

Gaming cluster meeting Agenda

10 June 2026	
9:30 – 10:00	Registration & possibility for bilateral meetings with the Project Policy Officers
10:00 – 10:15	Welcome: Research & Policy Priorities and the need of Policy Feedback. <i>Rosa PEREZ MONCLUS, EC, DG RTD</i>
10:15 – 11:00	Session 1: The Games for Culture Cluster (Active projects) - HAMLET, Anastasios Drosou, CERN - STRATEGIES, Joost Raessens, Utrecht University - GAME-ER, José Gómez, Abertay University - I-GAME, Makrina Viola Kosti, CERN - GAMEHEARTS, Patrycja Klimas, Wrocław University of Economics and Business - REEVALUATE, Anastasios Drosou, CERN - ANIMAMUNDI, Antonios Vlassis, University of Liege <i>Chairs*: Jens HEMMELSKAMP (REA), Christina TSITA (HAMLET-GCC, CERN)</i> <u>Pitches (5 min each) of project objectives, outcomes, and policy relevance:</u> Each project will present key results and outcomes, including contributions to policy development, commercial exploitation, and notable research findings. Presentations should reflect the project's level of maturity, highlight progress since the 2025 cluster meeting, and indicate how previous insights have been taken into account. Projects are encouraged to identify opportunities for collaboration, knowledge sharing, and reuse, setting the stage for deeper discussion and potential joint recommendations in the subsequent sessions.
11:00 – 11:15	<i>Coffee Break</i>
11:15 – 11:45	Session 2: Completed Gaming Projects Insights - EPIC-WE, Rikke Toft Nørgård, Aarhus University (online) - MEGASKILLS, Tommaso Librera, European Entrepreneurs CEA-PME (online) - RAYUELA, Gregorio López López, Comillas Pontifical University Madrid (onsite) - GEMS, Maja Halilovic-Pastuovic, Trinity College, Dublin (online) - EMPOWER, Gerardo Herrera, IRTIC, University Valencia (online) <i>Chairs*: Carla ROCHA GOMES (REA), Gregorio LÓPEZ LÓPEZ (RAYUELA, Comillas Pontifical University Madrid)</i>
11:45 - 12:45	Session 3: EU Gaming sector: Mapping and NACE codes: - Introduction: State of play of the videogame sector with the new revision of the Eurostat Culture Statistics and data limitations Andrea GALLELLI (EUROSTAT) 10 min - Research proposals to address data limitations on NACE codes and the mapping of the video games industry, Enrico Bertacchini (GAME-ER, UNITO (online)), Piergiorgio Pilo (ANIMAMUNDI, SSSA), Marlen Komorowski, 25 min - Discussion: Andrea GALLELLI (EUROSTAT) (online), Marta JIMENEZ PUMARES (EAC) (onsite) 20 min - Wrap-up and main conclusions 5 min <i>Chair*: Luis LEÇA (GAME-ER, INOVA+)</i>

	<u>Presentations of projects addressing challenges related to NACE codes, data collection, and gaps in the video game sector:</u> This session will bring together projects working on the classification and statistical representation of the video game industry in Europe. Projects will present relevant findings, methodologies, and briefings prepared for Eurostat, with a focus on challenges in applying current NACE codes, identifying data gaps, and improving the mapping of the gaming sector. The session aims to consolidate existing evidence and support ongoing discussions on potential updates to NACE classifications and improved EU-level industry statistics.
12:45– 13:45	<i>Lunch break – Canteen Simon Bolivar building</i>
13:45 – 15:00	Session 4 – Moderated parallel group work & discussion between projects Group 1: Gaming and AI - Use of AI in game development and gameplay - Ethical and regulatory considerations - AI-driven innovation in the gaming sector <i>Chairs*: Sacha BAUDET (DG CNECT), Giorgos ANGELIS (HAMLET, CERTH) (online)</i> Group 2: Safer Gaming, Security and Policy - Protection of youth and children - Safer gaming ecosystems (security, harmful content, radicalisation, dual use) - Policy frameworks and guidance for responsible gaming <i>Chairs*: Veronika STERN (DG Home), Gerardo HERRERA GUTIERREZ (EMPOWER, IRTIC - Universitat de València)</i> Group 3: Gaming Ecosystems, Innovation and Competitiveness - Gaming applications in education, soft skills development, and societal impact - Cross-sector applications in museums, environment, health, and resilience-building - Innovation, co-creation, and ecosystem development - Skills, talent, and workforce development in the gaming sector - Growth and support of startups and young companies - Market dynamics, competitiveness, and access to finance - Collaboration between universities, industry, and public authorities - Workplace innovation and employment trends <i>Chairs*: Simone ROSINI (DG EMPL), Odile LIMPACH (STRATEGIES, SpielFabrique 360° UG)</i>
15:00– 15:15	<i>Coffee break</i>
15:15 – 16:00	Session 4: Presentation and discussion of the group results
16:00 – 16:30	Session 5 - Research gaps and new research avenues [on-site only] <i>Chairs: Rosa PEREZ MONCLUS, DG RTD</i>
16:30 – 16:45	Looking forward – next steps and work to be done