

SPiDOR

ANNUAL REPORT 2023

We create a responsible
space for the
development of the video
game industry
in Poland

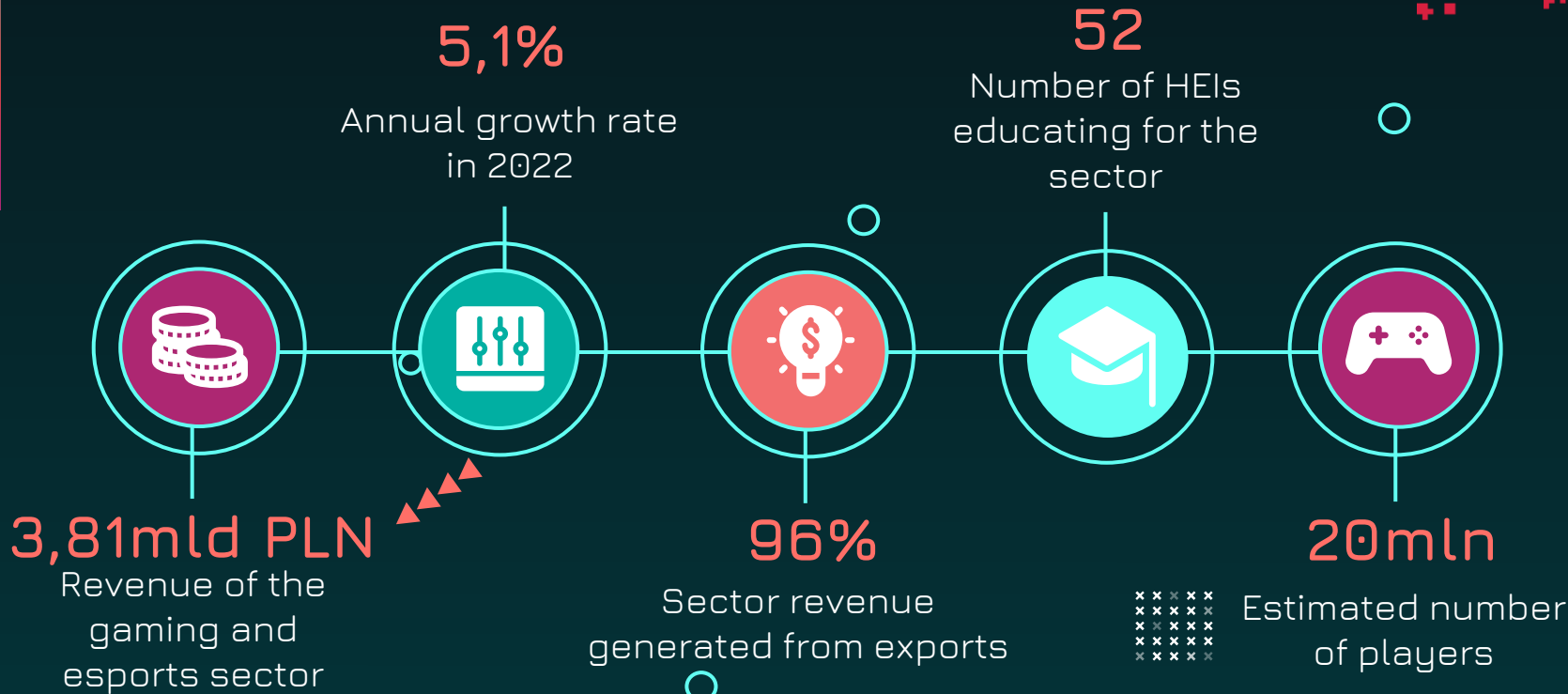
Polish **Video Games** Association



Video game industry



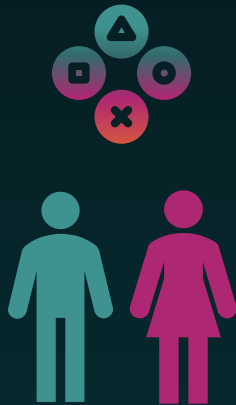
Video game industry



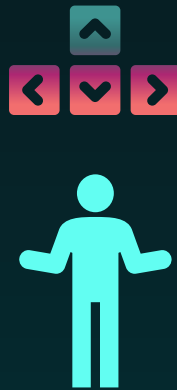
Players in Poland



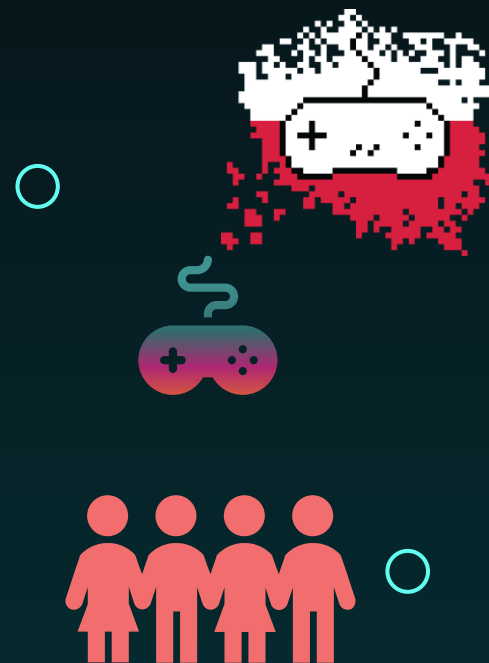
35 YEARS
average age of
players



47%
of gamers are
women

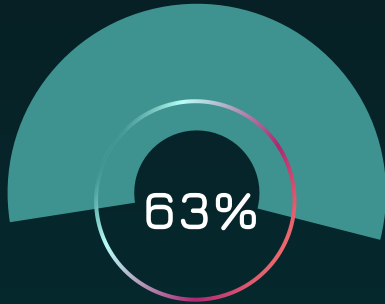


80%
players are
adults

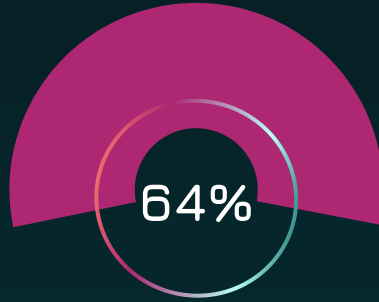


88%
of children 9-15yo
play games

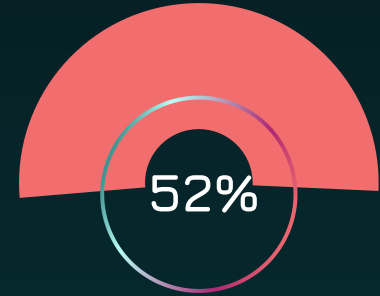
The role of video games



They provide
a break from
everyday tasks



They give
a sense of
happiness



They help
get through
difficult times



Gaming Platforms



40%

Mobile Devices



18%

Browser



26%

PC/Laptop

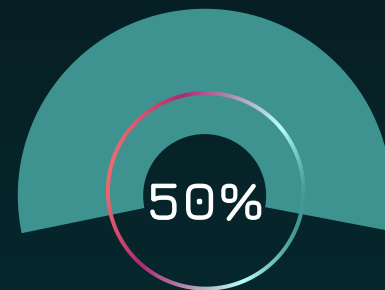
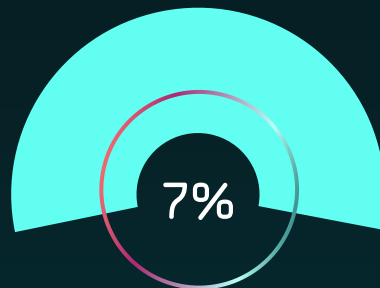
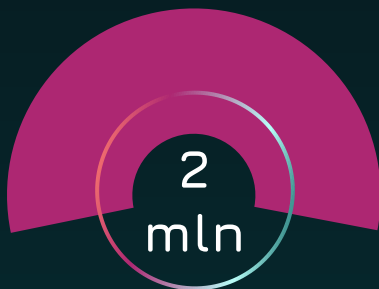


17%

Console



Sales of games in Poland



Copies of TOP 10
games bought by
players in 2023

Number of unique
game titles bought
by players in 2023

Year-on-year
increase in the
number of game
copies sold

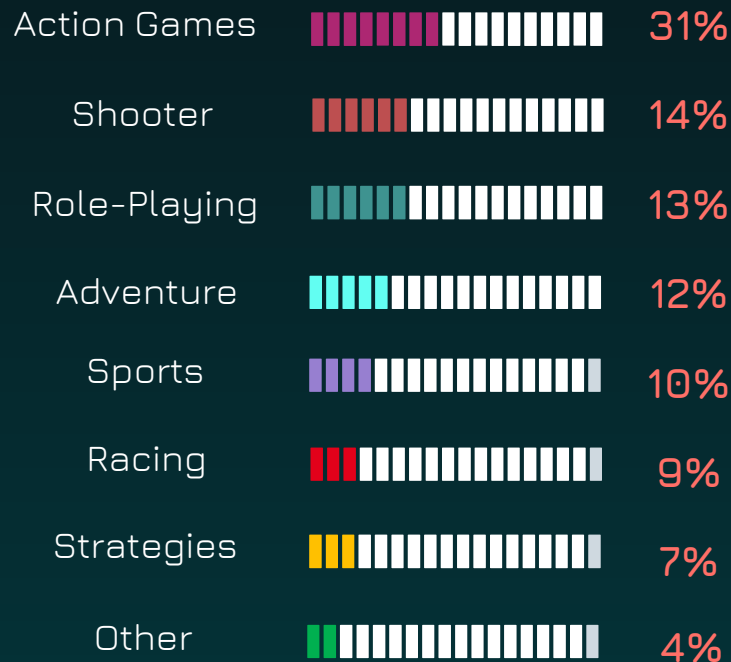
Share of PC
games in
overall sales



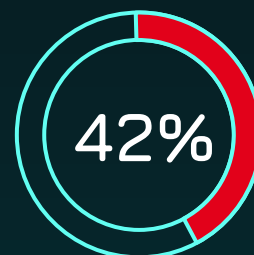
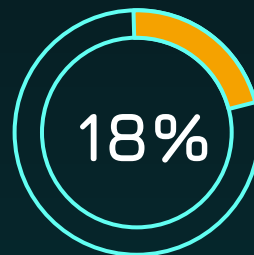
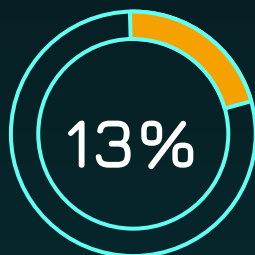
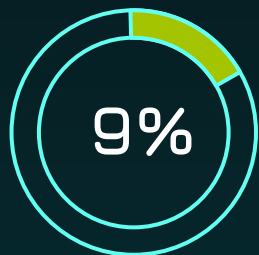
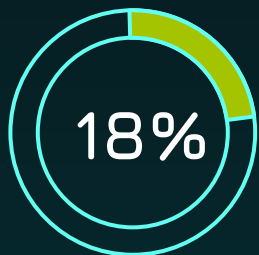
TOP 10 games in 2023



1. FC 2024 – EA
2. Hogwarts Legacy - Warner Bros
3. FIFA 23 – EA
4. GTA V – Rockstar Games
5. Diablo IV – Activision Blizzard
6. Red Dead Redemption – Rockstar Games
7. Spider-Man 2 – Sony Interactive
8. Star Wars Jedi: Survivor – EA
9. Need for Speed: HEAT – EA
10. Cyberpunk 2077 – CD Projekt RED



PEGI age rating



SPiDOR - areas of activities



CSR



SOCIAL RESPONSIBILITY
CONSUMER PROTECTION
EDUCATION



Comms



CONSUMER RESEARCH
MARKET REPORTS
PUBLICATIONS



Public Policy



CONSULTATION
COOPERATION WITH
THE PUBLIC SECTOR

Management Structure



Joanna Frej
Board Member
Xbox Platform
Category
Manager



Ilona Hinz
Board Member
Director of Finance
Sony Interactive
Entertainment Polska



Jarosław Kędzior
Chairman
Country Manager
Polska Electronic
Arts



Krzysztof Zych
Audit
Committee
Electronic Arts



Maciej Turski
Audit
Committee
General
Manager
Plaion



Mariusz Klamra
Audit
Committee
CEO
Gry Online SA

CSR - EVENTS 2023



EFG Esports Forum 2023



 FEBRUARY 2023

Representatives of [SPiDOR](#), [ISFE \(VGE\)](#), and [SPG](#) participated in the EFG Esports Forum, an international conference during the Intel Extreme Masters finals in Katowice, with discussion panels:

- Poland: a European video games and esports powerhouse
- EU Parliament Initiatives: a chance for video games and esports?

In addition, the program included open lectures, EGF research, and key trends in the esports industry.



VIRTUAL WORLDS: How video games are helping shape Europe's digital future

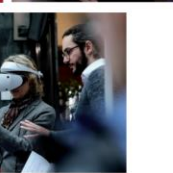
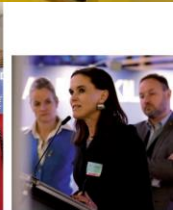
 MARCH 2023

European Parliament – an exhibition dedicated to video games focusing on the impact of games on innovation, education and the labour market.

The exhibition was initiated by MEPs, including **Tomasz Frankowski**, and was held in cooperation with **Video Games Europe**, [European Schoolnet](#) and [Playing for the Planet Alliance](#).

An important accent was the presentation of *This War of Mine* by Paweł Miechowski from 11 bit studios.

Read More: [Exhibition Report](#)



MEP Tomasz Frankowski: "Games are a powerful tool for learning and skill development. They can help us understand complex issues and develop problem-solving skills. We need to support the development of the video game industry in Europe to ensure we are competitive in the global market."

MEP Sabine Griebner: "The video game industry is a rapidly growing sector that offers many opportunities for innovation and job creation. We need to ensure that the industry is sustainable and that it benefits all of Europe."

Emma Fox, Head of Sustainability, Embros Group: "Video games can be used to raise awareness of environmental issues and promote sustainable practices. We need to encourage the development of eco-friendly video games that can help us build a more sustainable future."

MEP Václav Zeman: "Video games can be used to improve language learning and other educational skills. We need to support the development of educational video games that can help us build a more skilled workforce."

Member of Commissioner Gabriel's cabinet, Laurence Berthoin: "Video games can be used to improve mental health and well-being. We need to support the development of mental health video games that can help us build a more resilient society."

A Wide range of technology and creative professionals collaborate on making a game

Expert seminar: WHAT DO YOU PLAY?

 MAY 2023

The Polish Centre for the "Safer Internet" Programme, in cooperation with the Empowering Children Foundation, the National Research Institute (NASK), the Orange Foundation, and SPiDOR organised an expert seminar on children's safety in the context of games. The seminar was addressed to teachers, people working with children, parents, and anyone interested in the subject of online safety.

Dr Dominika Urbanska-Galanciak – PEGI – how does the game rating system work?

Patrycja Rodzińska-Szary – How parents take care of the safety of their children: reality vs expectations

Prof. Mirosław Filiciak – Beyond Rating: new challenges

Oliwia Chojnacka – Metaverse – threats and challenges

Read More: [Cyberprofilaktyka.pl](https://cyberprofilaktyka.pl)

Seminarium eksperckie online

CO JEST GRANE?

JAK ZADBAĆ O BEZPIECZEŃSTWO MŁODYCH GRACZY?

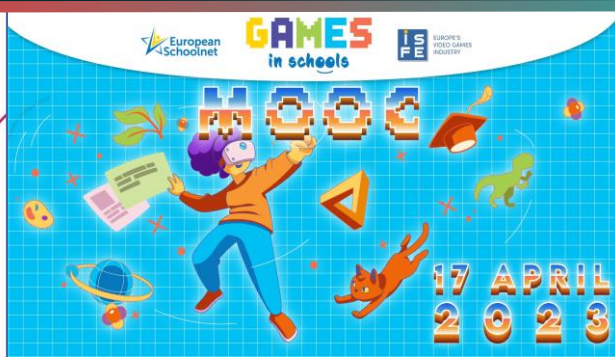
10 maja 2023
11:00-13:00



European Schoolnet

GAMES in schools

ESF EUROPE'S VIDEO GAMES INDUSTRY



17 APRIL 2023

SPiDOR

Stowarzyszenie Producentów i Dystrybutorów Oprogramowania Rozrywkowego

KLASYFIKACJA GIER WIDEO

PEGI Pan European Game Information

20 YEARS 2003-2023

Dr Dominika Urbanska-Galanciak



Predator Games 2023

 MAY 2023

Predator Games Inter-School Esports is an educational project promoting the use of video games and esports in building peer relationships, and a bridge between the school, students, and their guardians. SPiDOR, as a substantive partner, has prepared a series of guides on games.

Organizer: Acer Poland

4 games: League of Legends, Rocket League, Fortnite and chess,

1024 schools from all over Poland

PLN 3,200,000 – total prize pool



Read More: [Predator Games Website](#)



Women in Tech Summit 2023

 JUNE 2023

The fifth edition of Perspektywy Women in Tech, which was visited by **10,000 participants** (offline and online) from **80 countries** around the world. The event was held under the patronage of over **100** of the largest technology companies and the best technical universities from Poland and around the world.

SPiDOR was the organizer of a discussion panel titled “Level The Game – Building a fair playing field in video games industry”, featuring:

Sharon Tolaini-Sage – Women in Games (WIGJ)

Joanna Frej – Xbox

Monika Paplińska – PlayStation

Agnieszka Szamątek – CD Projekt RED

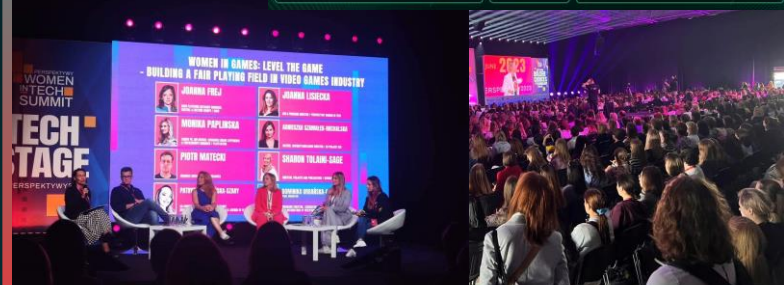
Piotr Matecki – Futuregames

Joanna Lisicka – Perspektywy Foundation

Patrycja Rodzińska-Szary – PURR Media

dr Dominika Urbańska-Galanciak – SPiDOR

See More: [Women in Tech Summit 2023 Aftermovie](#)



Poland in the game: DIGITAL DREAMERS

 JULY 2023

POLAND IN THE GAME: Digital Dreamers - an exhibition organized by the Permanent Representation of the Republic of Poland to the United Nations Office in Geneva as a part of the General Assemblies of Delegates of the World Intellectual Property Organization ([WIPO](#)).


Representatives of **SPiDOR** and the gaming industry discussed the issues of intellectual property protection and the development of the creative sector. Well-known Polish games and award-winning projects of young artists were shown.

SPiDOR promotes Poland as a world leader in the gaming and innovation sectors, supports education and young talents, also in the field of employment equality and inclusion in the industry.

See More: [WIPO Website](#)



XXXII Economic Forum V Cybersecurity Forum

 **SEPTEMBER 2023**

SPIDOR, at the invitation of the Ministry of Digital Affairs, took part in the **5th Cybersecurity Forum**, as part of the **XXXII Economic Forum**.

3 days, 30 panel sessions attended by national and international experts representing institutions, enterprises, universities and NGOs.

Dr Dominika Urbańska-Galanciak participated in two debates hosted by experts from NASK:


- Media education and threat prevention in the area of cybersecurity
- The Metaverse – A new take on old security issues.

Other participants: Prof. Agnieszka Iwanicka, Piotra Ciepiela, Szymon Wójcik, Dr Konrad Maj, Dr Dariusz Szostek, Jakub Turowski, Katarzyna Staciwa, Paweł Urzenitzok

See More: [V Cybersecurity Forum Aftermovie](#)



International Congress of Intellectual Property – Future, Challenges and Trends

 SEPTEMBER 2023

Dr Dominika Urbańska-Galanciak participated in a meeting between industry organizations representatives, that was a part of the International Intellectual Property Congress, organized by the Polish Patent Office, and the Ministry of Development and Technology.

During the meeting, the topics of discussion were the importance of the Polish economy on a global scale, and the development of creative industries, as well as joint activities aimed at developing effective solutions in the field of IP protection.

Participants:

Edyta Dęby-Siwiek – President of the Patent Office of the Republic of Poland (PPO)

Daren Tang – Director General of the World Intellectual Property Organization (WIPO)

Antonio Campinos – President of the European Patent Office (EPO),

João Negrão – Executive Director – elect of the European Union Intellectual Property Office (EUIPO)

Read More: [Polish Patent Office Website](#)



21-22
WRZEŚNIA
2023
WARSZAWA

OCHRONA WŁASNOŚCI
INTELEKTUALNEJ

PRZYSZŁOŚĆ
WYZWANIA
TRENDY




105 lat Urzędu Patentowego Rzeczypospolitej Polskiej

SPiDOR



20th Anniversary of PEGI

 **SEPTEMBER 2023**

On the occasion of the 20th anniversary of PEGI - the Pan-European Game Information System, **SPiDOR** has prepared a series of activities promoting the responsible use of video games, including:

- Webinar – HOW DOES PEGI WORK? What should you know about the game rating system?
- PEGI CHALLENGE - The mission of PEGI at school – educational lesson plans for video games.

We've also participated in the meeting between expert committees, representatives of Video Games Europe member organizations, and the public sector. It was a great opportunity to summarize the activities for the protection of minors and to prepare plans for the coming years.

More than 2,600 companies have joined the PEGI Code of Conduct. Nearly 40,000 PEGI licenses have been issued for games in 40 European countries. **67% of parents and 73% of gamers in Europe recognize PEGI age labels.**

Participants:

Prof. Mirosław Filiciak – SWPS

Dr Dominika Urbańska-Galanciak – SPiDOR

Read More: [PEGI Website](#)



NASK
CYBERTEMATYCZNIE
**JAK DZIAŁA PEGI?
CO WARTO WIEDZIEĆ
O SYSTEMIE KLASYFIKACJI GIER.**

Katarzyna Grabowska
Specjalista Zespołu Projektów
Informacyjno-Popularyzatorskich,
NASK-PIB

**Dominika
Urbańska-Galanciak**
Dyrektor, Zarządzająca
– Stowarzyszenie Producentów
i Dystrybutorów Gier Video

**12 grudnia 2023
godz. 12.00**

SPiDOR
Polski Instytut ds. Kultury Młodej Cyfrowej



**Misja PEGI w
szkolach**

Poznaj szczegóły



SPiDOR

PEGI
Pan-European
Game
Information
20 Years 2003-2023


HON
Hotel U



Obchodzimy
20 LAT PEGI
Pan-European
Game
Information
20 Years 2003-2023

We Are Gamers: Marketing Talks

SPiDOR

 **OCTOBER 2023**

On October 18th, **SPiDOR** representatives were guests at the "We Are Gamers" conference organized by WE!RE Fantasy and Purr Media, which was attended by representatives of various industries and organizations interested in the use of video games in marketing and in their own business. The conference was held under the honorary patronage of **IAB Poland** and partnered by **DIMAQ**.

- **Dominika Urbańska-Galanciak, PhD**, Managing Director of **SPiDOR**, took part in the panel "Is it possible to play games at school?", presenting the benefits that video games bring to the education system in Poland.

In addition, during the event there were panels on:

- the potential of the gaming context in effective communication,
- understanding of gamers as an important social and consumer group,
- developing the culture of e-sports and the use of games in education,
- the use of gaming in building intergenerational bridges.

Read More: [We Are Gamers Website](#)



WE ARE GAMERS
MARKETING TALKS

GOŚĆ SPECJALNY

BEZPŁATNA REJSTRACJA

WE ARE GAMERS
MARKETING TALKS

JAROSŁAW 'PASHABICEPS' JARZĄBKOWSKI

PRZESTAŃ GRAĆ W KOMPUTER, RUSZYŁBYŚ SIĘ

WE ARE GAMERS
MARKETING TALKS

BEZPŁATNA REJSTRACJA

WE ARE GAMERS
MARKETING TALKS

SPiDOR
Video Game Association Forum

WE ARE GAMERS
MARKETING TALKS

BEZPŁATNA REJSTRACJA


GAMES FOR GOOD

 NOVEMBER 2023

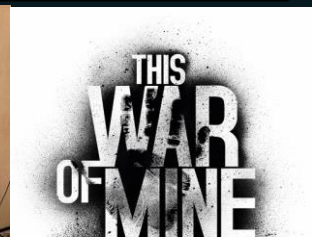
On November 2, 2023, SPiDOR representatives, together with [ESA](#), [ESAC](#), [GAME](#), [IGEA](#), [ISFE \(VGE\)](#), [K-GAMES](#), and [UKIE](#) had the opportunity to participate in a unique event organized by the Global Video Games Coalition and the World Trade Organization in Geneva.

"Games for Good" is an initiative that showcases the positive impact of video games and how they help sustainability, support learning, and enable deeper social inclusion.

The event was attended by leading companies: Microsoft, Sony, Nintendo, Ubisoft, and Electronic Arts, which presented products and activities for the benefit of local communities, increasing the availability of games, and their use in the educational process.

 The guest of the event was [Paweł Miechowski](#) - Chief of PR & Communication, [11 bit studios](#). He introduced the game *This War of Mine*, which was added by the Ministry of National Education to the canon of school reading for secondary schools in 2023.


Read more: [Global Video Game Coalition website](#)



COMMUNICATION 2023



New website: SPIDOR.PL

 SEPTEMBER 2023

The www.spidor.pl website is a showcase of the Association and an excellent form of showing our activities to current and potential partners and members.

We regularly publish:

- News
- Reports & Studies
- Publications
- Game Sales Rank
- Information about social campaigns



WITAJ NA STRONIE

Stowarzyszenia Producentów i Dystrybutorów Gier Wideo

Aktualności

29 listopada 2023

PS5

EA SPORTS FC 24

Ranking Sprzedaży Gier w Polsce: 13-19 listopada ...

Ranking 13 do 19 listopada 2023 (tydzień 46)
Przedstawiamy zestawienie najgorętszych hitów na polskim rynku gier w okresie tuż przed Black...

WIECEJ

22 listopada 2023

Get ready for

Safer Internet Forum – już w czwartek 23 listopada...

Safer Internet Forum to czteroletnia międzynarodowa konferencja organizowana przez European Schoolnet na której spotykają się przedstawiciele rządów i publiczna, będąca, młodzież,...

wrsday, 23 November
ussels, Belgium and o...

WIECEJ

3 listopada 2023

Games For Good czyli o społecznej misji gier

Pod koniec października SPIDOR miał okazję uczestniczyć w wyjątkowym wydarzeniu zorganizowanym przez Global Video Games Coalition oraz Światową Organizacją Handlu...

WIECEJ

ZOBACZ WSZYSTKIE

Social Media Presence

In 2023, SPiDOR developed the following Social Media channels:

- X
- LinkedIn
- Facebook



SPiDOR

SPiDOR
137 followers
View profile

Safer Internet Forum to coroczna międzynarodowa konferencja organizowana przez European Schoolnet na której spotykają się organizacje rządowe i publiczne, badacze, rodzice, rodzice oraz edukatorzy, nauczyciele i przedstawiciele...
See translation

SPiDOR
137 followers
View profile

Wyniki raportu "Power of Play" webulatory zamierzając rodziców, nauczycieli i wszystkich, dla których edukacja jest priorytetem. Raport ten może być również świetny na zajęciach gimnazjum i gier wideo...
See translation

SPiDOR · Following
Computer Games

Tworzysz gry komputerowe? Dowiedz się jak korzystać z własności intelektualnej podczas tworzenia gry oraz jak ją chronić...
See translation

SPiDOR · Following
Computer Games

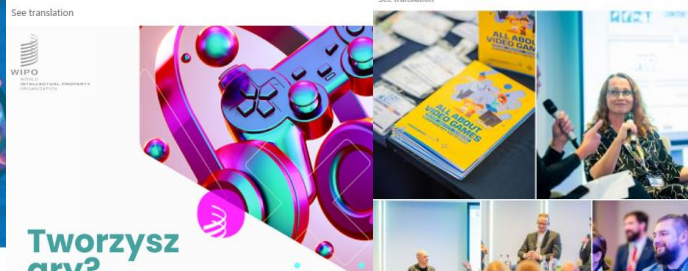
Ogólnoeuropejski system klasyfikacji gier PEGI obchodzi 20. urodziny! 27 września w Brukseli odbyły się uroczystości związane z 20. rocznicą...
See translation

SPiDOR

Podczas pandemii COVID-19 wiele osób niegręło po gry, aby przeżyć ten trudny czas oraz pozostać w kontakcie z grupami i rodzinami. Teraz, w oczekiwaniu na czynniki...
Wyniewiety więcej

SPiDOR

Gry i grywalizacja w edukacji - kierunek, którego jesteśmy przekonani i robimy...
Wyniewiety więcej



SPiDOR
137 followers
View profile

Druidy Nauczyciele z wielką radością zapraszają Was do skorzystania ze specjalnie przygotowanych materiałów edukacyjnych, dzięki którym będziecie mogli razem z uczniami zgłębiać świat klasyfikacji...
See translation

SPiDOR
137 followers
View profile

Kontynuując dyskusję o wykorzystaniu gier w edukacji chcieliśmy przypomnieć program Predator Games. To międzynarodowe rozgrywki e-sportowe pod patronatem Ministerstwa Edukacji i Nauki, które w 2023 roku zgromadziły uczestników...
See translation

SPiDOR
137 followers
View profile

W tym magicznym sezonie świętujemy 5. wspólnie z Video Games Europe startujemy z kampanią edukacyjną #ZachowajKontrolę! Jej celem jest wspieranie rodziców w budowaniu pozytywnego i bezpiecznego środowiska dla dzieci...
See translation

SPiDOR @SPiDOR7 · 23h

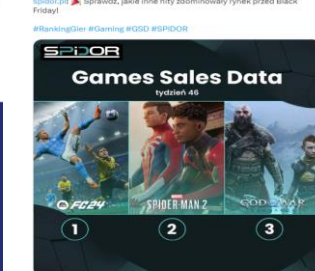
Top Gry Tygodnia (13-19 listopada 2023)! EA Sports FC24 wraca na szczyt! W ślad za nim Spider-Man 2 i BioW: Ragnarok. Pełna lista na...
#RankingGier #Gaming #GSD #SPiDOR

SPiDOR


Złamyj gry nominowane do The Game Awards 2023 - dorocznych nagród wybieranych przez społeczność graczy dla najlepszych tytułów w. W tym roku byłymi finalistami wielu znakomitych premier, a szermierzem i statusu będzie niezwykle zająca. Alan Wake 2 i Baldur's Gate III to kontynuacje popularnych tytułów, które zdobyły najwięcej, bo aż osiem nominacji, w tym do najważniejszej kategorii, czyli Gry Roku. Kto jeszcze znalazł się w finalowej szóstce? Marvel's Spider-Man...
Wyniewiety więcej

SPiDOR

Nauczyciele! Czy jesteście gotowi na rewolucję w edukacji? Serdecznie zapraszamy do udziału w webinarze "Games in Schools 2023: Powrót do Szkoły" i zamierzamy się...
See translation



Report: POWER OF PLAY

 OCTOBER 2023

In October 2023, SPiDOR published the Power of Play report.

The study was conducted by AudienceNet with **12,847 respondents from 12 countries** on request of Entertainment Software Association and in cooperation with various industry associations like [ESAC](#), [IGEA](#), [K-GAMES](#), [GAME](#), [IIDEA](#), [SELL](#), [UKIE](#), [SPiDOR](#), [VGE](#).

The report highlights the role of video games in social relationships, the development of digital competences, and other health benefits.

Read more: [Full Power of Play Report](#)

REPORT THE POWER OF PLAY



Gracze w Polsce

Badanie przeprowadziliśmy wśród 12 847 aktywnych graczy z 12 krajów. Poniżej prezentujemy wyniki badania na grupie 1 019 respondentów i respondentek w Polsce.

JAKIE KORZYŚCI DAJE GRANIE W GRY VIDEO WEDŁUG POLSKICH GRACZY?

Zbliża ludzi do siebie, inspiruje oraz rozwija intelektualnie



Zmniejsza stres, niepokój i uczucie izolacji

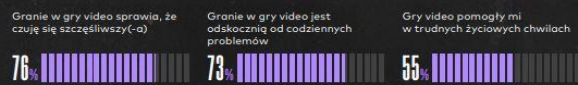
Granie w gry video sprawia że czują się...



Gracze płci męskiej częściej czują się spokojniejsi dzięki graniu w gry video niż kobiety:

69% mężczyźni vs 62% kobiety

Sprzyja uczuciu szczęścia i buduje wytrwałość w trudnych czasach



Poprawia umiejętności językowe i poznawcze, potęguje kreatywność, zachęca do współpracy z innymi

Granie w gry poprawia...



Sprzyja nowym relacjom, tworzy pozytywne doświadczenia i trwałe wspomnienia



Campaign: SEIZE THE CONTROLS

SPIDOR



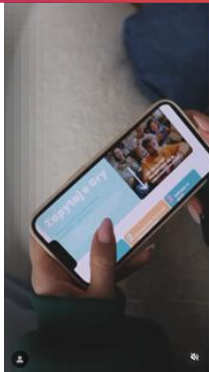
DECEMBER 2023

During the pre-Christmas period, SPIDOR joined the European [#SeizeTheControls](#) campaign promoting the PEGI system, which supports parents in making the right decisions when choosing games for children.

As part of the campaign, aimed at showing parental control tools that make it easier to ensure the proper use of electronic entertainment, SPiDOR has prepared:

- new [ZAPYTAJoGRY.PL](#) website
- media activities
- cooperation with an influencer [Agnieszka Pfeifer](#)

Read More: [Zapytaj o Gry Website](#)



PUBLIC POLICY 2023



Partnership with Video Games Europe

 2023

As part of its Public Policy activities, **SPiDOR** cooperates closely with **VGE** in the following areas:

- Monitoring of regulatory initiatives carried out by public institutions in Poland
- Participation in public and public consultations
- Presenting the positions of the video game industry
- Preparation of analyses of local activities
- Participation in VGE and PEGI SA events

SPiDOR representation in VGE working groups:

- AI and Technology
- Trust & Safety
- IP
- Data
- Diversity
- Environment



ALL ABOUT VIDEO GAMES

CULTURE - CREATIVITY - TECHNOLOGY

EUROPEAN KEY FACTS 2022

VIDEOGAMES EUROPE 

 European
Games Developer
Federation

Position papers submitted



01

Copyright on DSM

SPIDOR position submitted in public consultations. Proposals included in the new iteration of the project:

Transparency obligation (does not apply if it is part of a collective work or a collection of works).

Right of withdrawal - extension of the deadline for starting the use of the license from 2 to 10 years. The right of withdrawal is only available to authors whose contributions are independently significant.

LEAD INSTITUTION

Ministry of Culture and National Heritage

Other entities: Game Dev

02

Product Liability

Position of VGE&SPIDOR submitted in November 2023 Points indicated:

Unclear status of software as a product (homogeneous treatment of all types)

Video games as complex works

Imprecise definition of defect

The risk of controlling the content of cultural texts

LEAD INSTITUTION

Ministry of Justice

Other entities:

Game Dev,

Polish Chamber of Information Technology and Telecommunications

Position papers submitted



03

Right to repair

VGE&SPiDOR position submitted in October 2023.

Points indicated:

Manufacturers' obligation to repair goods 5-10 years after purchase

Proposed solutions contrary to intellectual property law (Trusted Platform Module)

LEAD INSTITUTION

Ministry of Climate and Environment – Department of Waste Management

Other entities: Polish Chamber of Commerce for Electronics and Telecommunications, Polish Agency for Enterprise Development

04

Child Sexual Abuse Material

Position of VGE&SPiDOR submitted in November 2023.

Points indicated:

Services that allow the posting of user-generated content should be covered by rules on risk assessment and mitigation

Online gaming – platforms with the lowest risk of illegal content sharing – research

The sector's commitment to children's online safety

LEAD INSTITUTION

Ministry of Digital Affairs – Department of Cybersecurity

Other entities: Ombudsman for Children, NASK, Polish Centre for Safer Internet

Monitored issues

01

AI Act

SPiDOR position submitted in April 2022

Points indicated:

The importance of using artificial intelligence in the video game industry
Proposal for codes of conduct to encourage providers of non-high-risk AI systems to voluntarily apply high-risk AI requirements

LEAD INSTITUTION:

Chancellery of the Prime Minister, Ministry of Digital Affairs

Other entities: Chamber of Commerce for Electronics and Telecommunications, Polish Agency for Enterprise Development

02

Esports

SPiDOR expert reported to the Polish Committee for Standardization.

Esports-related issues:

Esports considered a sport since July 2017
There are no national leagues/associations that would effectively exercise this right
Requirements for membership in an International Sports Federation active in Olympic or other IOC-recognized sports

LEAD INSTITUTION:

Ministry of Sport and Tourism

Other entities: Ministry of Digital Affairs, Polish Esport League, ESL Poland, Polish Olympic Committee



Monitored issues

03 In-game purchase

SPiDOR position submitted in 2019
IGP considerations:
The position of the Ministry of Finance on paid elements in games in accordance with the Gambling Act. Even though there is a random element, there is no payout mechanism, and points/VC/winnings remain in play.

LEAD INSTITUTION:

Ministry of Finance

Other entities: Game Dev

04 Electronic Com Law

SPiDOR is preparing a position.
Considerations related to ECL:
Exclusions for video games that do not include services that enable interpersonal and interactive communication.

Communication in video games has an ancillary function that is inextricably linked to another service

LEAD INSTITUTION:

Ministry of Digital Affairs

Other entities: Office of Electronic Communications



SPIDOR

Learn more:
www.spidor.pl



We create
a responsible space
for the development
of the video game
industry in Poland

Polish Video Games Association

