

Video Games Europe



All about Video Games

CULTURE - CREATIVITY - TECHNOLOGY
EUROPEAN KEY FACTS 2023

VIDEO GAMES EUROPE⁺



European
Games Developer
Federation



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Talent & creativity

Innovation

“
Players are at the heart of what we do
”

Economic success

Societal & cultural impact

Foreword

It has been another positive year for Europe’s video games industry – a sector that is leading the way in entertainment, digital innovation and digital fairness, delivering for players and consumers of all ages.

In terms of the 2023 numbers, European video game market revenue is stable at €25.7bn (a year-on-year increase of 5%). Half of our European population continues to play video games (53%), 75% of whom are adults. The average age of a video gamer in Europe is 31.4 and the industry employs close to 115,000 people in Europe and 90,000 in the EU, an increase of almost 7%.

Video games have a unique status – a combination of technology and creative works – and are now correctly referred to by the EU institutions as creative, unique and complex works. This was stated in the conclusions adopted during the Spanish Presidency in November 2023 and also in the European Parliament resolution on esports and video games, adopted at the end of 2022¹. We hope this is a first path towards the recognition of video games as a distinct creative and cultural sector, just like music or books, while avoiding any conflation with the sports and film sectors. The creation of original video game intellectual property (IP), franchise value and deeply-immersive experiences gives fans the opportunity to play, watch, create, learn and engage, firmly establishing video games as part of mainstream culture across the region. From Swedish Candy Crush and Danish Subway Surfers on your phone to Lithuanian Human: Fall Flat on the Switch, Finnish Alan Wake 2 on a PS5 or Xbox, and

the Polish Witcher series on a PC, European games offer unparalleled quality and variety. Players have never had so much choice.

With success and popularity comes responsibility. 2023 was a milestone for the Pan European Game Information (PEGI) age rating system which celebrated its 20th anniversary. As Europe’s trusted label for parents and guardians of children who play games, PEGI is one of the most successful examples of industry self-regulation and co-regulation in Europe, featuring an enforceable and regularly-updated Code of Conduct with real impact. Since its founding, more than 2,600 companies have signed up to the PEGI Code of Conduct. Nearly 40,000 age rating licences have been issued for video games that are distributed in 40 countries across Europe. Data shows that, among parents with children that play video games, awareness of the PEGI age rating labels is an impressive 79% and



Hester Woodliffe

Video Games Europe Chair
SVP Publishing, International
at Warner Bros



Hendrik Lesser

EGDF President
CEO, Remote
Control Productions

we’re delighted that 62% of those parents use our tools to monitor or manage their children’s gameplay.

PEGI is Europe’s trusted label for parents and guardians of children who play games.

Companies adhering to the PEGI Code of Conduct must have safeguards in place to receive an age rating licence. Since 2007, PEGI has required companies with online gameplay to implement community standards and tools to protect players, including moderation and reporting features. For games where in-game purchases are possible, publishers must provide transparency and necessary tools to consumers. PEGI also offers tools for parents to manage playtime and select games based on age ratings.

We are proud that our tools for responsible gameplay and minor protection are widely recognised as best-in-class. Our industry remains committed to

maintaining a positive online environment and never becoming complacent. We will continue to lead in innovation, allowing parents and children to decide together on the best rules while respecting children’s rights.

With the start of a new EU mandate, there are some important asks of policymakers for Europe to continue to be a competitive market for video game development and investment. In particular, Europe and EU Member States must develop an ambitious long-term strategy to ensure access to a talent pipeline. We need support in addressing the skills gap, including equipping teachers and encouraging girls to join STEAM programmes. An aging population exacerbates the skills and labour gap, making it crucial for Europe to invest in skills, training, and professional game education policies to create a competitive and flourishing sector. Embracing talent from around the world is also essential to fill this gap. Additionally, investing in nurturing intellectual

Video games are now correctly referred to by the EU institutions as creative, unique and complex works.

property and unlocking the full potential of European game industry SMEs through innovation, start-up and production support will drive further growth. This, along with a fair regulatory framework, will help unlock innovation and respect the importance of the role of SMEs within the European games development infrastructure.

We have many asks, but we are ready to work with policymakers to make Europe the best place for game development. With the right policies and support, our sector will excel, inspire creativity, create skilled jobs, drive growth, and entertain millions both in Europe and worldwide.

¹ European Parliament resolution of 10 November 2022 on esports and video games (2022/2027(INI))

The Data in this Report

Data used in this publication is provided by Ipsos and commissioned by Video Games Europe. It is extracted from gametrack, GSD and the EGDF-VGE video games industry insights report.

GAMES SALES DATA



Games Sales Data (GSD) is the first video games industry chart to include data on both retail and digital sales. Data outlined in this report is gathered from Austria, Belgium, Croatia, Cyprus, Czech Republic, Denmark, Finland, Germany, Greece, Hungary, Ireland, Italy, Luxembourg, Malta, Netherlands, France, Poland, Portugal, Romania, Slovakia, Slovenia, Spain and Sweden.

GAMETRACK



The polling is done in France, UK, Spain, Italy and Germany. It involves online polling of 12,000 people per country between the ages of six and 64 – 60,000 in total per year.

There is also an annual face-to-face survey of 1,000 people per country which is nationally representative (in terms of age etc). This final step is used to calibrate the online data.

GameTrack are three key metrics:

1. Volume- the number of games being acquired (both paid and free).
2. Value- the amount of money being spent on games.
3. Demographics – who play games and how do people play games.

Each metric breaks down the total market by specific devices and types of games.

HOW DO WE DO IT?

Yearly fieldwork



1,000 NAT REP OFFLINE / YEAR

(cut-down weighting survey - Aged 18+)

Monthly fieldwork



1,000 ONLINE REP / MONTH (FULL INTERVIEW)

Aged 6-64 years

Offline sample used to weight the online sample to be nationally representative for ages 6-64

Reporting Quarterly per market on

3,000 interviews



Europe's Video Game Players

01

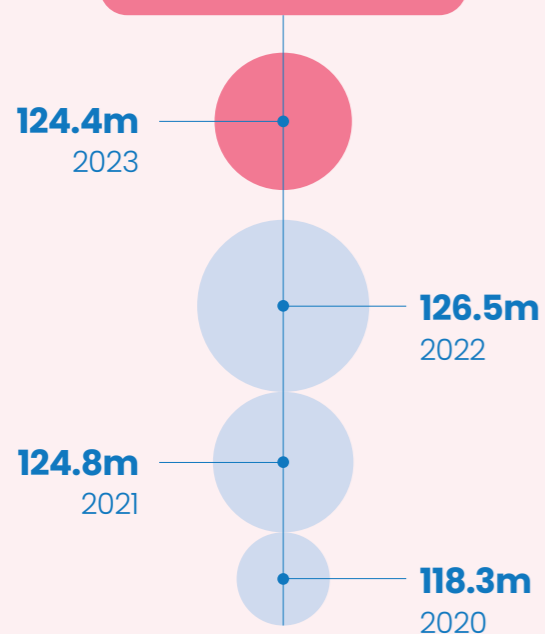


Who plays video games in Europe?

Data from 5 major European markets.

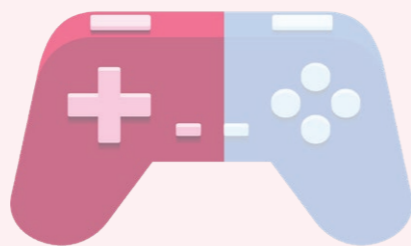
Most people in Europe spend some of their leisure time playing video games.

NUMBERS OF PLAYERS



53%

of the population aged 6-64 plays video games



PERCENTAGE OF GAME PLAYERS IN EACH AGE GROUP

1.	6-14 y/o	19% vs 18% in 2022
2.	15-24 y/o	22% vs 21% in 2022
3.	25-34 y/o	19% same as 2022
4.	35-44 y/o	17% same as 2022
5.	45-64 y/o	23% vs 25% in 2022

Almost 1 in 4 players (23%) are between the age of 45-64 years old.

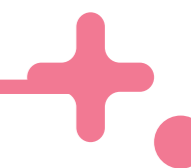
That is

28.9 million players

from the 5 major European markets:



Source: GameTrack data, provided by Ipsos and commissioned by Video Games Europe.



VIDEO GAMES AREN'T JUST FOR KIDS



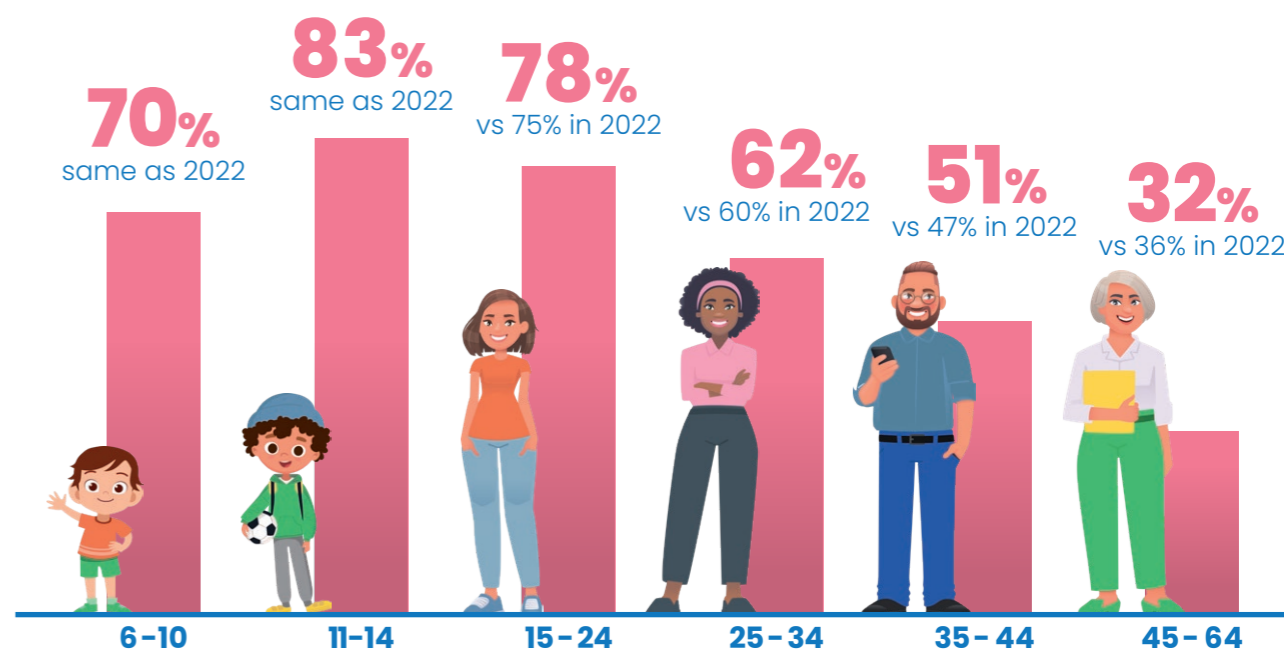
31 y/o

is the average age of a video game player in Europe

75%

of video game players are adults (18 years old or older)

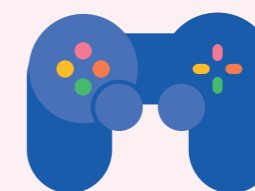
PERCENTAGE OF VIDEO GAME PLAYERS BY AGE GROUP



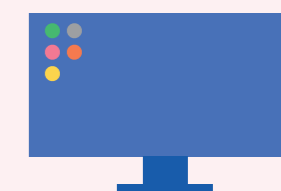
AMONG VIDEO GAME PLAYERS



68%
play on smartphones or tablets
(vs 69% in 2022)



56%
play on consoles
(vs 59% in 2022)



46%
play on PC
(vs 48% in 2022)

Source: GameTrack data, provided by Ipsos and commissioned by Video Games Europe.



Women and Video Games

Close to 55 million women play video games in Europe.

Close to **55 million** women play video games in Europe

43.5% of European gamers are women

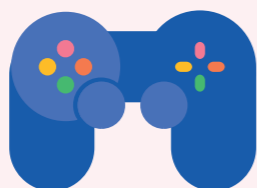
32 y/o is the average age of women who play video games

6.7 hours a week is the average playtime for women

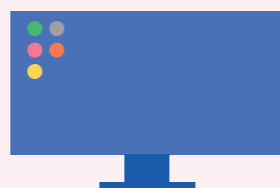
HOW WOMEN PLAY



45% play on smartphones or tablets



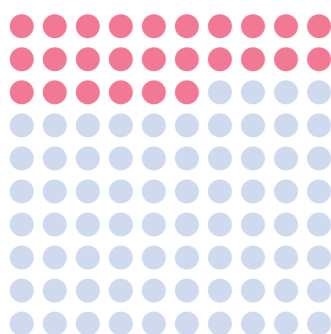
39% play on consoles



38% play on PC

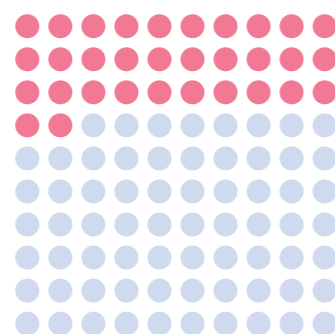
PERCENTAGE OF WOMEN VIDEO GAME PLAYERS BY AGE GROUP

6-17 years old



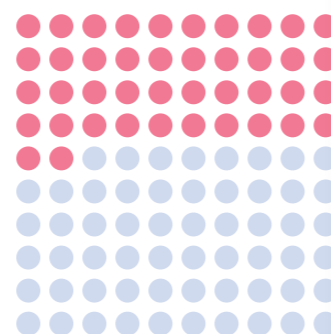
26%

18-34 years old



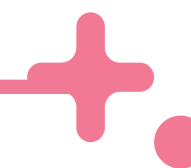
32%

35-64 years old



42%

Source: GameTrack data, provided by Ipsos and commissioned by Video Games Europe.



Playtime

The amount of time people spend playing video games has stayed consistent in the last 12 years.



73% play at least one hour per week

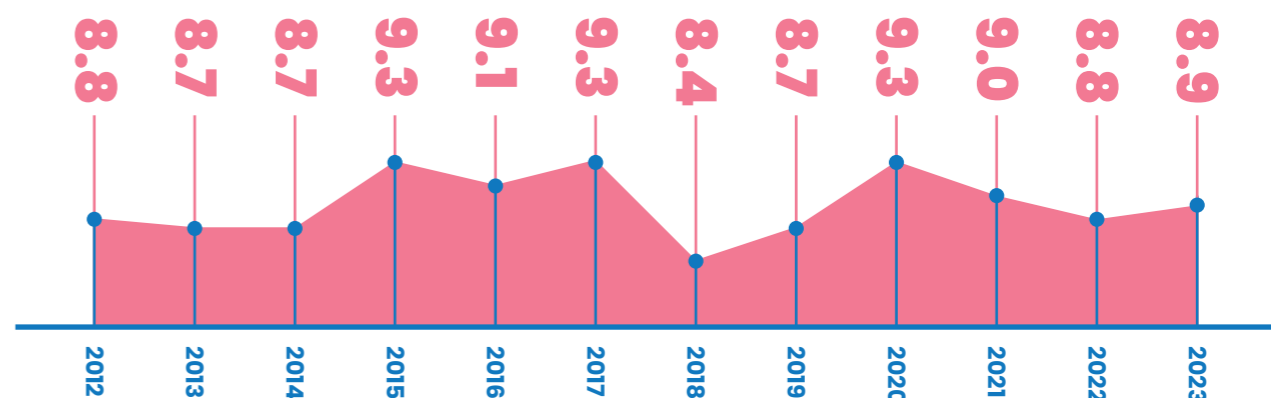


17% play at least one hour per month



10% play at least once a year

AVERAGE PLAYTIME IN HOURS PER WEEK



ON AVERAGE, PEOPLE IN EUROPE SPEND

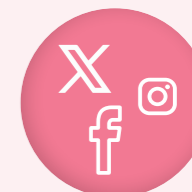


8.9 hours/week playing video games



16.31 hours/week on social media*

24 hours/week on watching TV**



*GlobalWebIndex GWI Report on the time spent on social media platforms by a "typical" user.
 **Thinkbox TV Viewing Report 2023. Time spent watching TV broadcast plus subscription video on demand.

Source: GameTrack data, provided by Ipsos and commissioned by Video Games Europe.



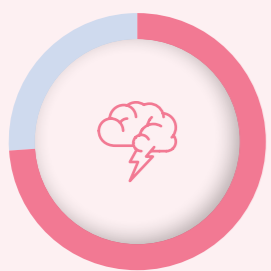
The Power of Play

Did you know?

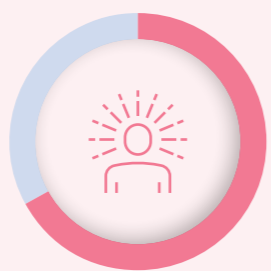
Benefits of video gameplay include helping people get through difficult times in their lives, providing people with healthy outlets from everyday challenges and making people feel happier!

Players also universally look to video games for mental stimulation and stress relief.

IN EUROPE



74%
agree playing video games provides mental stimulation



67%
agree playing video games provides one with a healthy outlet from everyday challenges



68%
agree playing video games helps one feel less stressed



75%
of players agree there is a video game for everyone

POWER OF PLAY REPORT



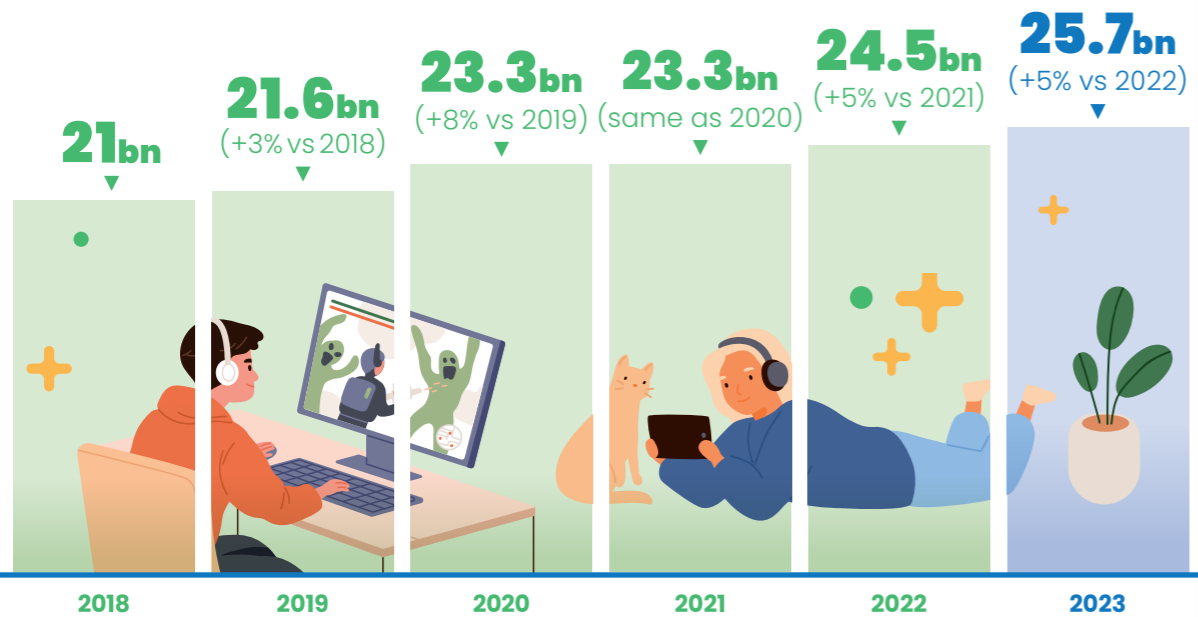
DOWNLOAD



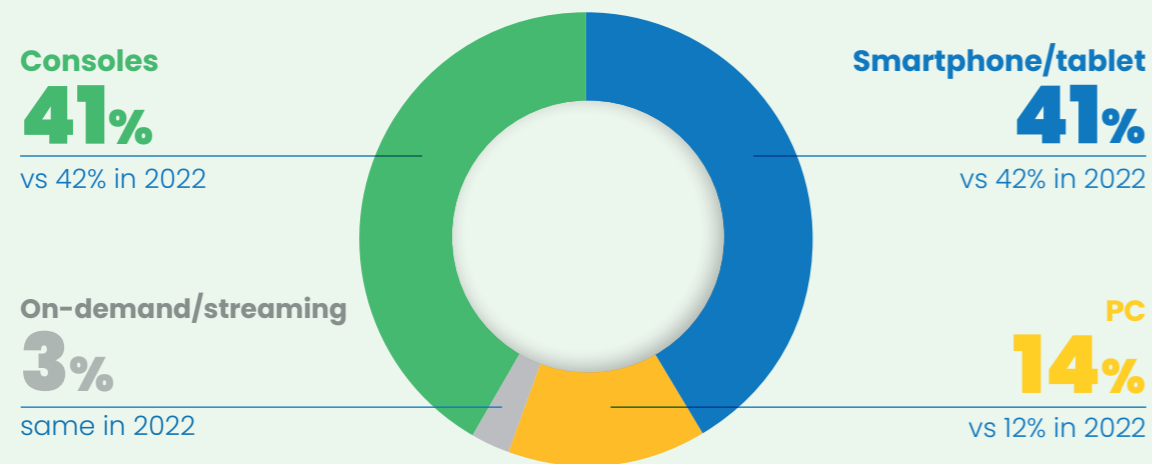
Growth of the Video Games Industry

02

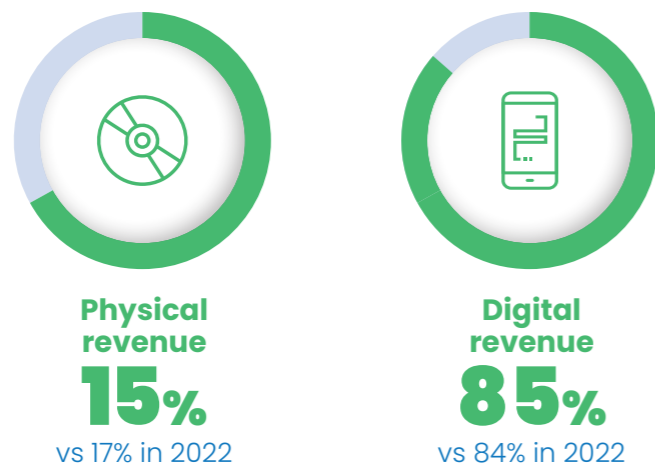
KEY EUROPEAN MARKETS REVENUE



REVENUE SPLIT BY DEVICE

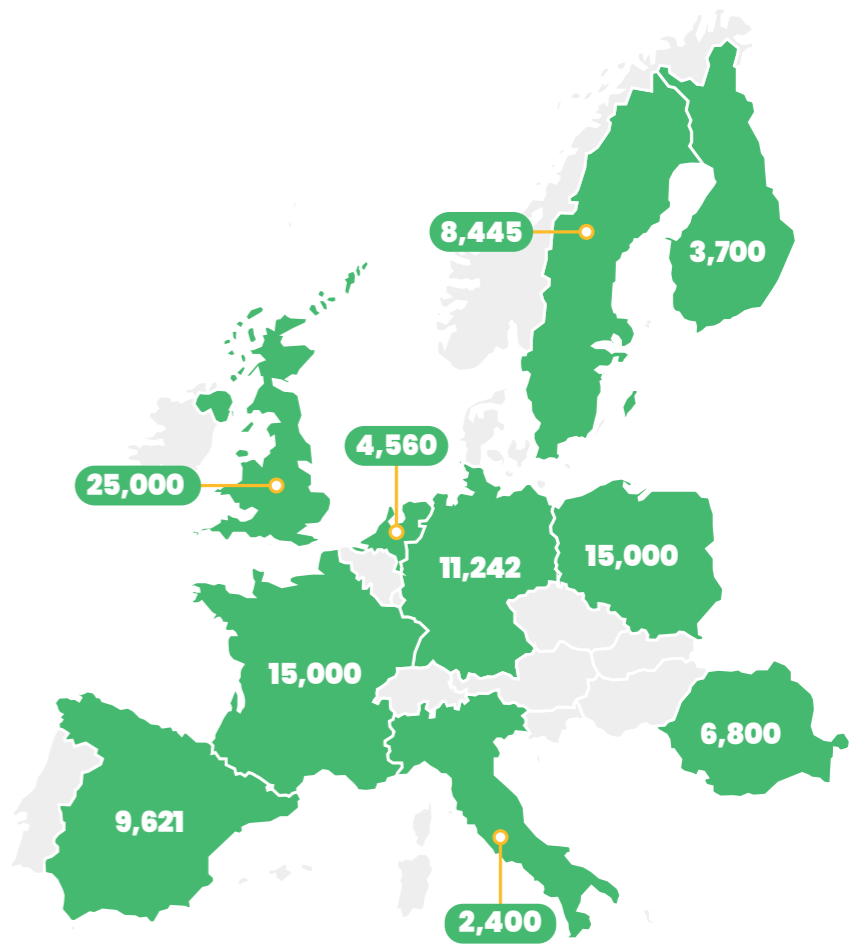


REVENUE SPLIT BY SOURCE



114,400
people are employed
throughout Europe
(+6.7% vs 2022)

24.4%
of the workforce
are women
(+1.3% vs 2022)



The video games industry is committed to sharing best practices and showing how these can drive more equality, diversity and inclusion throughout the workforce and ecosystem. We are encouraged by recent data in some countries showing a significant increase of women in new hires in the workforce. For example, **in 2022, 44% of new recruits in Sweden were women.**²

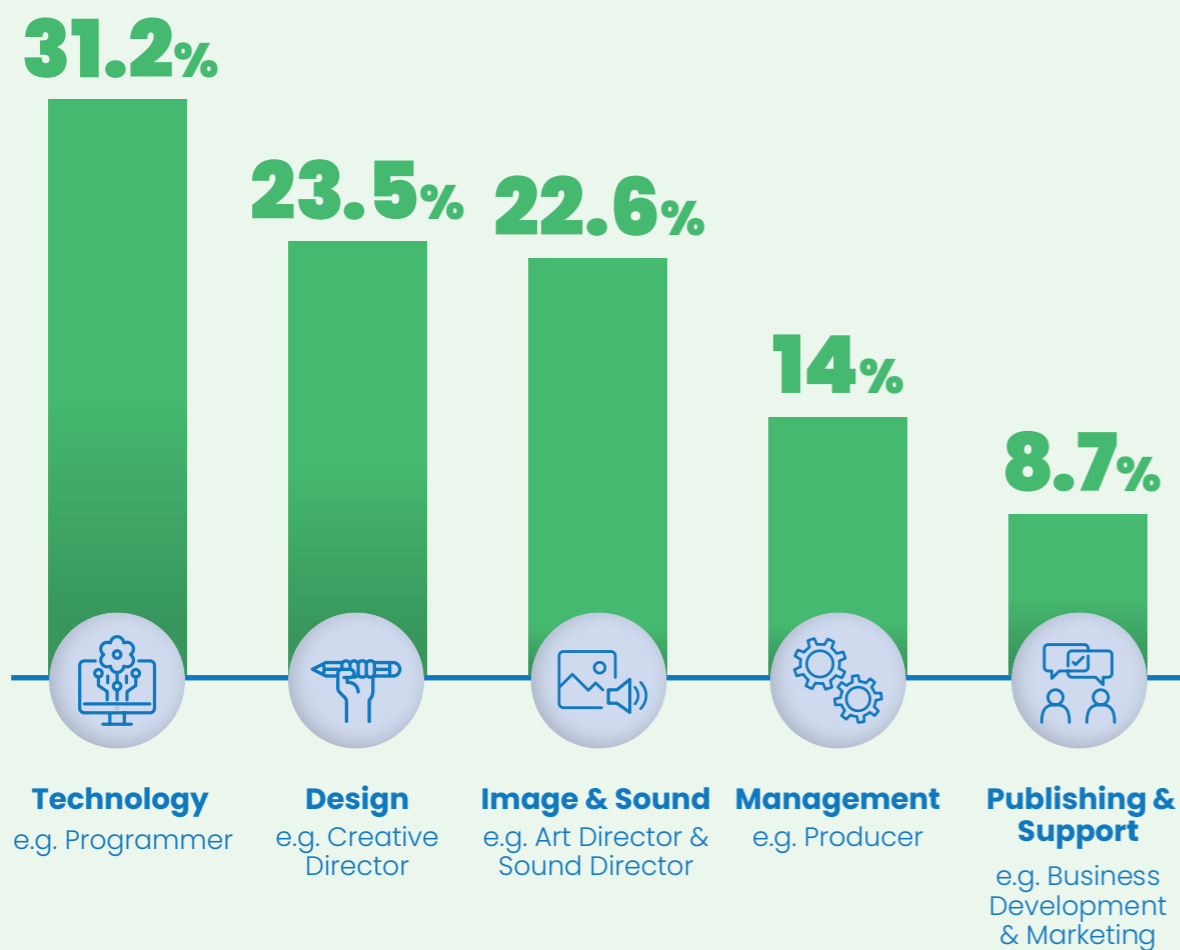
2. Swedish Games Industry: Game Developer Index. 2023. Dataspelsbranschen.



Create, Attract & Invest in Skills & Talent in Europe

Video games are complex unique works that combine technology and creative works. It takes a wide variety of highly-skilled people with both artistic and technical talent, to imagine, create, distribute and maintain a video game.


BREAKDOWN OF WORKFORCE ACCORDING TO JOB CATEGORY





Source: Annual survey of video games in France 2023. Syndicat National du Jeu Vidéo.





Top Selling Games in 2023

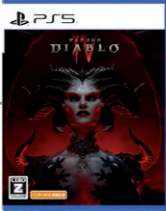
- 


EA Sports FC 24
Electronic Arts
- 


Hogwarts Legacy
Warner Bros. Games
- 


Grand Theft Auto V
Rockstar Games
- 


FIFA 23
Electronic Arts
- 

Call of Duty: Modern Warfare III
Activision Blizzard
- 

Diablo IV
Activision Blizzard
- 

The Legend of Zelda: Tears of the Kingdom
Nintendo
- 

Red Dead Redemption II
Rockstar Games
- 

Super Mario Bros. Wonder
Nintendo
- 

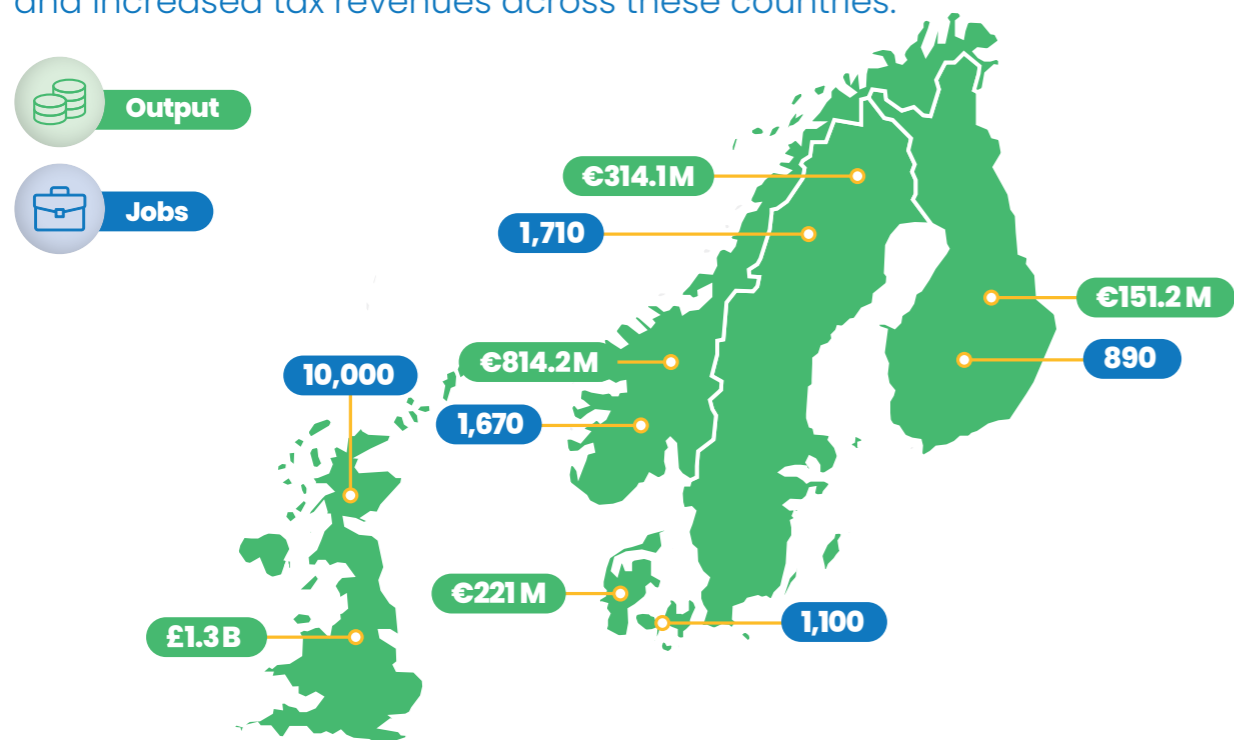
Spider-Man 2
Sony Interactive Entertainment

Did you know?

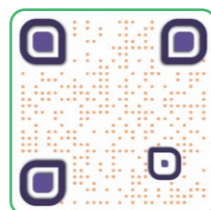
Video game technology spillover has significantly benefited Europe's economies.

- ↑ In the UK, it contributed over £1.3 billion in economic output and supported nearly 10,000 jobs in 2021.
- ↑ In the Nordic region, the impacts were also substantial*:
 - Denmark saw €221 million in output and 1,100 jobs;
 - Finland had €151.2 million in output and 890 jobs;
 - Norway benefited with €814.2 million in output and 1,670 jobs;
 - and Sweden experienced €314.1 million in output and 1,710 jobs.

This technology spillover has bolstered GDP, created high-paying jobs, and increased tax revenues across these countries.



UKIE SPILLOVER TECHNOLOGY REPORT



DOWNLOAD

*Economic output numbers for the Nordic region is converted from GBP to EUR using the average exchange rate in 2021.

Our 2024-2029 Manifesto

03

Our Asks from the EU



01 Make Europe the best place to create and invest in games

Protect the status of video games as a unique combination of technology and creative works. Do not make the EU a global outlier by trying to force video games into the audiovisual sector.

02 Maintain an open and competitive market: any form of additional or EU levy, tax or fee on the distribution of video games would disincentivise investment,

chill innovation, and distort the Single Market.

03 Adapt the Creative Europe programme and extend the General Block Exemption Regulation (GBER) to video games. Make them both fit for the video games sector and its unique needs.

04 Continue the successful story of self- and co-regulation

04 Recognise the value of the PEGI system and of self- and co-regulation to address consumer and business concerns

in a fast and efficient manner, keeping in step with the ever-evolving digital landscape. Self- and co-regulation are an important complement to existing regulations.

05 Adopt our proposals on fair and transparent purchases of in-game content. Equip parents with the necessary tools to manage children's gameplay, playtime and spending. We are concerned that the effectiveness of the existing EU legal framework is being undermined by insufficient enforcement.

06 Give companies the breathing space to assess how they should comply with the recent

new raft of regulations. Assess if those regulations are fit for purpose or if they have produced unintended consequences.

07 Create, attract and invest in skills and talent

07 Invest in education at the EU and Member State levels to tackle the digital skills gap. Build networks of excellence, promote life-long learning, encourage girls to join STEAM programmes, and upskill teachers.

08 Adopt strategies at the EU and Member State

levels to attract and retain the best global and diverse talent.

09 Use Horizon programme funding for a project mapping the video game workforce, the availability of relevant education programmes, and the skills gaps that still exist, to help the sector's success and growth.

10 Support innovation (Turning boring into fun for everyone)

10 Uphold a strong framework for enforcement of intellectual

property law to support innovation.

11 Adapt NACE codes to give the EU the tools to have a full picture of the economic value of our IP intensive industry.

12 Protect the EU acquis through careful coordination of ICT standardisation activities in international fora.



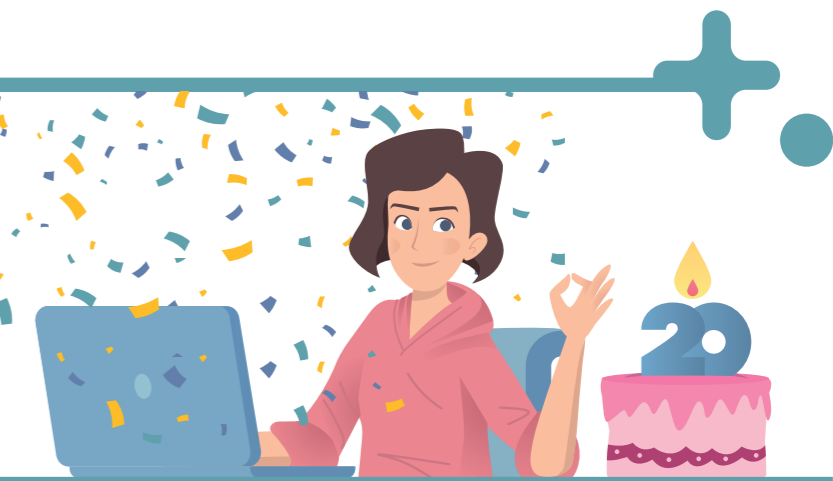


© Image from Assassin's Creed from Ubisoft

Fair and responsible gameplay

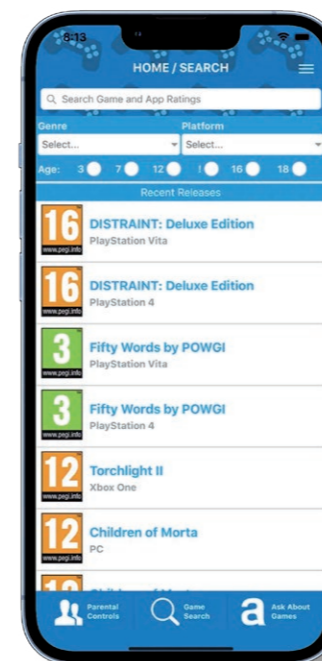
04

20 years and counting



The PEGI system celebrated its 20th anniversary in 2023 and remains a crucial element to provide parents with age-appropriate content information in a rapidly-evolving industry.

PEGI'S FEATURES AND INFORMATION TO EMPOWER PARENTS



PEGI app

In-game purchase transparency

Preferred language English (UK)

- | | | | | | | | |
|----------------|--|---------|--|------------|--|---------|--|
| Croatian | | Finnish | | Norwegian | | Serbian | |
| Danish | | French | | Polish | | Spanish | |
| Dutch | | German | | Portuguese | | Swedish | |
| English (UK) ✓ | | Italian | | Romanian | | | |

PEGI's enhanced in-game purchase descriptor informs consumers if an in-game purchase includes paid random items.



One notable milestone in 2023 was the updating of the PEGI Code of Conduct to include improved standards for safe online gameplay and in-game monetisation. Publishers are required to demonstrate the presence of efficient policies that ensure transparency and adequate community standards. PEGI maintains its role in informing parents about game content via various platforms. It also continues to refine its age rating criteria through collaboration with the PEGI Experts Group that is composed of academics and specialists. It emphasises the importance of parental engagement and dialogue with children about gameplay habits, supported by accessible family setting tools.

In 2023, the PEGI App added six additional languages, making it now available in 15 European languages.



Visit www.pegi.info for more information and download the PEGI app for iOS/Android.

PEGI is the pan-European video game age rating system



40

European countries



2,600+

member companies



40,000

games and millions of apps classified

PEGI's goal is to educate, advise and empower players, parents and guardians on age appropriate content in video games.

- PEGI also ensures that games are sold and advertised responsibly, that consumer redress is available, and that companies have tools and safeguards in place to ensure that online game play environments are free from illegal and harmful content.
- PEGI age ratings are established under the supervision of independent experts and classification bodies. PEGI is recognised by the European institutions and EU Member States as a model of European harmonisation in the field of minor protection and consumer transparency.

Visit www.pegi.info for more information

PEGI'S AGE LABELS



Suitable for all age groups, no unsuitable content



May contain some non-realistic or implied violence, and scenes that might be frightening to younger children



Can feature realistic violence against fantasy characters, non-realistic violence against humanlike characters, mild bad language, or sexual innuendo



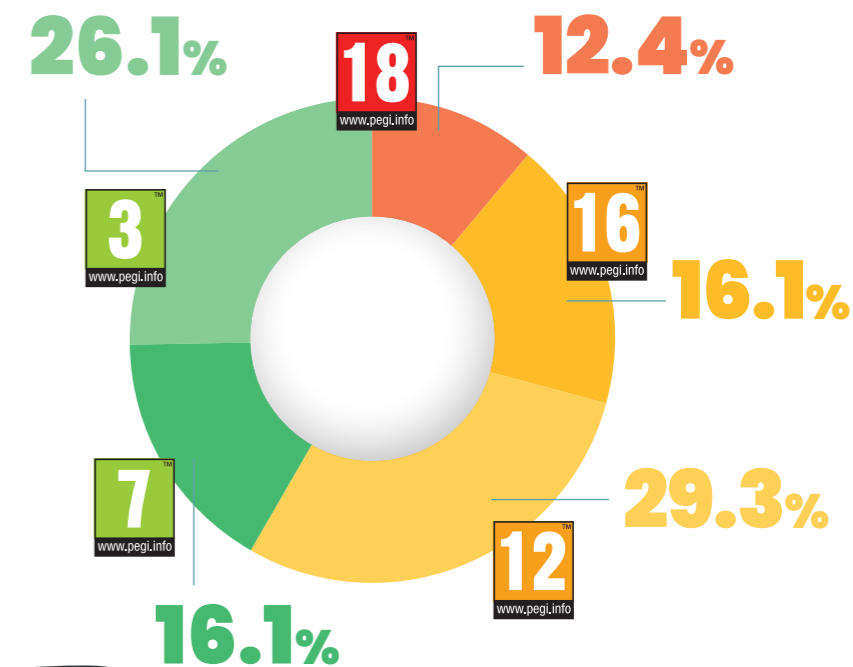
May depict realistic violence against humanlike characters, bad language, use of drugs, or erotic nudity



Games that contain gross violence against defenceless characters, glamorisation of drugs, or explicit sexual activity



+8,000 games rated in 2022

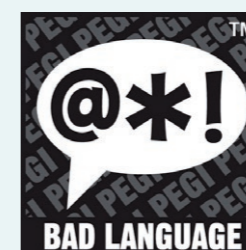


These stats include age ratings on the following platforms: Microsoft Xbox and Windows, Nintendo, Sony PlayStation, PC and Google Stadia.

PEGI'S CONTENT DESCRIPTORS



VIOLENCE



BAD LANGUAGE



FEAR



SEX



DRUGS



GAMBLING



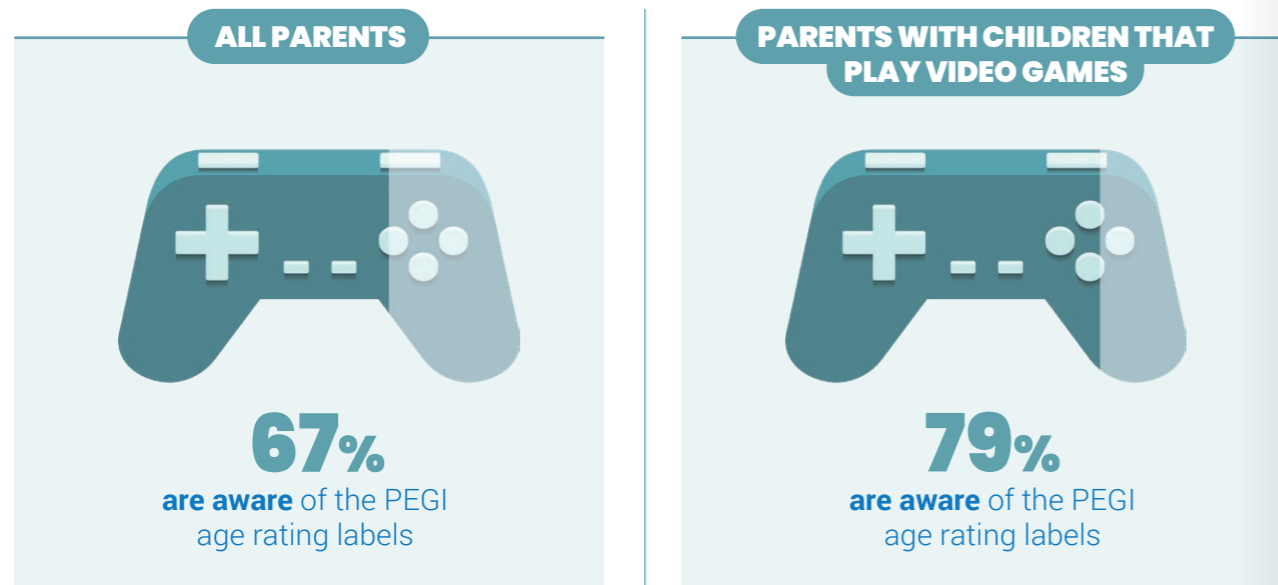
DISCRIMINATION



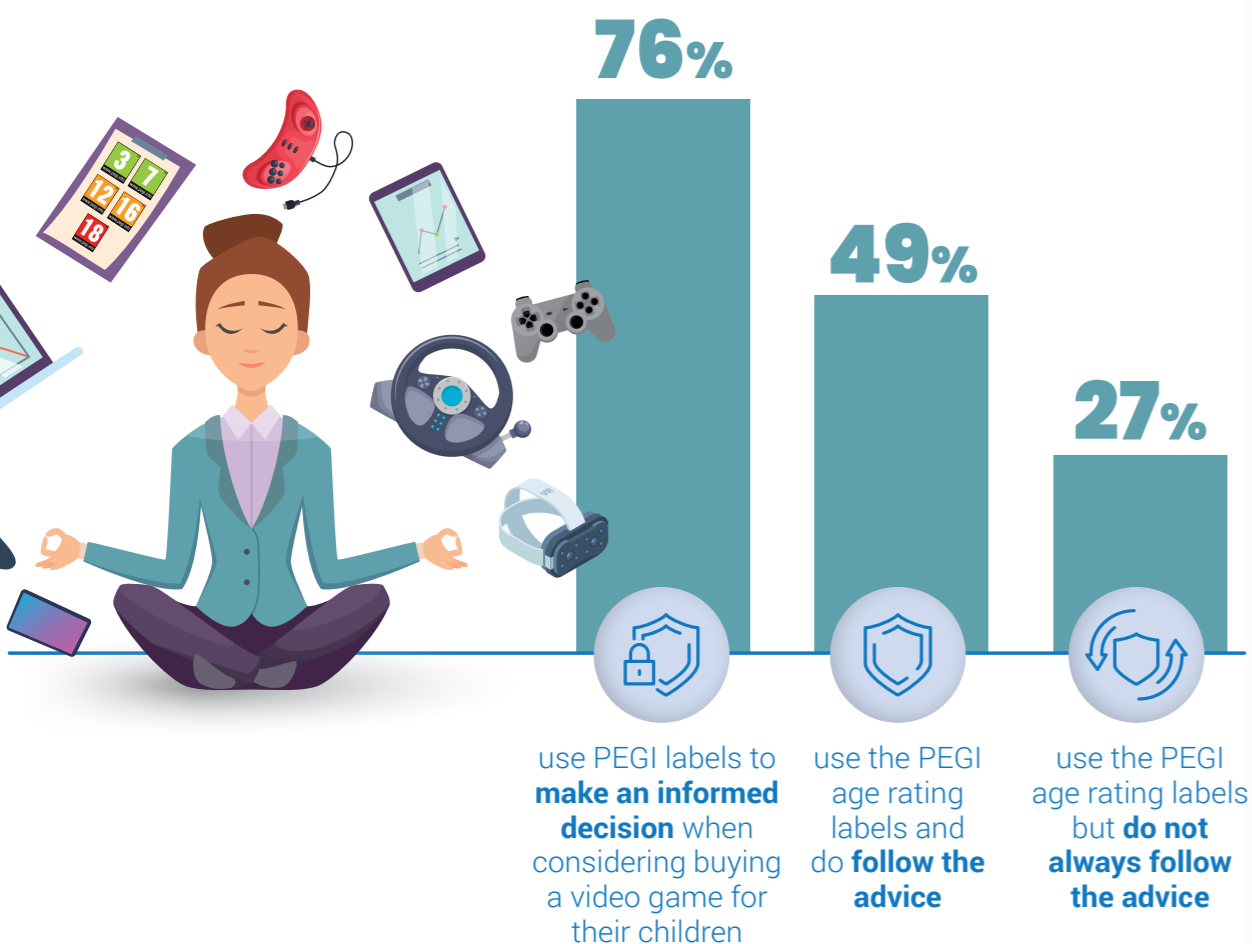
IN-GAME PURCHASES



Awareness of PEGI age labels



PARENTS AWARE OF THE PEGI AGE RATINGS LABELS



Source: GameTrack study of ES, FR, IT and UK.

Players and family setting tools

Family settings help parents and guardians decide with their children what works best for them, from time spent playing video games to communication with other players and much more. On every device, it is possible to discuss:

<p>Age rating Which games they can play based on PEGI age rating and descriptors</p>	<p>Time limit Agree on playtime limits, allowing for better playtime management</p>	<p>Online spending Discuss with their children how much can be spent when purchasing games and other downloadable content</p>	<p>Online interaction Agree on communications in games: friends only, friends of friends, anyone, or no one</p>
---	--	--	--

LIST OF DEVICES OFFERING PARENTAL CONTROL TOOLS

 PlayStation	 Xbox	 Nintendo 3DS	 PS Vita
 Nintendo	 Windows	 Mac OS	
 iPhone/iPad	 Android/Google Play	 Windows 10	 PlayStation VR2
		 Meta Quest	

In addition to parental control tools on devices, publishers' own platforms increasingly offer parental control tools and additional verification mechanisms such as young player accounts and verified parental consent.

Some examples are: [BlizzardBattlenet.net](#), [EA Origin](#), [Epic Games](#) including [Epic Cabined Accounts](#) for young players, [Roblox](#), [Ubisoft's young player account](#), [Bandai](#), [Niantic](#), [Sega](#). Further, Riot Games have brought in state of the art voice moderation to their chats.



Visit Video Games Europe's website to access information on player and parental control tools for various devices and platforms. videogameseurope.eu/responsible-gameplay/parental-controls



Family setting tools

The video games industry wants people to enjoy this popular pastime.

To that end, the industry empowers parents so that they can engage with their children and agree on appropriate rules around video gameplay, and encourages parents to learn about the games their children love. Find information in your local language below:

SEIZETHECONTROLS.EU

Austria
GemeinsamSpielen
www.gemeinsamspielen.at

Belgium
Jouezmalin / Speelhetslim
www.jouezmalin.be
www.speelhetslim.be

Denmark
GemeinsamSpielen
www.angi-nordic.com

Finland
Peliviikolla
www.peliviikko.fi

France
PédaGoJeux
www.pedagojeux.fr

Germany
Unterhaltungssoftware Selbstkontrolle (USK)
<https://usk.de>

Italy
Tutto sui videogiochi
www.tuttosuivideogiochi.it

Netherlands
RuleTheGame
www.rulethegame.nl

Poland
Zapytaj o Gry
www.zapytajogry.pl

Norway
GemeinsamSpielen
www.angi-nordic.com

Portugal
#SaberJogar

Romania
DespreJocuriVideo
desprejocurivideo.ro

Spain
The Good Gamer
www.thegoodgamer.es

Sweden
Fråga, Prata, Spela
www.fragaprataspela.se

Switzerland
PlaySmart
play-smart.ch

United Kingdom
Ask about games
www.askaboutgames.com



Video Games Europe's 5 tips for parents

videogameseurope.eu/news/5-tips

Video Games Europe organises training sessions with the Safer Internet Centres to present the latest parental and player control features and tips.





© Image from God of War from Sony Interactive Entertainment

Our Partners & Actions

Diversity, Inclusion and Equality



Driving diversity, inclusion and equality is not just the socially responsible thing to do, it is the right thing to do. Video games Europe and our members are working to deliver and promote best practices across Europe for the good of both the industry and the playing community.

W women in games

Video Games Europe is a corporate ambassador of Women in Games, a not-for-profit looking for equity and parity for all women and girls in the video games industry and esports.



DOWNLOAD

Women In Games guide 'Building a Fair Playing Field' is available in Italian, Polish, Spanish.

W WOMEN IN GAMES

Launched in 2018, Women in Games Italia is a non-profit organisation working for diversity in the video game industry in Italy. Their goal is to double the number of female professionals in the sector in 10 years.

The association is committed to four main areas: promoting the visibility of professionals in the sector, informing young girls and students about professional opportunities in the video game sector, building and strengthening networking opportunities and raising awareness among sector players on the issue of diversity. The Association is active throughout Italy.

womeningamesitalia.org

W WOMEN IN GAMES FRANCE

SELL and SNJV, representing the French video games sector have signed a Diversity Charter alongside Women in Games France to promote diversity within the French games industry.

womeningamesfrance.org

EMPOWERUP

Empower Up is a not-for-profit initiative supported by Ukie's #RaiseTheGame and Amicus. It provides resources, knowledge, and frameworks to help video game organisations enhance their Equality, Diversity, and Inclusion (ED&I) policies and practices. The goal is to create a diverse and inclusive industry where individuals from all backgrounds feel welcome and valued, and can thrive in their careers. Empower Up aims to enable organisations and individuals to advance their ED&I efforts through measurable and actionable steps.

empower-up.com



Over 400 companies and more than 1,000 individuals have already signed game's (German video games association) declaration to actively support diversity and inclusion in the video games industry and became part of #TeamDiversity in Germany.

hier-spielt-vielfalt.de/en

#PlayEquall

AEVI, representing the Spanish video games industry launched their #PlayEquall initiative, created to materialise the video game industry's commitment to the values of equality, diversity and inclusion. More than 120 video games companies (including AEVI's members) and more than 40 industry professionals have signed on to the effort.

playequall.es



Dataspelsbranschen, representing the Swedish games industry, engages in a number of initiatives aimed at improving diversity in the local video games industry. Dataspelsbranschen hosts networking events at Nordic Games, scholarships for female game students to attend the Game Developers Conference, job fairs, the Kvarvaro study, and much more with the goal of encouraging more women to study game development and of creating an industry where women want to stay and make a career.

diversi.nu

#RaiseTheGame



#RaiseTheGame is a collaborative, high-impact and industry-wide pledge initiative, managed and facilitated by Ukie, representing the UK's games and interactive entertainment industry. With more than 200 organisations involved, #RaiseTheGame strives to inspire meaningful, cultural and behavioural change in all games businesses, companies and organisations, regardless of size or stage of their equality, diversity and inclusion (EDI) journey.

raisethegame.com

How we contribute to education, upskilling of teachers and STEAM

Since 2008, European Schoolnet, the network of 34 Ministries of Education across Europe, and Video Games Europe have been collaborating to deliver the Games in Schools project designed to train teachers and educators across Europe on how to use video games as pedagogical support in the classroom.

The project's output include a six-weeks long Massive Open Online Course (MOOC), a selection of teacher-created lesson plans, a handbook for teachers on using video games for educational purposes, and a research study to understand the enablers, obstacles and opportunities for game-based learning.



1911
participants



77
countries

For the seventh year in a row, European Schoolnet, the network of 34 Ministries of Education across Europe, and Video Games Europe are continuing their Games in Schools project designed to train teachers and educators across Europe on how to use video games as pedagogical support in the classroom.

The project's outputs include a 6-week long Massive Open Online Course (MOOC) (see below) about Games in Schools, a selection of teacher-created lesson plans, and a handbook for teachers on using video games for educational purposes.



96%
said they will use learnings in everyday work

Games in Schools

The 2023 Games in Schools Handbook was launched via a successful back-to-school webinar bringing together over 130 teachers, educators and education policy makers. We discussed how video games can be used in the classroom and highlighted how video games can support inclusive education and help pupils acquire essential (digital) competences - a key objective of the European Year of Skills that ended in April 2024.

The Handbook has now been translated into Croatian, Dutch, French, Polish, Portuguese and Spanish and is seen as an important tool to improve learning outcomes and upskill teachers by the Belgian, Croatian, and Polish governments.



Climate

Since 2021, Video Games Europe is an Associate Member of the UN-facilitated Playing for the Planet Alliance, and support the work of the alliance across our members and networks.



Video games have a unique opportunity to inspire change and raise awareness among players through gameplay and innovative storytelling. As an Alliance Member of Playing for the Planet, an initiative started by the United Nations Environment Programme (UNEP) and led by the games industry, Video Games Europe contributes to the Alliance's collective objective to address climate change, promote best practices, and facilitate dialogue within the industry. Main outcomes from the P4P 2023 Annual report, **The Green Jam had:**

40 Entries

More than **85 M** daily active users (DAU) reached

Raise USD **\$700k+**

In 2023, the report 'Untangling the Carbon Complexities of the Video Gaming Industry' was published by Playing for the Planet and The Carbon Trust, with contributions from Video Games Europe. This practical guide explains the carbon complexity of our industry, addressing our progress, identifying barriers, and charting the way forward for the Playing for the Planet Alliance and its members.



Enhancing the sustainability of video game consoles

54 of energy TWh

GCVA saved over the lifetime of PS4 and Xbox One series consoles (equivalent to Portugal's annual consumption)

In 2015, Nintendo, Sony Interactive Entertainment and Microsoft launched the Games Consoles Voluntary Agreement (GCVA) together with the European Commission, to improve energy and resource efficiency of current and future games consoles.

ENCOURAGING INDUSTRY DISCUSSION

- ✦ The Green Games Summit, delivered by Ukie in collaboration with Video Games Europe and the Playing for the Planet Alliance, took place in October 2021
- ✦ The event encouraged the international games sector to share knowledge and discuss the industry's approach to the climate crisis ahead of COP26
- ✦ Hundreds of games businesses from over 20 different countries participated
- ✦ The Summit also received additional support from the global games community, with trade bodies from across the world signing up as global partners:



VIDEO GAMES EUROPE SECRETARIAT'S ONGOING COMMITMENTS

Our office measures our carbon impact!

With the help of ClimatePartner, the Video Games Europe Secretariat measured and offset its carbon impact for 2021, estimated at 25.369 kg CO₂-eq. The calculation follows the GHG Protocol and includes Scope 3 emissions. We are committed to repeating this exercise each year in order to achieve continuous climate neutrality.

MEMBERS

VIDEO GAMES EUROPE EGDF

Video game companies


- Activision Blizzard 
- Bandai Namco 
- Electronic Arts 
- Embracer Group 
- Epic Games 
- Level Infinite 
- Microsoft 
- Niantic 
- Nintendo 
- Riot Games 
- Roblox 
- Sega 
- Sony Interactive Entertainment 
- Square Enix 
- Supercell 
- Take 2 Interactive 
- Ubisoft 
- Warner Bros Interactive 

National Trade Associations

- Austria: OVUS  PGDA 
- Belgium: VGFB  FLEGA 
- Czechia: GDACZ 
- Denmark: Producentforeningen 
- Finland: Suomen pelinkehittäjät 
- France: S.E.L.L.  SNJV 
- Germany: game  
- Italy: IIDEA  
- Lithuania: LZKA 
- Netherlands: VGFN  DGA 
- Nordic (Denmark, Finland, Norway, Sweden): ANGI 
- Norway: Produsentforeningen 
- Poland: SPIDOR  PGA, Indie Game Poland Foundation 
- Portugal: AEPDV  AVPV 
- Romania: RGDA 
- Serbia: SGA 
- Slovakia: SGDA 
- Spain: AEVI  DEV 
- Sweden: Spelplan-ASGD 
- Switzerland: SIEA  SGDA 
- Turkey: TOGED 
- United Kingdom: Ukie  TIGA 

ABOUT VIDEO GAMES EUROPE

Since 1998, Video Games Europe has ensured that the voice of a responsible games ecosystem is heard and understood. Its mission is to support and celebrate the sector's creative and economic potential and to ensure that players around the world enjoy the benefits of great video game playing experiences. Video Games Europe represents 19 European and international video game companies and 13 national trade associations across the continent.

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ABOUT EGDF

EGDF represents European game developers on a European level, helping to build up policies that support the growth of the European game developer studios and foster the development of the entire digital ecosystem in Europe.

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