Agenda Gaming projects cluster meeting

Brussels 17 June 2025

16 June: 19:00h – 21:00h **Drink for participants** GUINGUETTE MAURICE, Parc du Cinquantenaire	

17 June 2025 REA, North Light Building, Boulevard Simon Bolivar 34, Simon Bolivarlaan, 13 floor, Room 206	
9:00 – 9:30	Registration & possibility for bilateral meetings with the Project Policy Officers
9:30 – 9:40	Welcome: Research & Policy Priorities and the need of Policy Feedback. *Rickard BUCKSCH, European Commission, DG RTD*
9:40 – 10:00	"The European Video Games Sector in Europe" Maciej SZYMANOWICZ and Bastien REMY, *European Commission , DG CNECT*
10:00 – 10:50	**The Games for Culture Cluster** MEMENTOES, LogaCULTURE, GREAT, i-Game, MuseIT, Game-er, EPIC-WE *Chair: Nikolaos DIMITRIOU (Centre for Research and Technology Hellas, CERTH)* Pitches (5min each) of project objectives and workplans: Each project should present its outcomes based on their level of maturity, showcasing advancements and identifying opportunities for reuse and collaboration.
10:50 – 11:10	*Coffee Break*
11:10 – 12:00	**The Games innovation system** STRATEGIES, GAMEHEARTS, HAMLET, ANIMA MUNDI, MEGASKILLS, CULTURATI *Chair: Alexandre LOTITO, Technopolis, Project EKIP.* Pitches (5min each) of project objectives and workplans: Each project should present its outcomes based on their level of maturity, showcasing advancements and identifying opportunities for reuse and collaboration.
12:00– 13:00	*Lunch break – Canteen REA North Light building*
13:00 – 15:00	Moderated *parallel* group work & discussion between projects (and added value for Gaming!) - Group 1: Gaming Ecosystems and needed Skills (Chair: Simone ROSINI (DG EMPL, Rapporteur: tbc) – 13 floor, Room 103 - Group 2: Gaming and implementing in Museums (Chair: Ana-Maria STAN DG RTD, Rapporteur: Ben WHITEHOUSE, REA) – 13 floor, Room 007 - Group 3: Gaming and AI (Chair: Maciej SZYMANOWICZ/ Remy BASTIEN, DG CNECT, Rapporteur: Christian WILK, REA) – 13 floor, Room 206 - Group 4: Gaming for Learning (Chair: Nikoleta GIANNOUTSOU, REA, Rapporteur: tbc) – 13 floor, Room: 108

15:00– 15:20	*Coffee break*
15:20– 16:20	Presentations and discussion on "Innovation, exploitation, sustainability" - Opportunities of the Cultural Heritage Cloud for the Gaming projects (Emanuel Demetrescu , CNR, Consiglio Nazionale delle Ricerche) - The Horizon Result Booster – Dissemination and Go-To-Market Support (Estelle BARRILLON/Iana-Doriana TELEHOI, DG RTD) - The EIC Transition programme and the EIC Accelerator Challenge GenAI4EU *(Bart van CAENEGEM, REA)* - Questions and discussion on exploitation
16:20 – 16:40	Pitching ideas for future projects (Chair : Rickard BUCKSCH, DG RTD)
16:40 – 16:45	Looking forward – next steps and work to be done (Jens HEMMELSKAMP/ Carla ROCHA, REA)