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 Secreteriat 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.