New 'Digital Gaming Report' Now Available!

This booklet gives a first glimpse into the digital gaming industry in select European regions, based on the findings of the BOO-Games project.

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The first section, *Growth in the Digital Gaming Sector*, will provide you with a short overview of the European digital gaming industry, its current positioning and future potential.

The second section, *Putting Regions on the Map: Overview of the Regions*, begins with the overall innovation performance of the selected regions, including:

1. *The West Midlands (UK);*
2. *Baden- Württemberg (DE);*
3. *Ile-de-France (FR);*
4. *Asturias (ES);*
5. *Umbria (IT);*
6. *Piedmont (IT);*
7. *Utrecht (NL);*
8. *Malta (MT);*
9. *Sofia (BG);*
10. *Salzburg (AT).*

The European Union's Regional Innovation Scoreboard (RIS) is used to identify this innovation performance. This is followed by an overview of the global gaming industry, including the positioning of European countries and regions, and finally an inventory of each region participating

in the BOO-Games project. The inventory includes measures and stakeholders/actors that are currently available in each region to help support the gaming industry. This inventory has been created using the inputs from the regional analysis done within the framework of the project, and thematic seminars held in Asturias and Perugia.

The third section, *Challenges*, shows an overview of three prominent challenges that each region is faced with in boosting their regional gaming industry. These results are derived from interviews and an online questionnaire that were part of the BOO-Games regional analysis.

The fourth and final section, *Recommendations*, includes a map of the participating regions in the project and the top three recommendations identified by the BOO-Games partners for their region. This was done using their knowledge of the region, along with the information collected via the regional analysis.

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