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NEWS RELEASE

EUROPEAN VIDEO GAME FEDERATIONS DEEPEN THEIR RELATIONSHIP AND SIGN COOPERATION AGREEMENT

European Game Developer Federation (EGDF) and Interactive Software Federation of Europe (ISFE) have signed a code of co-operation with the objective of optimising support for the whole video games industry in Europe during the difficult times ahead and beyond.

As a first step, ISFE and its member associations are supporting the “[European Games BizDev Gathering](#)”, an online event being held on 13 and 14 May 2020 by EGDF, Reboot and rcp, to help European game developers connect with global games publishers in order to help both sides continue their business activities as smoothly as possible during the COVID-19 outbreak.

Hendrik Lesser, President of EGDF, commented: "EGDF has united European games industry hotspots under a single umbrella and ISFE has had a stronger presence than us in Brussels. We are hoping that closer cooperation will help us to find new ways to support our member associations and their members, secure a more harmonised European regulatory framework across the Union and make the challenges small to big European game developer studios are facing more visible in Brussels and get tangible results for change."

Olaf Coenen, Chairman of ISFE, added: "EGDF and ISFE have complementary members, focus and skills. This cooperation presents both organisations with an exciting opportunity to strengthen our European identity, broaden our geographic reach, build on valuable industry networks, face challenges together and speak with one voice to Europe's regulators."

In addition, the associations are planning to start work on publishing joint European games industry reports that will include both market and industry data. These are examples of short term synergies, but the associations are planning to continue mapping opportunities for even closer co-operation in the future.

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Video game players are at the heart of what we do.

ISFE ensures that the voice of a responsible video games ecosystem is heard and understood, that its creative and economic potential is supported and celebrated, and that video game players around the world continue to enjoy great gaming experiences.

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