EUROPE'S VIDEO GAMES INDUSTRY

Video Games & Multi-media | Organisations and initiatives | All Europe Countries | COVID 19

ISFE - Europe's Video Games Industry

CREATIVESUNITE

Co-funded by the European Union

Since 1998, ISFE has ensured that the voice of a responsible games ecosystem is heard and understood, that its creative and economic potential is supported and celebrated, and that players around the world continue to enjoy great video game playing experiences.

isfe.eu

Actions:

- COVID-19 Industry response. With most countries in lockdown and schools closed during the Covid-19 crisis, many will turn to video games to play, to learn, to exercise, and simply to escape our current situation for a while. In those difficult times, ISFE and members across Europe provide families with educational resources and entertainment, help people connect, and globally support governments in providing Covid-19 guidance.