

Boo-Games Boosting European Games Industry - Final conference

The European project INTERREG IV Boo-Games Boosting European Games Industry, which addresses the support of regional development policies of the European video game industry, closed November 21, 2014 with a final conference in Birmingham, UK on the occasion of the LAUNCH Future Gaming and Digital Conference.

Chaired by Dr Richard Wilson, CEO. TIGA (The Independent Game Developers' Association), the non-profit trade association representing the UK's games industry and introduced by Verena Priem, Project Officer at the Joint Technical Secretariat of INTERREG IVC, the conference reviewed the work done by the partners during the three years of the project.

The conference confronted the views of the companies Fizbin (Germany), Red Elephant (Italy), Whootgames (Spain) and Monobanda (Netherlands) which have benefited from regional support policies on the one hand and institutional actors gathered in Roundtable on the prospects of development of national and regional policies in support of the second video game, with a panel involving Ms. Soizic Tsin, coordinator of Boo-Games project, Hans-Peter Steigerwald, Head of Office of the Council of Science and Research of the State of Salzburg, Austria, Ms. Chernaeva, Head of the European Programmes and Projects Department, Ministry of Transport and ICT, Bulgaria and Pasquale Marasco, Head of ICT Innovation Pole, Turin, Italy.

Boo-Games Boosting European Games Industry project mobilized Fourteen partners from ten European regions (West Midlands, Baden-Württemberg, Ile-de-France, Asturias, Umbria, Piedmont, Utrecht, Malta, Bulgaria and Salzburg).

During the project, these partners have organized study visits and thematic seminars to identify good practices in place for the development of the sector in the regions visited.

This project has identified over twenty good practices collected in a Good Practice Guide in order to implement the transfer of two of them in Bulgaria and Malta.

These publications and more information about the project are available [on the download page of the Boo-Games website](#).

Boo-Games newsletter n°4 - 2nd semester 2013



[Boo-Games Regional Analysis Report](#)

Discover the [Boo Games Regional Analysis Report](#) prepared by the 14 European partners of the **Boo-Games project** to understand the state of the art of the **Games sector in each region** and to identify needs and gaps.

This report will lead to a **Good Practices Guide** in 2014 gathering examples of initiatives to respond to the needs identified in regions.



Boo-Games flyer

Boo-Games Flyer



The **BOO-Games project, Boosting European Games Industry**, is a 3 years INTERREG IVC project, involving 14 partners from 9 European countries.

The aim of the BOO-Games project is to support regional development authorities in understanding the importance of the games industry for the European economy.

Pitch my game in Paris



Pitch my game, the 4th Parisian independent video game event

in Paris, on February 28th, 2013 at 7.15 pm

At Isart Digital 2, rue de la Roquette Passage du Cheval Blanc Paris 11ème

[To get more information](#)

[Boo-Games newsletter n°2 - 2nd semester 2012](#)

Boo-Games newsletter n°2 - 2nd semester 2012



[Boo-Games newsletter n°1 - 1st semester 2012](#)

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