



EUROPE'S  
VIDEO GAMES  
INDUSTRY



## **ISFE WELCOMES ADDITIONAL PUBLIC SUPPORT TO VIDEO GAMES IN FRANCE, GERMANY, AND IRELAND**

22 November 2022, Brussels - ISFE welcomes the recent decisions taken in France, Germany, and in Ireland to increase the financial support dedicated for one of Europe's fastest growing creative sectors. Today, the video games sector employs over 98,000 people across Europe, with a market size of €23.3bn in 2021, making the EU one of the leading hubs for video game development despite fierce global competition.

The decisions from France, Germany, and Ireland will strengthen Europe's competitiveness and attractiveness, boost job creation in these territories, and contribute to the recognition of video games as a strategic sector for EU's cultural diversity and economic growth.

These developments echo the recommendation outlined in the recent European Parliament's [resolution on esports and video games](#), which calls for more ongoing support for the video game sector alongside a review of the General Block Exemption Regulation, which will allow more flexibility for Member States in providing appropriate financial support to its local industry and help Europe remain a frontrunner in digital culture, benefiting both society and the wider economy.

### **More information:**

#### **France's continuation of the "Credit d'Impot Jeu Video"**

On 1 November, Jean Noel Barrot, French Minister for the Digital Transition, announced during his opening speech of this year's Paris Games Week that the French tax credit scheme (Credit d'Impot Jeu Video) **has been extended for 6 more years, until 31 December 2028**. The French tax credit scheme is one of the oldest in Europe, having supported over 370 projects from 150 studios since its inception in 2008. Only 38 projects benefitted from the scheme in 2021, totaling €43 million in indirect funding. The extension was accompanied by a review of the cultural test that projects must pass in order to be eligible, which now further rewards both the technological innovations brought by video games, as well as the creative and artistic creation that goes into their production.

- Read more [here](#).

#### **Germany increases games funding to 70 million euros**

On 16 November, The German Bundestag's budget committee increased the national budget for game support by 20 million euros, bringing the total annual budget of 70 million euros. This decision follows the funding program's initial success, which has sparked significant interest from game companies since its 2019 launch. As a result, the number of game companies increased by 26% during this time period, and the number of people employed by developers and publishers increased by 12%. This expansion has depleted the annual budget of 50 million euros available to date, necessitating an increase in funding to continue supporting game development in 2023 and for years onwards.

- Read more [here](#).

#### **Ireland's new tax credit scheme will be available from 2023 onwards**

On 21 November, Ireland announced a tax credit scheme for video games companies that will allow them to subsidise up to €8 million of their development costs. The scheme is a refundable corporation tax credit to claim back 32% of the costs incurred during the production, testing and design of a video game. The scheme will go into effect on 1 January 2023 and will last until the end of 2025.

- Read more [here](#).