

**Question for written answer E-001337/2024
to the Commission**

Rule 138

Patrick Breyer (Verts/ALE)

Subject: Chat scanning in video games

The Commission has proposed a regulation that could oblige digital communication service providers to carry out a host of monitoring measures, such as automated chat scanning and technical age checks. According to recital 5 of the proposal for a regulation under procedure 2022/0155(COD¹), the proposed monitoring obligations would also apply to video games.

1. From what video game development stage onwards (e.g. alpha and beta testing, early-access release or publication) should providers' obligations apply in the Commission's view?
2. When drafting the proposal for a regulation, did the Commission consider how the regulation would affect smaller video game providers (e.g. indie developers)? If so, what was the outcome? If not, why not?

Submitted:25.4.2024

¹ <https://eur-lex.europa.eu/legal-content/EN/TXT/?uri=CELEX:52022PC0209>