the video game sector and to ensure that they benefit fairly and adequately from the sector's economic boom and any political decisions and actions at Union and Member State level;

Or. en

Amendment 78
Helène Fritzon, Ibán García Del Blanco, Petra Kammerervert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 2

2. Considers that the creation of a truly integrated European video game sector entails increasing the number of co-productions involving European actors; welcomes the fact that the Creative Europe Programme funds the European video game sector; regrets, however, the low amount of funding committed so far;

2. Considers that the creation of a truly integrated European video game sector entails involving European actors; welcomes the fact that the Creative Europe Programme funds the European video game sector; regrets, however, that those funds are not well coordinated with the needs of the sector, and the low amount of funding committed so far; calls in this regard on the Commission and the Member States to further invest in R&D and training in order to maximise the game creation opportunities across Member States and to retain European talents;

Or. en

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Amendment 79
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 2

2. Considers that the creation of a truly integrated European video game sector entails increasing the number of co-productions involving European actors; welcomes the fact that the Creative Europe Programme funds the European video game sector; regrets, however, the low amount of funding committed so far; and the fact that the eligibility criteria are not adapted to the sector’s needs, especially for SMEs;

Or. en

Amendment 80
Petra Kammerevert, Victor Negrescu

Motion for a resolution
Paragraph 2

2. Considers that the creation of a truly integrated European video game sector depends on increasing the number of productions and co-productions by European development studios; welcomes the fact that the Creative Europe and Horizon Europe programmes fund the European video game sector, including research and innovation, through specific calls for tender with European added value; regrets, however, the low amount of funding committed so far;

Or. de
Amendment 81
Alexis Georgoulis, Laurence Farreng, Tomasz Frankowski, Ibán García Del Blanco, Niklas Nienaß, Salima Yenbou, Irena Joveva

Motion for a resolution
Paragraph 2 a (new)

Motion for a resolution
Amendment

2 a. Underlines that the growing video game sector offers an increasing number of new job opportunities for many cultural creators, such as game developers, designers, writers, music producers and other artists, which any Union action in this field and especially funding activities should take into consideration

Or. en

Amendment 82
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė

Motion for a resolution
Paragraph 2 a (new)

Motion for a resolution
Amendment

2 a. Calls on the Commission to support public and private initiatives that contribute to the development of a more competitive European video games landscape, by paying special attention to talent development, IP creation and business positioning;

Or. en

Amendment 83
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas
Motion for a resolution
Paragraph 2 a (new)

2 a. Calls on the Commission and Member States to ensure that European video game developers have access to new markets, therefore improving dissemination and recognition of European video game content internationally;

Amendment 84
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Paragraph 2 b (new)

2 b. Underlines that national incentives and support for local video game developments, including SMEs should be encouraged and facilitated through a review of the European state aid rules, such as the General Block Exemption Regulation;

Amendment 85
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 3

3. Calls on the Commission to map and define the European video game industry, and to foster the creation of a ‘European Video Game’ label to improve

3. Calls on the Commission to map and define the European video game industry, and to foster the creation of a ‘European Video Game’ label, as well as
the discoverability and encourage the dissemination of video games created in Europe; initiatives at local, national, regional and European level ensuring that European videogame developers receive national and international recognition and exposure to new markets to improve their discoverability and encourage the dissemination of video games created in Europe; notes however that a European video game label in itself may not suffice to improve discoverability and dissemination; highlights that European studios need support in order to improve access to trade missions and attend the market places where publishers and distributors are present to promote and market their creations; suggests the Commission to support the creation of national and European game awards as they are important for such promotion and recognition;

Amendment 86
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 3

Motion for a resolution

3. Calls on the Commission to map and define the European video game industry, and to foster the creation of a ‘European Video Game’ label to improve the discoverability and encourage the dissemination of video games created in Europe;

Amendment

3. Underlines the importance to promote and support trade and marketing of video games created in Europe at the global level; calls in this context on the Commission to map and define the European video game industry, and to assess and, if appropriate, consider the creation of a ‘European Video Game’ label to improve the discoverability and encourage the dissemination of video games created in Europe;
Motion for a resolution
Paragraph 3

3. Calls on the Commission to map and define the European video game industry, and to foster the creation of a ‘European Video Game’ label to improve the discoverability and encourage the dissemination of video games created in Europe;

Amendment
3. Calls on the Commission to map and define the European video game industry, including through a potential revision of NACE codes, and to foster the creation of a ‘European Video Game’ label to improve the discoverability and encourage the dissemination of video games created in Europe;

Or. en

Amendment 88
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 3

3. Calls on the Commission to map and define the European video game industry, and to foster the creation of a ‘European Video Game’ label to improve the discoverability and encourage the dissemination of video games created in Europe;

Amendment
3. Calls on the Commission to map and define the European video game industry, and to foster initiatives at national and European level to improve the discoverability and dissemination of video games created in Europe;

Or. en

Amendment 89
Alexis Georgoulis

Motion for a resolution
Paragraph 3 a (new)
3 a. Calls the Commission to collaborate with the stakeholders, the Civil Society and experts of Videogames in order to establish widely accepted, universal and harmonized terminology and definitions, broad enough to cover all issues, categories and participants and at the same time, specific enough to manage to provide effective regulation policies, leaving no one behind, as well as comparable data, necessary for mapping and monitoring of the sector due to be collected and updated at a regular basis and in the longrun;

Or. en

Amendment 90
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 3 a (new)

Motion for a resolution

3 a. Stresses the importance of the localisation process for the successful circulation of a game in a multilingual market such as the European Union, and for the promotion of linguistic diversity;

considering that strong support from the European Union in this matter would be appropriate;

Or. en

Amendment 91
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 4

Motion for a resolution

Amendment
4. Calls on the Commission to create a European Video Game Observatory to provide decision-makers and stakeholders with harmonised data, assessments and concrete recommendations with a view to developing the sector;

4. Stresses that it is essential to have harmonised, reliable and comparable European industry data on the video game and e-sports sectors in order to deliver evidence-based assessments and recommendations; calls for aligning relevant NACE codes in which video game developers, publishers and e-sports are reviewed, clarified and streamlined; calls furthermore on the Commission to create a European Video Game Observatory to support and provide decision-makers and stakeholders with harmonised data, assessments and concrete recommendations with a view to developing the sector; considers that the European Video Game Observatory should be seen as a knowledge network to support dialog for a more integrated sector;

Amendment 92
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 4

Motion for a resolution

4. Calls on the Commission to create a European Video Game Observatory to provide decision-makers and stakeholders with harmonised data, assessments and concrete recommendations with a view to developing the sector;

Amendment

4. Calls on the Commission to create a European Video Game Observatory, as well as to ensure that there are clear NACE statistical classification categories for the video game sector and for e sports to provide decision-makers and stakeholders with harmonised data, assessments and concrete recommendations with a view to developing the sector and improving the working conditions of all those employed in it, leaving no one behind;

Or. en
Amendment 93
Alexis Georgoulis

Motion for a resolution
Paragraph 4 a (new)

4 a. Is concerned that the absence of public data on the video games sector is linked to the inadequacy of the current statistical classification, under which games are covered in an unclear manner; calls therefore Eurostat to improve videogames data clarifying and harmonizing among member states categories of different video game companies and including within the national statistical classification systems all participants throughout the value chain of the sector, in a comparable manner;

Or. en

Amendment 94
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 4 a (new)

4 a. Insists on the need to develop a European strategy for IP in video games; considers that such a strategy can both rely on the creation of original IP and promote existing European creations and IP;

Or. en

Amendment 95
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou
Motion for a resolution
Paragraph 5

5. Welcomes the Council’s position on a European strategy for the cultural and creative industrial ecosystem, in particular on the definition, protection and promotion of our strategic cultural assets; declares its readiness to move forward on this subject, in particular with regard to European video game studios and catalogues;

Amendment 96
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 5

5. Welcomes the Council’s position on a European strategy for the cultural and creative industrial ecosystem, in particular on the definition, protection and promotion of our strategic cultural assets; declares its readiness to move forward on this subject, in particular with regard to European video game studios and catalogues; is of the opinion that further European investment should be channeled to the sector and that InvestEU and Media Invest could help in ensuring that its financing needs are being met;

5. Welcomes the Council’s position on a European strategy for the cultural and creative industrial ecosystem, in particular on the definition, protection and promotion of our strategic cultural assets; declares its readiness to move forward on this subject, in particular with regard to European video game studios and catalogues; equally calls on the European Commission to include video games in the sectors to be covered by the General Block Exemption Regulation;

Amendment 97
### Catherine Griset

**Motion for a resolution**  
**Paragraph 5**

<table>
<thead>
<tr>
<th>Motion for a resolution</th>
<th>Amendment</th>
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<tbody>
<tr>
<td>5. Welcomes the Council’s position on a European strategy for the cultural and creative industrial ecosystem, in particular on the <strong>definition,</strong> protection and promotion of our strategic cultural assets; declares its readiness to move forward on this subject, in particular with regard to European video game studios and catalogues;</td>
<td>5. Welcomes the Council’s position on a European strategy for the cultural and creative industrial ecosystem, in particular on the protection and promotion of our strategic cultural assets; declares its readiness to move forward on this subject, in particular with regard to European video game studios and catalogues;</td>
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<td>Or. fr</td>
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### Amendment 98
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Šuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

**Motion for a resolution**  
**Paragraph 5 a (new)**

<table>
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<tr>
<th>Motion for a resolution</th>
<th>Amendment</th>
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<tbody>
<tr>
<td>5 a. Insists that the growth of the European video game sector depends on the availability of hardware and software, as well as on the existence of people with the necessary know-how to sustain the ecosystem; calls on the Commission to assess Europe's strengths and weaknesses in this area, in particular regarding its dependence on imports;</td>
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<td>Or. en</td>
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</tbody>
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### Amendment 99
Alexis Georgoulis, Laurence Farreng, Tomasz Frankowski, Ibán García Del Blanco, Niklas Nienaß, Salima Yenbou, Irena Joveva

**Motion for a resolution**  
**Paragraph 5 a (new)**
Amendment 100
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 5 a (new)

5 a. Calls on the Commission and the Member States to ensure fair contractual situations and working conditions for all cultural creators and other professionals working in the video game sectors, notably in the context of a European status of the artist, and to safeguard the protection of their intellectual property rights;

Or. en

Amendment 101
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 6

5 a. Stresses that the cross-border enforcement of intellectual property rights of game developers and artists must be adequately protected and ensure fair remuneration;

Or. en

6. Calls on the Commission to explore synergies between the video game sector and its innovation strategy, in particular in the context of research on the metaverse, without losing sight of the e-sports phenomenon as well as protection of data privacy and cybersecurity challenges;
Amendment 102
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 6 a (new)

Motion for a resolution

6 a. Highlights the boost that videogames provide for EU’s digital strategy as well as innovation, artificial intelligence, high performing computing, digital skills, connectivity, European Digital Identity and a new generation of technologies and therefore calls the Commission to include videogames in all funds relevant to the Digital shift and the priority “A Europe fit for the digital age”;

Amendment

Amendment

Or. en

Amendment 103
Alexis Georgoulis

Motion for a resolution
Paragraph 6 b (new)

Motion for a resolution

6 b. Highlights that videogames arguably strongly support and facilitate all the six Commission priorities for 2019-2024, namely the European Green Deal, an economy that works for people, a stronger Europe in the world, promoting our European way of life and a new push for European democracy and therefore, they should be horizontally included in all relevant funds;

Amendment

Amendment

Or. en
Amendment 104
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 7

7. Highlights that, owing to their wide audience and digital component, video gaming and e-sports have significant social and cultural potential to **connect** Europeans of all ages, genders and backgrounds, including older people and people with disabilities;

Amendment

7. Highlights that, owing to their wide audience and digital component, video gaming and e-sports have significant social and cultural potential to **strengthen social cohesion connecting** Europeans of all ages, genders and backgrounds, including older people and people with disabilities, **leaving no one behind and therefore videogames and e-sports should be considered as at core of the European Cohesion Policy 2021-2027 and receive as well relevant support and funding such as from the European Regional Development Fund (ERDF), the European Social Fund+ (ESF+), the Cohesion Fund, the Just Transition Fund (JTF), Interreg and the overall 2021-2027 Cohesion Policy Fund;**

Or. en

Amendment 105
Alexander Bernhuber

Motion for a resolution
Paragraph 7

7. Highlights that, owing to their wide audience and digital component, video gaming and e-sports have significant social and cultural potential to connect Europeans of all ages, genders and backgrounds, including older people and people with disabilities;

Amendment

7. Highlights that, owing to their wide audience and digital component, video gaming and e-sports have significant social and cultural potential to connect Europeans of all ages, genders and backgrounds, including older people, people with disabilities and **persons living on the country side and outermost regions;**

Or. en
Amendment 106
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 7 a (new)

Motion for a resolution

Amendment

7 a. Highlights the benefits of cross-platform online games both for the user experience by enabling players to interact easily across different platforms and for game developers, and calls on the video game industry to make every effort to make the fullest possible use of this feature;

Or. de

Amendment 107
Alexander Bernhuber

Motion for a resolution
Paragraph 8

Motion for a resolution

Amendment

8. Stresses that video games and esports can promote European history, identity, heritage, values and diversity through immersive experiences.

Or. en

Amendment 108
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 8

Motion for a resolution

Amendment

8. Stresses that video games and esports can promote European history, identity, heritage, values and diversity through immersive experiences; believes therefore that video games have as well a societal responsibility in communicating values and specific content;

Or. en
8. Stresses that video games and e-sports can promote European history, identity, heritage, values and diversity through immersive experiences; believes that this media should be further recognised for its contribution to the European soft power;

Amendment 109
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 8

8. Stresses that video games and e-sports have a great potential to promote European history, identity, heritage, values and diversity through immersive experiences that to a large extent hasn't been unleashed yet;

Or. en

Amendment 110
Helène Fritzon, Ibáñ García Del Blanco, Petra Kammerervert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 8 a (new)

8 a. (new) Underlines that e-sports and video games must fully comply with European and human rights values; stresses in this context that inclusion, tolerance and promoting a fair and safe environment to play, while also filling the digital and social gap within and between countries is essential; welcomes in this
context already existing tools in promoting these values, such as guiding principles of e-sports engagement adopted by the industry and e-sports Code of Conducts that exists at national level to promote e-sports that are fun, fair, and enjoyed by players and organisers around the world in an open and inclusive environment;

Amendment 111
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 8 a (new)

8 a. Highlights the unique power videogames and e-sports have in cultivating and establishing European values in a broad audience including among the youth; calls therefore the Commission to explore synergies and actions in order to promote European values through videogames and e-sports; suggests in this respect to especially focus on gender balance regarding women employees and in decision-taking positions, as well as equal representation of the female narrative including as video games leading heroines;

Amendment 112
Gianantonio Da Re

Motion for a resolution
Paragraph 8 a (new)

8a. Calls on the Commission to
develop a European strategy to support SMEs operating in the European video games industry through the adoption of appropriate financial instruments;

Or. it

Amendment 113
Alexis Georgoulis

Motion for a resolution
Paragraph 8 b (new)

Motion for a resolution
Amendment

8 b. Highlights the value of genuine innovation and creativity that the videogames and e-sports offer as a whole new sector providing massive opportunities for the production of contemporary art and culture as well as new artforms also combined with the best new technology and AI;

Or. en

Amendment 114
Alexis Georgoulis

Motion for a resolution
Paragraph 8 c (new)

Motion for a resolution
Amendment

8 c. Highlights the value of genuine innovation and creativity that the videogames and e-sports offer as a whole new sector providing massive opportunities for the production of contemporary art and current cultural production including new and innovative artforms also combined with the best new technology and AI, also in metaverses;

Or. en
Amendment 115
Alexis Georgoulis

Motion for a resolution
Paragraph 9

9. Calls on the Commission to finance the establishment of a European Video Game Academy responsible for the promotion of video games showcasing European values;

Amendment

9. Calls on the Commission to finance the establishment of a European Video Game Academy responsible for the promotion of video games showcasing European values as well as for education and awareness of the broad audience on the benefits of video games in skills development, while at the same time eliminating their negative stigmatization, by promoting appropriate and safe usage, as well as good practices already established by the international experience and established by scientific and expertise approaches;

Or. en

Amendment 116
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 9

9. Calls on the Commission to finance the establishment of a European Video Game Academy responsible for the promotion of video games showcasing European values;

Amendment

9. Calls on the Commission to finance the establishment of a European Video Game Academy responsible for the promotion of video games showcasing European values; history and diversity, but also the know-how of our European video game industry;

Or. en
Amendment 117
Helène Fritzon, Ibán García Del Blanco, Petra Kammanevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 9

Motion for a resolution
Amendment

9. Calls on the Commission to **finance** the establishment of a European Video Game Academy responsible for the promotion of video games showcasing European values;

9. Calls on the Commission to **launch initiatives promoting** video games showcasing European values;

Or. en

Amendment 118
Alexander Bernhuber

Motion for a resolution
Paragraph 9

Motion for a resolution
Amendment

9. Calls on the Commission to **finance** the establishment of a European Video Game Academy responsible for the promotion of video games showcasing European values;

9. Calls on the Commission to **support** the establishment of a European Video Game Academy responsible for the promotion of video games showcasing European values;

Or. en

Amendment 119
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Paragraph 9 a (new)

Motion for a resolution
Amendment

9 a. **Welcomes the pilot project “Understanding the value of a European Video Games Society” initiated by the European Parliament aiming to develop a**
better understanding of the video game sector and of its impact on a range of policy areas;

Amendment 120
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 10

10. Stresses that video games *can* quickly become heritage to be preserved and promoted; suggests that support be provided for the creation of an archive preserving the most culturally significant European video games;

Amendment

10. Stresses that video games *with an almost 50 years*\(^a\) of history has already become heritage to be preserved and promoted; suggests that support be provided for the creation of an archive preserving the most culturally significant European video games *heritage and exploring new forms of promoting European heritage through videogames*;

\(^a\) https://www.museumofplay.org/video_games/

Amendment 121
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Žuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 10

10. Stresses that video games can quickly become heritage to be preserved and promoted; suggests that support be provided for the creation of an archive preserving the most culturally significant European video games;

Amendment

10. Stresses that video games can quickly become heritage to be preserved and promoted; suggests that support be provided for the creation of an archive preserving the most culturally significant European video games, *and ensuring their*
playability in the future;

Or. en

Amendment 122
Petra Kammerervert, Victor Negrescu, Hélène Fritzon

Motion for a resolution
Paragraph 10

10. Stresses that video games can quickly become heritage to be preserved and promoted; suggests that support be provided for the creation of an archive preserving the most culturally significant European video games;

Amendment

10. Stresses that video games are an integral part of the European cultural heritage to be preserved and promoted; suggests the creation of an archive to preserve culturally significant European video games and encourages the provision of support in cooperation with the video game industry;

Or. de

Amendment 123
Petra Kammerervert, Victor Negrescu, Hélène Fritzon

Motion for a resolution
Paragraph 10 – subparagraph 1 (new)

Refers, in connection with the creation of this archive, to existing projects such as the International Computer Game Collection (ICS) and numerous video game museums across the EU, which could be built upon;

Amendment

Or. de

Amendment 124
Gianantonio Da Re

Motion for a resolution
Paragraph 10 a (new)

Motion for a resolution

Amendment

10a. Stresses that the video games industry can stimulate the 3D reproduction of existing monuments and museums in smaller and more peripheral areas;

Or. it

Amendment 125

Alexis Georgoulis, Martina Michels

Motion for a resolution

Paragraph 11

Motion for a resolution

Amendment

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Or. en

Amendment 126

Victor Negrescu

Motion for a resolution

Paragraph 11

Motion for a resolution

Amendment

11. Insists that video games can be a valuable teaching tool for actively involving learners in a school curriculum; believes that the deployment of video games in school should be done in parallel with enhancing schools’ level of equipment and connectivity, and calls member states and the Commission to take action in order to raise teachers’ awareness and provide them for free with training skills opportunities on how to best use video games in their teaching;
that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

that the deployment of video games in school should be done in parallel with enhancing schools’ level of equipment and connectivity, as well as raising teachers’ skills and awareness of how best to use video games in their teaching;

Amendment 127
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 11

Motion for a resolution

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Amendment

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum, and to develop digital literacy, soft skills and creative thinking; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Amendment 128
Niklas Nienaß

Motion for a resolution
Paragraph 11

Motion for a resolution

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Amendment

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with dedicated training, during work hours, to raise teachers’ awareness of how best to use video games in their teaching;
Amendment 129
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 11

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Amendment

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; highlights that teachers should be adequately trained and closely associated in decision making around the use of videogames for educational or teaching purposes;

Amendment 130
Alexander Bernhuber

Motion for a resolution
Paragraph 11

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Amendment

11. Insists that video games can be a valuable teaching tool; believes that the deployment of video games in school near surrounding should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching; in line with subsidiarity;

Amendment 131
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 11

Motion for a resolution

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Amendment

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; stresses that an uptake in schools’ connectivity and teachers’ upskilling are essential to ensure a successful integration of ICT and games in education;

Or. en

Amendment 132
Catherine Griset

Motion for a resolution
Paragraph 11

Motion for a resolution

11. Insists that video games can be a valuable teaching tool for actively involving learners in a curriculum; believes that the deployment of video games in school should be done in parallel with raising teachers’ awareness of how best to use video games in their teaching;

Amendment

11. Insists that video games can be a teaching tool in addition to traditional teaching at an age when learners have acquired the requisite maturity and perspective; believes that teachers need to be trained on how best to use video games and on the risks for pupils notably in terms of reduced concentration and fatigue;

Or. fr

Amendment 133
Alexis Georgoulis, Laurence Farreng, Tomasz Frankowski, Ibán García Del Blanco, Niklas Nienaß, Salima Yenbou, Irena Joveva

Motion for a resolution
Paragraph 11 a (new)

Motion for a resolution

11 a. Calls on the Commission and the Member States to recognize the video game sector as an important sector to
discover and develop new creative talent as well as to contribute to the up- and reskilling of all cultural creators and other professionals, particularly in the context of the digital transition;
Amendment 136
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 11 b (new)

Motion for a resolution

Amendment

11 b. Stresses that video games provide opportunities for inclusion thanks to their easiness of access, which in turn enables players of various demographics, skills, and socio-economic background to engage with video games or esports; equally recognises that half of the players are women, and that initiatives have been taken by the sector to include people with Disabilities;

Or. en

Amendment 137
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 11 c (new)

Motion for a resolution

Amendment

11 c. Regrets that teacher training in ICT is found as rarely compulsory, leading most teachers end in gap devoting their spare time to develop these skills; reminds therefore Member States of their important role to promote all forms of professional development, including incorporating digital skills in the curriculum of initial teacher training and in-service training of teachers, as well as guiding schools in incorporating the goals on digital technologies in school policies, strategies and overall vision; calls the Commission and member states to enhance collaboration and coordination improving opportunities offered from Erasmus+ tools for exchanging best
practices, peer learning and professional development of teachers at EU level, such as eTwinning, School Education Gateway, Teacher Academy and SELFIE, as well as to scaleup their relevant efforts including by integrating eTwinning in the curriculum and rewarding the use of those tools;


Amendment 138
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 11 d (new)

11 d. Regrets that only 1 from 5 European students have access to high-speed Internet above 100 mbps, while different speeds among member-states and remoted areas in terms of digitalization, availability of bandwidth, internet access and internet literacy as well as a lack of equipment are found as major barriers from using videogames and overall ICT tools in schools, hindering access to up-to-date resources or access to online learning platforms and bandwidth-demanding applications such as video streaming or video conferencing, mostly needed in the digital shift of Europe and also shown by the pandemic; calls therefore the Commission and member states to strengthen their efforts to the achievement of the Gigabit connectivity goal which is currently out of sight and ensure the future of Connected Europe Facility Programme’s aim to support access to Gigabit connectivity for socio-economic drivers including schools;
Amendment 139
Alexis Georgoulis

Motion for a resolution
Paragraph 11 e (new)

Motion for a resolution

11 e. Calls the Commission and member states to invest in inclusion videogames actions for people with Disabilities, including profession opportunities and providing for free education, training support, Research and Development funds and relevant equipment as needed;

Amendment 140
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 12

Motion for a resolution

12. Recalls the importance of European training courses dedicated to the video game professions; stresses the importance of developing leading educational programmes in Europe focusing on video games and of pursuing a proactive policy to foster gender equality and inclusivity in the sector;

Amendment

12. Recalls the importance of European training courses dedicated to fill the gap between the current European curricula and the required set of knowledge and skills for video game professions; stresses that leading educational programmes in Europe focusing on video games are mainly offered by private institutions and, in line with European values of democratisation of technology, calls for better curricula to be implemented in public institutions and universities;
welcomes proactive education policies to foster gender equality and inclusivity in the sector; remembers that the principle of digital literacy must necessarily embrace society at large so that citizens understand the risks and opportunities associated with video games and are able, for example, to make effective use of parental control tools;

Amendment 141
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 12

12. Recalls the importance of European training courses dedicated to the video game professions; stresses the importance of developing leading educational programmes in Europe focusing on video games and of pursuing a proactive policy to foster gender equality and inclusivity in the sector;

Amendment 142
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 12

12. Recalls the importance of European training courses dedicated to the video game professions; stresses the importance of developing leading educational programmes in Europe, providing officially recognised University degrees, focusing on video games and of pursuing a proactive policy to foster gender equality and inclusivity in the sector; suggests the Commission to support the establishment of a European coordinating authority in this respect such as a European Videogames Academy;
training courses dedicated to the video game professions; stresses the importance of developing leading educational programmes in Europe focusing on video games and of pursuing a proactive policy to foster gender equality and inclusivity in the sector;

training courses dedicated to the video game professions for the creative, technical, legal and economic aspects of the value chain; stresses the importance of developing leading educational programmes in Europe focusing on video games and of pursuing a proactive policy to foster gender equality and inclusivity in the sector;

Amendment 143
Catherine Griset

Motion for a resolution
Paragraph 12

Motion for a resolution

12. Recalls the importance of European training courses dedicated to the video game professions; stresses the importance of developing leading educational programmes in Europe focusing on video games and of pursuing a proactive policy to foster gender equality and inclusivity in the sector;

Amendment

12. Recalls the importance of European training courses dedicated to the video game professions; stresses the importance of developing leading educational programmes in Europe focusing on video games and of pursuing a proactive policy to facilitate access to the sector for all interested parties;

Or. fr

Amendment 144
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 12 a (new)

Motion for a resolution

12 a. Stresses that an uptake in schools’ connectivity and teachers’ upskilling are essential to ensure a successful integration of ICT and games in education; calls member states and the Commission to invest funds in developing more official training curricula and

Amendment

12 a. Stresses that an uptake in schools’ connectivity and teachers’ upskilling are essential to ensure a successful integration of ICT and games in education; calls member states and the Commission to invest funds in developing more official training curricula and
University degrees on videogames and eSports for teachers, as well as for professional trainers, coaches and talent-developers, as well as to invest funds for providing the relevant equipment and facilities needed for such studies and University programmes;

Amendment 145
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Lokkegaard, Salima Yenbou

Motion for a resolution
Paragraph 12 a (new)

Motion for a resolution
Amendment

12 a. Welcomes the efforts that have been made in terms of accurate and non-stereotypical representation of women in video games; considers, however, that this progress must continue and goes hand in hand with an increasingly equal presence of women in all positions in the value chain;

Amendment 146
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Paragraph 12 a (new)

Motion for a resolution
Amendment

12 a. Calls on the Commission to foster interdisciplinary research on video games and e-sports to gain a better understanding of the industry on how to utilise them for the European community and to present the communication on this issue accordingly;
Amendment 147
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerervert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 12 a (new)

Motion for a resolution

12 a. Underlines the importance of lifelong learning and stresses that throughout their careers, teachers should receive regular training to acquire the necessary skills to help their students become digitally competent;

Amendment

Or. en

Amendment 148
Tomasz Piotr Poręba

Motion for a resolution
Paragraph 12 a (new)

Motion for a resolution

12 a. Promotes implementation of an esports-based programme for secondary schools;

Amendment

Or. en

Amendment 149
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerervert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 12 b (new)

Motion for a resolution

12 b. Underlines that beyond formal education, libraries can play an important

Amendment

Or. en
role in bridging the digital gap between different socio-economic groups by ensuring that video games culture and its benefits are accessible for all socio-economic groups; calls on the Commission and the Member States to ensure sufficient funding for libraries in order to provide for an on-site access to fast internet connections and the latest game and gaming devices helping to bridge this gap;

Amendment 150
Alexis Georgoulis

Motion for a resolution
Paragraph 12 b (new)

12 b. Calls the Commission and member states to support the existing boost for job creation in the sector, along with visibility and discoverability; calls therefore the Commission and member states to define methods to discover, distinguish and support talents, including for amateurs and providing supports such as scholarships for gamers and coaches;

Amendment 151
Alexis Georgoulis

Motion for a resolution
Paragraph 12 c (new)

12 c. Highlights that video gaming may lead to the development of promising professions in the sector, yet there are challenges on how talents are discovered
and promoted as well as on power relations regarding contractual bargaining and harassment incidents, because there are no such mechanisms in place; is concerned that sometimes dishonest activities relevant to talents’ discovery, contractual agreements and harassment incidents, worryingly of young age or minors, even put at stake gamers’ health and safety; calls therefore the Commission to act for the creation of talent-discover ability and safeguard mechanisms on contractual agreements and protection of all kinds of mistreatment or harassment and codes of conduct, either in the context of a European Observatory, or a European Videogames Academy or, preferably a European Videogames Federation, that would provide discoverability mechanisms, as well as relevant codes of conduct, monitoring, overall supervision, as well as a meeting-point and coordination of all the different agents the sector;

Amendment 152
Alexis Georgoulis

Motion for a resolution
Paragraph 12 d (new)

12 d. Calls the Commission and member states to support the existing boost for job creation in the sector, along with visibility and discoverability; calls therefore the Commission and member states to define methods to discover, distinguish and supports talents, including for amateurs and providing support such as scholarships for gamers and coaches;
13. Welcomes the work carried out by Pan European Game Information (PEGI) since 2003 to inform video game players and parents about the content of video games and in protecting minors from potentially inappropriate content; recalls that the role of parents is key in ensuring that children play video games safely; welcomes the parental control tools put in place by the sector to support parents and players; recommends public and private partnerships to educate and inform parents and schools;
Amendment 155
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

Motion for a resolution
Paragraph 13

Motion for a resolution
Amendment

13. Welcomes the work carried out by Pan European Game Information (PEGI) since 2003 to inform video game players and parents about the content of video games and in protecting minors from potentially inappropriate content; recalls that the role of parents is key in ensuring that children play video games safely; 

13. Welcomes the work carried out by Pan European Game Information (PEGI) since 2003 to inform video game players and parents about the content of video games and in protecting minors from potentially inappropriate content; recalls that the role of parents is key in ensuring that children play video games safely, with tools at their disposal such as parental control features; underlines the important role of awareness-raising campaigns in this area;
Amendment 157
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 13

13. Welcomes the work carried out by Pan European Game Information (PEGI) since 2003 to inform video game players and parents about the content of video games and in protecting minors from potentially inappropriate content; recalls that the role of parents is key in ensuring that children play video games safely;

Amendment
13. Welcomes the work carried out by organisations such as Pan European Game Information (PEGI) to inform video game players and parents about the content of video games and in protecting minors from potentially inappropriate content; recalls that the role of parents is key in ensuring that children play video games safely;

Amendment 158
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 13 a (new)

13 a. Underlines that e-sports and video games highlight the problems of ecological, social, and economic sustainability in a digital society and whereas the ecological challenges focuses on electricity consumption as well as the consumption of rare resources in the production of hardware and the travel of e-sports teams to competitions; welcomes in this context the initiatives taken by the videogame industry to protect the environment and to improve the energy efficiency of its devices and services; highlights the potential in raising environmental awareness through video games by incorporating new features in and out of the games, such as modes, maps, themed events, storylines and messaging that highlight environmental
themes like conservation restoration and this should be further promoted;

Amendment 159
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Ďuriš Nicholsonová, Morten Lokkegaard, Salima Yenbou

Motion for a resolution
Paragraph 13 a (new)

Motion for a resolution
Amendment

13 a. Stresses that loot boxes must be made fully clear and transparent to players, in particular minors and their parents, in order to prevent risky behaviours; welcomes the Commission’s guidelines on unfair business-to-consumer commercial practices concerning increased transparency of loot boxes and a harmonised European approach to this phenomenon;

Amendment 160
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 13 a (new)

Motion for a resolution
Amendment

13 a. Calls on the Commission to ensure early, timely, regular and efficient stakeholders’ and Civil society’s involvement, leaving no one behind, in any action and decision taken at Union level on videogames and esports, especially with regards to developing a long-term strategy;
Amendment 161
Tomasz Piotr Poręba

Motion for a resolution
Paragraph 13 a (new)

Motion for a resolution

Amendment

13 a. Warns that the problem of lootboxing is visible, especially among minors, the daily amounts are so small that there is no need to enter verification codes from the bank when transferring money (so parents have no control over the child and his/her addiction/spending);

Or. en

Amendment 162
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šejdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Paragraph 13 a (new)

Motion for a resolution

Amendment

13 a. Encourages the industry, rating agencies and consumer associations to continue awareness-raising campaigns on the PEGI system which proved beneficial in protecting minors;

Or. en

Amendment 163
Petra Kammerevert, Victor Negrescu

Motion for a resolution
Paragraph 13 a (new)

Motion for a resolution

Amendment

13 a. Urges the video game industry to step up its efforts to prevent incidents of
sexual violence against women, abuse and other forms of discrimination both in the video game industry and in e-sports; considers that the work culture needs to change;

Amendment 164
Alexis Georgoulis

Motion for a resolution
Paragraph 13 b (new)

Amendment
13 b. Calls the Commission to act in order to establish a European Videogames Federation which is necessary as an authority to address challenges already threatening this rapidly evolving sector such as doping, illegal betting, set games, power relations, mistreatment and harassment of gamers, sometimes minors, and also, to ensure fair-play and overall supervision as an official European institution, providing as well relevant codes of conduct, monitoring, overall supervision, and serving as a coordinator of all the different agents the sector, which are currently scattered across Europe with no central reference point;

Amendment 165
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 13 b (new)

Amendment
13 b. Highlights that the gambling industry is and should remain separate
from the video game sector; stresses that, in relation to the perceived risks of monetised asset tools, gambling-related regulations should be reviewed and if necessary adapted to address the latest developments in entertainment software without this regulation affecting the video games sector;

Or. en

Amendment 166
Tomasz Piotr Poręba

Motion for a resolution
Paragraph 13 b (new)

13 b. Insists on Member States and Commission to further investigate on the match-fixing as this practice can be harmful for the development of esport;

Or. en

Amendment 167
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 13 b (new)

13 b. Calls on the Commission, the Member States and the video game industry to improve the working conditions of all those involved in the development of video games and to ensure compliance with national and EU legislation on workers’ rights, fair pay and physical and mental health, and to support collective representation and unionisation in this sector; deplores the repeated reports of so-called ’crunch’ working hours and unpaid overtime,
especially in the final phase of video game development, and stresses the responsibility of video game developers and publishers to ensure healthy and fair working conditions for their workers;

Amendment 168
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 13 c (new)

Motion for a resolution

Amendment

13 c. Insists that women and men must receive equal pay for equal work and calls on the Commission and the Member States to step up their efforts to eliminate the gender pay gap in the video games sector;

Amendment 169
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 13 d (new)

Motion for a resolution

Amendment

13 d. Is of the opinion that for many people video games serve not only as leisure activities, but also as recreation, and satisfy basic psychological needs, through, inter alia, solving challenging tasks or puzzles, and competitions with other players, which require a high degree of concentration, and foster the development of skills and capabilities such as problem solving, spatial and hand-eye coordination, teamwork, as well as eyesight and speed;
Amendment 170
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 13 e (new)

13 e. Highlights the role that video games can play, beyond their recreational nature, in the development of skills, general knowledge, historical and civic education, and of a culture of remembrance;

Amendment 171
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 13 f (new)

13 f. Highlights that so-called loot boxes, where game content can be obtained by means of a random generator, but also through the use of real money, are increasingly common in video games; warns against the danger posed for under-age players by gambling mechanisms and micro-transactions, especially with regard to gambling addiction and financial burdens; calls on the Commission, in this regard, to consider legislative steps to combat loot boxes that can optionally be purchased with real money, and micro-transactions for under-age players, without ruling out the possibility of a ban;
Amendment 172
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Paragraph 14

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

Amendment
14. Considers that e-sport and sports are different sectors, given that e-sports are a set of practices around the licensed used and communication of video game IP; believes, however, that they may complement each other and promote values such as fair play, non-discrimination, teamwork, solidarity, integrity, inclusivity, antiracism and gender equality, as well as physical activity, while e-sports as video games can contribute to the acquisition of digital competences and skills;

Or. en

Amendment 173
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 14

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

Amendment
14. Considers that e-sports and sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism, anti-hate speech, social inclusion and gender equality;

Or. en
Amendment 174
Gianantonio Da Re

Motion for a resolution
Paragraph 14

Motion for a resolution

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

Amendment

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism, gender equality and inclusivity;

Or. it

Amendment 175
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 14

Motion for a resolution

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

Amendment

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality and learn from each other;

Or. en

Amendment 176
Laurence Farreng, Irena Joveva, Ilana Cicurel, Lucia Šuriš Nicholsonová, Morten Løkkegaard, Salima Yenbou

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14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;
14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

14. Considers that e-sport and sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

Amendment 179
Petra Kammerevert, Victor Negrescu

Motion for a resolution
Paragraph 14

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

14. Considers that e-sport and sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity that has full legal control and all exclusive and unrestricted rights over the video game and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality; warns, however, against paving the way for commercial e-sports to obtain public-benefit status with tax advantages to the detriment of traditional sport;

Amendment 180
Catherine Griset

Motion for a resolution
Paragraph 14
14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality;

14. Considers that e-sport and traditional sports are different sectors, especially given the fact that video games used for competitive gaming or e-sports belong to a private entity and are played in a digital environment; believes, however, that they may complement each other and promote similar values and skills, such as fair play, teamwork, antiracism and gender equality; considers, however, that historical truth should not be sacrificed on the altar of ideology;

Or. fr

Amendment 181
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 15

15. Believes that, owing to the borderless nature of the discipline, the **European Union** is the appropriate **level** at which to address the challenges of e-sport; **encourages the introduction of European mapping of e-sport actors at local, regional and national level, enabling Europeans to get in touch with structures close to them, as well as facilitating the organisation of competitions and encouraging amateur e-sport;**

15. Believes that, owing to the borderless nature of the discipline, the Union **level** is the appropriate **framework** at which to address the challenges of e-sports; calls the Commission for the conduction of mapping of all e-sports actors at local, regional and national level in the EU, as well as its promotion with campaigns and other publication and awareness tools, enabling Europeans to get in touch with structures close to them, as well as facilitating the organisation of competitions and encouraging amateur e-sports;

Or. en

Amendment 182
Alexander Bernhuber
15. **Believes that, owing to the borderless nature of the discipline, the European Union is the appropriate level at which to address the challenges of e-sport;** encourages the introduction of European mapping of e-sport actors at local, regional and national level, enabling Europeans to get in touch with structures close to them, as well as facilitating the organisation of competitions and encouraging amateur e-sport;

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**Amendment 183**

Catherine Griset

**Amendment**

15. Encourages the introduction of European mapping of e-sport actors at local, regional and national level, enabling Europeans to get in touch with structures close to them, as well as facilitating the organisation of competitions and encouraging amateur e-sport;

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**Amendment 184**

Alexis Georgoulis, Martina Michels

**Amendment**

15. Encourages the introduction of European mapping of e-sport actors at local, regional and national level, enabling Europeans to get in touch with structures close to them, as well as facilitating the organisation of competitions and encouraging amateur e-sport;
16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter to promote European values in e-sport competitions;

Amendment

16. Calls on the Commission to develop, in partnership with publishers, clubs, team organizations, and tournament organisers and associations, including amateurs, as well as with representatives of professional and amateur e-sports players, a charter to promote European values in e-sports competitions; suggests in this respect the promotion of human dignity, freedom, democracy, equality, rule of law, human rights, as well as peace, justice, sustainable development, gender balance, protection of the rights of the child and all vulnerable groups, social inclusion, scientific and technological progress, solidarity and cultural diversity;

Amendment 185
Tomasz Piotr Poręba

Motion for a resolution
Paragraph 16

16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter to promote European values in e-sport competitions;

Amendment

16. Calls on the Commission to develop, in partnership with publishers, clubs tournament organisers and sport governing bodies, a charter to promote European values in esport competitions;

Amendment 186
Victor Negrescu

Motion for a resolution
Paragraph 16
16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter to promote European values in e-sport competitions;

Amendment 187
Gianantonio Da Re

Motion for a resolution
Paragraph 16

**Motion for a resolution**

16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter to promote European values in e-sport competitions;

**Amendment**

16. Calls on the Commission to develop, in partnership with publishers, clubs, **team organisations** and tournament organisers, a charter to promote European values in e-sport competitions;

Or. en

Amendment 188
Catherine Griset

Motion for a resolution
Paragraph 16

**Motion for a resolution**

16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter to promote European values in e-sport competitions;

**Amendment**

16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter to promote European values in e-sport competitions;

Or. it

Amendment 189
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė, Marcos Ros Sempere

**Motion for a resolution**

16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter to promote European values in e-sport competitions;

**Amendment**

16. Calls on the Commission to develop, in partnership with publishers, clubs and tournament organisers, a charter **aimed at ensuring respect for the rules and players** in e-sport competitions;

Or. fr
16 a. Underlines that negative stigmatisation around e-sports and gaming are still widespread throughout society; stresses that if e-sports is to be promoted and utilised, such stigmatisations should be combatted through for instance education;

Amendment 190
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

16 a. Encourages partnerships on virtual and e-sports between all relevant stakeholders in order to create new projects that bring added values to athletes and audiences while promoting European values;

Amendment 191
Niklas Nienaß

16 a. Stresses the necessity to regulate doping in professional gaming and recognizes the need for efforts to systematically prevent doping and to educate esports players;
Amendment 192
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Paragraph 16 b (new)

Motion for a resolution  Amendment
16 b. Recognises the potential of virtual sports for exploring new ways of fan engagement and increasing the level of participation of youth in physical activities;

Amendment 193
Helène Fritzon, Ibán García Del Blanco, Petra Kammerevert, Victor Negrescu, Vilija Blinkevičiūtė

Motion for a resolution
Paragraph 17

Motion for a resolution  Amendment
17. Asks the Commission to study the possibility of creating a framework for harmonised rules regarding the employment status of professional e-sport players; deleted

Amendment 194
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 17

Motion for a resolution  Amendment
17. Asks the Commission to study the 17. Calls the Commission, the Council
possibility of creating a framework for harmonised rules regarding the employment status of professional e-sport players;  

and member states to create a framework for harmonised rules regarding the employment status of professional e-sport players ensuring fair contracts and labour and working conditions, social security coverage, a minimum standard income and a European Fund for professional e-sports players and all workers in the sector; calls the Commission, the Council and member-states to create and expand such a framework for all artists and workers in the Cultural and Creative Sectors across the EU, leaving no one behind;

Amendment 195
Niklas Nienaß

Motion for a resolution
Paragraph 17

17. Asks the Commission to study the possibility of creating a framework for harmonised rules regarding the employment status of professional e-sport players; through the adoption or application of a number of coherent and comprehensive guidelines with respect to, inter alia, contracts, means of collective representation and management, social security, sickness and unemployment insurance, pension schemes, direct and indirect taxation, non-tariff barriers and information asymmetries;

Amendment 196
Chiara Gemma

Motion for a resolution
Paragraph 17

17. Asks the Commission to study the possibility of creating a framework for harmonised rules regarding the employment status of professional e-sport players; through the adoption or application of a number of coherent and comprehensive guidelines with respect to, inter alia, contracts, means of collective representation and management, social security, sickness and unemployment insurance, pension schemes, direct and indirect taxation, non-tariff barriers and information asymmetries;
17. Asks the Commission to study the possibility of creating a framework for harmonised rules regarding the employment status of professional e-sport players;

Amendment
17. Asks the Commission to study the possibility of creating a framework for harmonised rules regarding the employment status of professional e-sport players; calls on the Commission to propose binding measures to ensure the mental and physical health of professional athletes;

Amendment 197
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 17 a (new)

17 a. Asks the Commission to study the level of development of e-sports in the different member states, including the state and conditions of the labour market, to document the feasibility of a European framework for harmonised rules regarding the employment status of professional-sport players and all workers in the sector;

Amendment
17 a. Asks the Commission to study the level of development of e-sports in the different member states, including the state and conditions of the labour market, to document the feasibility of a European framework for harmonised rules regarding the employment status of professional-sport players and all workers in the sector;

Amendment 198
Gianantonio Da Re

Motion for a resolution
Paragraph 18

18. Calls on the Member States and the Commission to consider the creation of a visa for professional e-sport players, similar to the Schengen sports visa;

deleted
Amendment 199
Catherine Griset

Motion for a resolution
Paragraph 18

Motion for a resolution
Amendment

18. Calls on the Member States and the Commission to consider the creation of a visa for professional e-sport players, similar to the Schengen sports visa;

Or. fr

Amendment 200
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 18

Motion for a resolution
Amendment

18. Calls on the Member States and the Commission to apply the Schengen visa for Cultural/Sports/Religious Event and Film Crews to e-sports competitions, to be applicable to all personnel involved in running the competitions and participating in them, including e-sports players and all workers in the sector;

Or. en

Amendment 201
Tomasz Frankowski, Peter Pollák, Milan Zver, Michaela Šojdrová, Theodoros Zagorakis, Sabine Verheyen, Karolin Braunsberger-Reinhold, Loucas Fourlas

Motion for a resolution
Paragraph 18 a (new)

Motion for a resolution
Amendment

18. Calls on the Member States and the Commission to consider the creation of a visa for professional e-sport players, similar to the Schengen sports visa;
18 a. Calls on the Member States and the Commission to extend the application of the Schengen Cultural Visa to the e-sports personnel and to consider measures to facilitate visa procedures for video game developers coming to the European Union;

Or. en

Amendment 202
Hannes Heide, Domènec Ruiz Devesa, Ibán García Del Blanco

Motion for a resolution
Paragraph 19

19. Warns that intensive video gaming, in particular for players seeking to become professionals, can lead to addiction and toxic behaviour; believes that the EU should adopt a responsible approach to video games and e-sports by promoting them as part of a healthy lifestyle including physical activity;

Amendment
19. Warns that intensive video gaming, in particular for players seeking to become professionals, can lead to addiction and toxic behaviour, which might have negative impacts on the pedagogical development, physical fitness and mental health of young users; believes that the EU should adopt a responsible approach to video games and e-sports by promoting them as part of a healthy lifestyle including physical activity and cultural engagement also offline; calls on the Commission in this regard to develop clear guidelines on the adequate use of videogames per age group with inputs from experts and the pedagogical community;

Or. en

Amendment 203
Heléne Fritzon, Ibán García Del Blanco, Petra Kammerervert, Vilija Blinkevičiūtė, Marcos Ros Sempere

Motion for a resolution
Paragraph 19

Motion for a resolution
Amendment
19. Warns that intensive video gaming, in particular for players seeking to become professionals, can lead to addiction and toxic behaviour; believes that the EU should adopt a responsible approach to video games and e-sports by promoting them as part of a healthy lifestyle including physical activity;

19. **Stresses that gamers and e-sports athletes can suffer from a lack of exercise and high stress levels due to a lack of work-life separation**; warns that intensive video gaming, in particular for players seeking to become professionals, can lead to addiction and toxic behaviour; believes that the EU should adopt a responsible approach to video games and e-sports by promoting them as part of a healthy lifestyle including physical activity;

**Amendment 204**
Alexis Georgoulis, Martina Michels

Motion for a resolution
Paragraph 19

**Motion for a resolution**

19. Warns that intensive video gaming, in particular for players seeking to become professionals, *can lead* to addiction and toxic behaviour; believes that the EU should adopt a responsible approach to video games and e-sports by promoting them as part of a healthy lifestyle including physical activity;

**Amendment**

19. Warns that intensive video gaming, *if not safely used* in particular for players seeking to become *can lead both* professionals *or amateurs* to addiction and toxic behaviour; believes that the EU should adopt a responsible approach to video games and e-sports by promoting them as part of a healthy lifestyle including physical activity and *real-life social interaction*;

**Amendment 205**
Petra Kammerevert, Victor Negrescu, Heléne Fritzon

Motion for a resolution
Paragraph 19

**Motion for a resolution**

19. Warns that intensive video gaming, in particular for players seeking to become professionals, can lead to addiction and

**Amendment**

19. Warns that intensive video gaming, in particular for players seeking to become professionals, can lead to addiction and
Amendment 206
Alexis Georgoulis

Motion for a resolution
Paragraph 19 a (new)

Motion for a resolution

19 a. Recalls that the World Health Organization defined gaming disorder in the 11th Revision of the International Classification of Diseases, based on reviews of available evidence and reflecting a consensus of experts from different disciplines and geographical regions; is concerned that there is a gap in terms of therapy protocols and treatment know-how; calls the Commission to organize broad communication campaigns and education and training actions, to ensure education and awareness of players, parents, trainers, educators and the overall society on the appropriate videogaming activity, as suggested by solid scientific evidence and expertise; suggests this task to be assigned at long-term basis on a specific European institution who would effectively monitor and coordinate such actions; suggests in this respect the establishment of a European Videogames Federation or of a European Videogames Academy;

Or. en
Motion for a resolution
Paragraph 19 a (new)

Amendment

19 a. Warns that the use of loot boxes and “pay to win”- mechanisms in video games promotes gambling addictions; stresses that gambling elements can be harmful to minors and should therefore be forbidden and removed from games for a younger target group;

Or. en

Amendment 208
Alexander Bernhuber

Motion for a resolution
Paragraph 19 a (new)

Amendment

19 a. Stresses that e-sports and videogames can cause a serious threat to mental and physical well being, highlights therefore the importance of a responsible handling in terms of user behaviour, duration of use and content of e-sports and videogames;

Or. en

Amendment 209
Tomasz Piotr Poręba

Motion for a resolution
Paragraph 19 a (new)

Amendment

19 a. Highlights the possibilities of virtual and esports to incentivize young people to get more physically active,
especially when physical movements are included into the game;

Amendment 210
Hannes Heide, Domènec Ruiz Devesa, Ibán García Del Blanco

Motion for a resolution
Paragraph 19 a (new)

19 a. Recalls that the mental and physical capacity of many young people is already at risk due to the consequences of the Covid-19 pandemic;

Amendment 211
Tomasz Piotr Poręba

Motion for a resolution
Paragraph 19 b (new)

19 b. Highlights the need to protect the integrity of sports competition in the esports sector, ensure a level playing field for players and protect their health, including by considering the implementation of anti-doping programs in the esports sector;

Amendment 212
Alexis Georgoulis

Motion for a resolution
Paragraph 19 b (new)
Motion for a resolution

19 b. Regrets that although videogames and e-sports is a well promising sector for the CCS and the overall European economy, funding is limited in only 6 millions and only through Creative Europe;

Amendment

Or. en

Amendment 213
Hannes Heide, Domèneç Ruiz Devesa, Ibán García Del Blanco

Motion for a resolution
Paragraph 19 b (new)

Motion for a resolution

19 b. Highlights that videogaming can be a social event that can improve the social life of young people in future pandemics and other crises;

Or. en

Amendment 214
Alexis Georgoulis

Motion for a resolution
Paragraph 19 c (new)

Motion for a resolution

19 c. Calls the Commission and member states to ensure that that experts, stakeholders, the Civil Society and scientists, including about minors will be actively participating in the relevant EU decision-making processes, plus equally with major players, to avoid that the latter solely define the rules, while highlighting that the European market is mostly about SMEs, yet this is not the case globally and this new sector now under development should be built by its own participants,
thus the citizens, as well as its legal framework;

Or. en

Amendment 215
Hannes Heide, Domèneç Ruiz Devesa

Motion for a resolution
Paragraph 19 c (new)

Motion for a resolution

Amendment

19 c. Calls on the Commission and the Member States to improve the ability to safely and properly use the online features of video games so that they serve as valuable tools for socialisation and democracy in order to reduce violence, harassment and fake news online;

Or. en

Amendment 216
Alexis Georgoulis

Motion for a resolution
Paragraph 19 d (new)

Motion for a resolution

Amendment

19 d. Calls the Commission to explore and eliminate the different speeds among countries in terms of development of this new sector, securing that the boom of this sector would support equally all countries and avoiding one more North-South distinction;

Or. en

Amendment 217
Alexis Georgoulis
Motion for a resolution
Paragraph 19 e (new)

Motion for a resolution

19 e. Calls the Commission to take action to secure videogames from piracy and to strengthen protection of data privacy of its users;

Or. en

Amendment 218
Alexis Georgoulis

Motion for a resolution
Paragraph 19 f (new)

Motion for a resolution

19 f. Calls the Commission to provide for the timely implementation of the Copyright Directive 2019/790 which, one year after its deadline is not yet transposed by all member-states, or there are transparency issues that need to be addressed in terms of platforms collaboration, all of which have an impact also the videogames sector and the appropriate and proportionate remuneration of creators and performers in all different formats, platforms and countries;

Or. en

Amendment 219
Alexis Georgoulis

Motion for a resolution
Paragraph 19 g (new)

Motion for a resolution

19 g. Suggests the Commission to consider for videogames a system of
micro-credentials similar to the one of the European Education Area that would be ideally extended to include all artists and workers in the CCS across Europe;

Amendment 220
Alexis Georgoulis

Motion for a resolution
Paragraph 19 h (new)

Amendment
19 h. Suggests the Commission to fund European-wide live events of video games in order to balance the socialization aspect of the sector, such as through the organization of a European Festival of Videogames and e-sports, similar to a combination of athletic tournaments and of to the European Youth Capital;

Amendment 221
Alexis Georgoulis

Motion for a resolution
Paragraph 19 i (new)

Amendment
19 i. Suggests the Commission to consider combining eSports and Video games with the European Year of Youth, while providing extension of the European Year of Youth throughout 2023 to allow for this combination to bear fruits’
Amendment 222
Alexis Georgoulis

Motion for a resolution
Paragraph 19 j (new)

19 j. Calls the Member States and the Commission to fund the development of public spaces for citizens to participate for free in videogames and esports, with appropriately equipment for free and including all, leaving no one behind;

Or. en

Amendment 223
Alexis Georgoulis

Motion for a resolution
Paragraph 19 k (new)

19 k. Calls the Member States, the Council and the Commission to create public video games and esports, including tournaments and competitions, covering as well amateurs’ activity; suggests in this respect the establishment of a European Videogames Federation as a central European institution and coordinator, supervisor and organizer of the relevant events and actions;

Or. en

Amendment 224
Alexis Georgoulis

Motion for a resolution
Paragraph 19 l (new)
19 l. Calls the Member states and the Commission to organize education and awareness campaigns and specific education programmes to educate parents and the broad audience on how to avoid any negative consequences but rather benefit from amateur videogaming and to invest in further relevant research with focus on certain already proven beneficial aspects of videogaming such as on Learning difficulties, mental health, support of health care providers, over the management of overall health and severe medical conditions, including cancer and chronic diseases and prisoner rehabilitation and social integration;

Or. en

Amendment 225
Alexis Georgoulis

Motion for a resolution
Paragraph 19 m (new)

Motion for a resolution
Amendment

19 m. Calls the Commission for more funding on eSports and videogames, yet not competitive to the current EU funds for the CCS nor to the current fund for sports;

Or. en

Amendment 226
Alexis Georgoulis

Motion for a resolution
Paragraph 19 n (new)

Motion for a resolution
Amendment

19 n. Calls the Member states and the Commission to create financial incentives
and motivation schemes for videogames start-ups to boost entrepreneurship in the sectors, given that in this sector what’s currently new may be outdated in less than a year;

Amendment 227
Alexis Georgoulis

Motion for a resolution
Paragraph 19 o (new)

Motion for a resolution
Amendment

19 o. Calls Member states and the Commission to create financial incentives and motivation schemes and co-operations including public and private organizations, as well as NGOs, Universities, Educational organizations, Research, Development and Innovation and private entities;

Or. en

Amendment 228
Alexis Georgoulis

Motion for a resolution
Paragraph 19 p (new)

Motion for a resolution
Amendment

19 p. Calls member states and the Commission to create financial incentives and motivation schemes and especially for young people to follow and establish their professional path in the videogames sector;

Or. en
Amendment 229
Alexis Georgoulis

Motion for a resolution
Paragraph 19 q (new)

19 q. Recalls that no matter how important the new sector of videogames and e-sports is there should be no competition with sports; nevertheless, calls the commission to not allow e-sports compete public funding already channeled or about to be channeled to sports, which were deeply hit by the pandemic and need funding more than ever; also calls member states and the Commission to invest in research on how to combine the two, sports and esports an videogames to be beneficial for both sectors sports and for the promotion of a healthy lifestyle to the best of the overall European society;

Or. en