



Special Session Proposal

VIDEO GAME INDUSTRY AND REGIONAL DEVELOPMENT

Enrico Bertacchini*

(enrico.bertacchini@unito.it, University of Turin)

Cecilia Maronero

(cecilia.maronero@unito.it, University of Turin)

Pier Paolo Patrucco

(pierpaolo.patrucco@unito.it, University of Turin)

Abstract

The videogame industry stands as one of the most dynamic sectors within the cultural and creative industries, characterized by rapid growth, technological innovation, and cultural influence. Despite its global prominence, academic research has only partly addressed the multifaceted linkages of this sector with regional development and innovation dynamics. This special session aims to bridge this gap by advancing knowledge and the academic debate on the interplay between the videogame industry and regional development, highlighting the role of place-based dynamics in shaping industry trends.

The special session is organized within the framework of the project Gaming Clusters Across Multiple European Regions (GAME-ER, www.game-er.eu), funded under the HORIZON Europe and UKRI programs.

We welcome both quantitative and qualitative contributions, focusing on the following, but not limited to, topics :

* Corresponding Convener

- Spatial organization of the videogame industry
- Analysis of videogame industry clusters
- Interaction between global and local value chains
- Role of communities and networks of video game developers
- Relationship with regional creative and innovation systems
- Gender and labour relations in the videogame industry