

The Federation Council will introduce labeling of video games for educational purposes

The initiative is aimed at protecting minors from harmful information in the gaming space. The proposal, prepared by the Ministry of Digital Development, Communications and Mass Media of the Russian Federation and Rospotrebnadzor, calls for consideration of the introduction of voluntary labeling reflecting the positive characteristics of games.

The recommendations also call for the development of specialized video games that take into account the educational needs of children with special needs. Particular attention is paid to supporting Russian developers in the context of the rapid development of the gaming industry and its impact on young people.

The Committee also expressed the need to summarize judicial practice on disputes related to the circulation of in-game property in order to ensure uniformity in the application of legal norms.