

# The UK video games industry - innovation, commercial opportunities and next steps for policy

## 16<sup>th</sup> October 2014

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## About this Publication

This publication reflects proceedings at the Westminster Media Forum Keynote Seminar: The UK video games industry - innovation, commercial opportunities and next steps for policy held on 16<sup>th</sup> October 2014. The views expressed in the articles are those of the named authors, not those of the Forum or the sponsors, apart from their own articles.

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