

EUROPEAN PARLIAMENT

2004



2009

Session document

A6-0051/2009

16.2.2009

REPORT

on the protection of consumers, in particular minors, in respect of the use of
video games
(2008/2173(INI))

Committee on the Internal Market and Consumer Protection

Rapporteur: Toine Manders

CONTENTS

	Page
MOTION FOR A EUROPEAN PARLIAMENT RESOLUTION	3
EXPLANATORY STATEMENT.....	9
OPINION OF THE COMMITTEE ON CULTURE AND EDUCATION.....	11
OPINION OF THE COMMITTEE ON CIVIL LIBERTIES, JUSTICE AND HOME AFFAIRS	15
RESULT OF FINAL VOTE IN COMMITTEE	19

MOTION FOR A EUROPEAN PARLIAMENT RESOLUTION

on the protection of consumers, in particular minors, in respect of the use of video games (2008/2173(INI))

The European Parliament,

- having regard to the Communication from the Commission of 22 April 2008 on the protection of consumers, in particular minors, in respect of the use of video games (COM(2008)0207),
 - having regard to the Council Resolution of 1 March 2002 on the protection of consumers, in particular young people, through the labelling of certain video games and computer games according to age group¹,
 - having regard to the Recommendation of the European Parliament and of the Council of 20 December 2006 on the protection of minors and human dignity and on the right of reply in relation to the competitiveness of the European audiovisual and on-line information services industry²,
 - having regard to the Communication from the Commission of 20 December 2007 on a European approach to media literacy in the digital environment (COM(2007)0833),
 - having regard to Rule 45 of its Rules of Procedure,
 - having regard to the report of the Committee on the Internal Market and Consumer Protection and the opinions of the Committee on Culture and Education and of the Committee on Civil Liberties, Justice and Home Affairs (A6-0051/2009),
- A. whereas video games are widely and increasingly popular in Europe and the market for video games is growing rapidly,
- B. whereas video games are predominantly non-violent and provide their users with entertainment which often contributes to the development of various skills and knowledge,
- C. whereas video games used to be mainly focussed on minors in the past, but more video games are nowadays especially developed for adults,
- D. whereas the market for video games is global,
- E. whereas it falls within the competence of the Member States to decide on measures to restrict the sale of video games or to ban them,

¹ OJ C 65, 14.3.2002, p. 2.

² OJ L 378, 27.12.2006, p. 72.

- F. whereas the protection of children's mental health requires zero tolerance and resolute action against violations of child protection provisions connected with videogames,
1. Welcomes the above-mentioned Commission Communication on the protection of consumers, in particular minors, in respect of the use of video games;
 2. Underlines the contribution of the gaming sector to the achievement of the objectives of the Lisbon agenda, and stresses the multi-cultural facets of many games;
 3. Emphasises that video games are a great stimulant which in addition to entertainment can also be used for educational purposes; takes the view that schools should pay attention to video games and informing children and parents about benefits and disadvantages that video games can have;
 4. Stresses that video games are one of the favourite recreational activities of citizens of all ages and social origins; acknowledges the educational value of video games, including in helping to familiarise minors with new technologies; shares, however, the concern expressed by the Commission concerning the potential dangers of incorrect use of video games by minors;
 5. Takes the view that video games can stimulate learning of facts and skills such as strategic thinking, creativity, cooperation and innovative thinking, which are important skills in the information society;
 6. Underlines the benefits of videogames in medicine and, in particular, that so-called "videogame therapy" has proven to be effective for the rehabilitation of stroke patients, people with traumatic brain injuries, people with muscular problems and autistic children;
 7. Takes the view that harmonised labelling rules for video games ensure improved knowledge of the labelling systems and at the same time promote the effective functioning of the internal market; therefore welcomes the work of the Council and the Commission to promote the adoption of EU-wide labelling rules for video games and create a voluntary code of conduct on interactive games targeted at children;
 8. Notes that market conditions have changed significantly from a situation where video games were predominantly bought in shops and played on a computer or console to the present situation where games can be bought and downloaded from the internet;
 9. Notes that video games can be played on different platforms such as game consoles and personal computers, but also increasingly on mobile devices such as a mobile phone;
 10. Recalls that video games are becoming more interactive or even have a dynamic content that allows users to develop parts of the game themselves; notes that users can increasingly take part in forum discussions, textual as well as voice chat, and in communities which are integrated into certain video games; recalls the differentiation in the market with more games designed especially for adults;

11. Takes the view that recent trends accentuate the importance of ensuring adequate protection of minors, *inter alia* by preventing them from possibly gaining access to harmful content;
12. Recalls that parental control is increasingly difficult as online video games are not distributed in a physical package with a clear and easily legible label and due to the fact that children can, without their parents' knowledge or consent, download video games that are not suitable for their age;
13. Notes that, whilst violence in video games does not automatically lead to violent behaviour, some experts are however of the opinion that long-term exposure to scenes of brutality in video games may have a negative impact on people playing these games, potentially leading to violent behaviour; notes, therefore, that a precautionary approach should be taken when considering the impact of games on behaviour, and especially on that of young children;
14. Emphasises that addiction is a problem for some gamers; calls on producers, retailers, parents and other stakeholders to take steps to avoid any negative effects;
15. Underlines that current developments increase the need for effective working age verification systems for games and particularly for online games;
16. Takes the view that different approaches to strengthening the control of video games should be explored, while at the same time acknowledging that none of these systems is likely to provide an absolute guarantee that children will not gain access to inappropriate video games;
17. Calls on the Commission and Member States, in cooperation with the industry, to explore the merit of developing a 'red button' which can be included on (mobile) consoles or game devices and computers and which disables a certain game or which can control access to a game during certain hours or certain parts of the game;
18. Calls for additional efforts in this respect, including the possibility of integrating an acoustic warning into the Pan-European Game Information (PEGI) age rating system, and counts on the professional game sector to systematically integrate access models for online games in order to ensure that minors are not exposed to harmful content online;
19. Underlines the importance of adequate control measures for online purchases relating to video games, including purchases using credit cards or vouchers;
20. Takes the view that developments relating to video games, and in particular online video games, call for more public awareness of the content of video games, parental control and instruments such as the PEGI system; welcomes the work done by the industry to implement self-regulation;
21. Welcomes the PEGI Online system, which is a logical development of PEGI and which deals with video games made available over the internet, such as downloaded or online games; supports its continued co-financing by the Commission under the Safer Internet

programme, the aim of which is to tackle issues relating to the safe use of the internet by children and to new online technologies; calls on the Commission, in connection with the Safer Internet programme, to promote a systematic study of the effects of video games on minors;

22. Welcomes the work by the Council of Europe to establish guidelines for video games as well as to promote knowledge among children on internet safety in general;
23. Considers that national information and awareness campaigns for consumers, particularly parents, should be organised in order to help them choose video games which are suitable for the age and knowledge requirements of their children and to avoid products which are not appropriately labelled; encourages the Member States to share best practices in this respect;
24. Takes the view that the PEGI system for rating games is an important tool which has improved transparency for consumers, especially parents, when buying games by enabling them to make a considered choice as to whether a game is suitable for children; regrets, however, that many consumers and especially parents do not seem to have a sufficient knowledge of video games and the possible effects of them on children;
25. Calls on the Commission to propose measures which contribute to a safer playing environment for online video games, including innovative methods of preventing minors from accessing online video games with content which is unsuitable for them;
26. Calls on the Member States to continue to work closely together to promote the protection of minors; calls on the video game and console industries to further improve the PEGI and PEGI Online systems and, in particular, to update regularly the criteria for age rating and labelling, to advertise PEGI more actively and to increase the list of signatories; urges the Member States to ensure that any national rating system is not developed in a way that leads to market fragmentation;
27. Calls on the Commission and the Member States to work with consumer organisations and other stakeholders to raise, by means of information campaigns, awareness among consumers, especially young consumers and their parents, of the classification systems in place and in particular the PEGI system; underlines the importance of providing this information in schools;
28. Urges the Member States to conduct information campaigns for parents and schoolteachers aimed at bridging the technological generation gap and at promoting the PEGI and PEGI Online systems and promoting safer, more aware use of new technologies, including video games;
29. Calls on the Commission to facilitate the exchange of best practice among competent national educational authorities in the short-term with a view to integrating gaming literacy within the educational objectives of primary and secondary schools; calls for a regular exchange of experience and information by all parties concerned with a view to developing best practices regarding video games;

30. Underlines that currently not all Member States have rules ensuring that retailers restrict the sale of violent games to adults, and calls for internet cafe owners to prevent children playing games which are rated for a higher age level in their cafes; refers to the Eurobarometer survey "Towards a safer use of the Internet for children in the EU - a parents' perspective"¹, published on 9 December 2008, that found that 3,2% of children aged between 6 and 17 access the internet in internet cafes without adult supervision; takes the view that a common approach towards severe sanctions for retailers and internet cafe owners is required; therefore calls on the Member States to put in place adequate measures to prevent children buying and playing games which are rated for a higher age level, for example through identity checks; supports the Commission's proposal to introduce a pan-European code of conduct for retailers and producers of video games in order to prevent the sale of violent and harmful video games to minors;
31. Calls on the Member States to frame specific civil and criminal legislation on the retailing of violent TV, video and computer games; considers that special attention should be paid to online games aimed primarily at children and young people whose purpose is to generate profit;
32. Calls on the Commission to discourage, through specific legislative measures, the misuse of online games for dishonest commercial activities, such as those which dishonestly induce underage users to enter into legal commitments (e.g. through automated subscriptions or malicious dialler programmes which dial expensive toll lines) and which send anticompetitive promotional messages (e.g. product placement or other stealth marketing techniques);
33. Calls on the Commission and the Member States to work with authorities in other parts of the world to encourage the adoption of international guidelines, labelling systems and codes of conduct to promote global classification systems for video games and online games;
34. Holds the view that the industry should be encouraged to further develop and improve self-regulatory systems and that there is currently no need for EU-wide legislation in this field;
35. Recalls the importance of the media in promoting responsibility among parents and restricting the advertisement of adult videogames to TV time less watched by children;
36. Takes the view that the public authorities responsible for banning videogames should inform their counterparts in other Member States and publish the ban on the PEGI system by sending an automatic alert message;
37. Calls on the Commission to support, in the framework of the MEDIA programme and national tax exemption mechanisms, new developments in this fast-growing sector of the creative knowledge economy, in particular by promoting the educational, multimedia and

¹ http://ec.europa.eu/public_opinion/flash/fl_248_en.pdf.

cultural elements of videogames and by means of corresponding training opportunities and courses of study;

38. Calls on the Commission to develop guidelines in order to prevent possible conflicts of interest within rating institutions and to safeguard the independence of such organisations from industry-related interest groups;
39. Instructs its President to forward this resolution to the Council and Commission and the governments and parliaments of the Member States.

EXPLANATORY STATEMENT

The purpose of this Own-initiative report is to provide the views of the European Parliament on the Commission's Communication on the protection of consumers, in particular minors, in respect of the use of video games.

Videogames are increasingly popular among different age groups in Europe. Furthermore it is estimated that the total revenues in the video games industry will exceed €7.3 bn in 2008. At the same time technological changes, the fact that more games are especially developed for adults makes it necessary to have a political discussion on the regulatory framework for such games.

Your rapporteur considers that video games are predominantly harmless and non-violent. Moreover, video games can be used for educational purposes and contribute to the development of knowledge and various skills crucial in the 21st century. At the same time, more and more video games are developed for adults containing violent elements which could be harmful for children. Therefore attention should be paid to the protection of consumers and especially children. This protection should ensure that consumers have access to correct information about the product they purchase and that children can't purchase games which are not designed for their age.

Changes in technology and market conditions create new challenges. While video games used to be bought in shops and played on a fixed place behind a computer or game console, games can now be played on mobile devices such as mobile phones. At the same time video games become more interactive and dynamic. This allows users to develop parts of the game themselves or to take part in forum discussions and communities integrated into certain video games.

These changes accentuate the importance of ensuring adequate protection of children, *inter alia* by preventing them from gaining access to possibly harmful content aimed at different age levels. At the same time parental control is increasingly more difficult as video games are no longer distributed in a physical package with a clear and easy legible label but can be bought and downloaded through the internet and due to the fact that children without their parents knowledge or consent can download video games that are not suitable for their age or take part in interactive and dynamic games.

While most video games are harmless, some violent games are available and some Member States have decided in the past to ban certain games. And while an exact link between the use and exposure to violent video games and violent behaviour has never been proven, it is important that producers, retailers and parents take steps to avoid any negative effects.

Your rapporteur would like to underline the importance of pursuing parallel policy options in this context. Further development of effectively working age verification systems for online games is crucial. Moreover, the Commission and Member States in cooperation with the industry should explore the merit of developing a 'red button' which can be included on (mobile) consoles or game devices and computers and which disable a certain game or which can control the access to certain parts of a game during certain hours. It is also important to ensure adequate control measures for online purchases relating to video games, including

through purchases through credit cards or vouchers.

Harmonised labelling rules for video games would stimulate improved knowledge of the labelling systems and at the same time promote the effective functioning of the Internal Market. Your rapporteur welcomes the work done by the industry to implement self regulation and also supports the initiatives by the European Commission and the Council to promote the adoption of EU-wide labelling rules for video games and create a voluntary code of conduct on interactive games targeted at children. He also welcomes the work by the Council of Europe to establish guidelines for video games as well as to promote knowledge among children on internet safety in general.

The introduction of the Pan European Game Information age rating system (PEGI) for rating games is an important tool which has improved the transparency for parents and other consumers when buying games for children. However, purchasers do not seem to have a sufficient knowledge about video games and the possible effects of them on children. The Commission and the Member States should also work with consumer organisations, schools and other stakeholders to raise awareness among consumers, especially young consumers, about the classification systems in place and notably the PEGI system.

Moreover, it is important that Member States continue to work closely together to promote the protection of minors and helping the industry to develop systems that contribute to this end. Member States are encouraged to integrate the PEGI system in national legislation and to ensure that national rating systems are not developed in a way that weakens the PEGI system or leads to market fragmentation.

At the same time, your rapporteur notes that not all Member States have rules to ensure retailers restrict the sale of violent games to adults. He takes the view that a common approach on sanctions for retailers would be beneficial. Therefore he calls on the Member States to put in place adequate measures to prevent children buying video games with a higher age classification.

It is the view of your rapporteur that while the industry should be encouraged to further develop the self-regulation systems, there is currently no call for an EU wide legislation in this field.

9.12.2008

OPINION OF THE COMMITTEE ON CULTURE AND EDUCATION

for the Committee on the Internal Market and Consumer Protection

on the protection of consumers, in particular minors, in respect of the use of video games
(2008/2173(INI))

Rapporteur: Ivo Belet

SUGGESTIONS

The Committee on Culture and Education calls on the Committee on the Internal Market and Consumer Protection, as the committee responsible, to incorporate the following suggestions in its motion for a resolution:

- having regard to its resolution on media literacy in a digital world,
- A. whereas the protection of children's mental health requires zero tolerance and resolute action against violations of child protection provisions connected with videogames,
 1. Emphasises that video games are played by children of an increasingly wide range of ages and can have substantial educational advantages and be beneficial in developing linguistic, creative and strategic skills and intellectual capacities;
 2. Underlines the contribution of the gaming sector to the achievement of the Lisbon agenda and stresses the (multi-)cultural facets of many games;
 3. Draws attention, however, to the potential risks arising from inappropriate use of videogames, particularly for minors;
 4. Recognises the importance of a simple and clear age rating/content rating system which provides guidance and raises awareness, particularly for parents and for teachers, of the potentially harmful effect of some content on minors;
 5. Calls on the Commission to proceed with the promotion and expansion of a common, self-regulatory EU system of rating criteria, more specifically the Pan European Game Information (PEGI) labelling system which provides information about potentially harmful content for minors, and to ensure coordination among Member States to achieve

- a PEGI-only labelling system in the sale of games;
6. Welcomes the PEGI Online system, which is a logical development of PEGI and which deals with video games made available over the internet, such as downloaded or online games; supports its continued co-financing by the Commission under the Safer Internet programme, the aim of which is to tackle issues relating to the safe use of the internet by children and to new online technologies;
 7. Calls for additional efforts in this respect, including the possibility of integrating an acoustic warning into the PEGI system, and counts on the professional game sector to systematically integrate access models for online games in order to ensure that minors are not exposed to harmful content online;
 8. Calls on the Commission, in connection with the Safer Internet programme, to promote a systematic study of the effects of video games on minors and to propose measures which contribute to a safer playing environment for online video games, including innovative methods of preventing minors from accessing online video games with content which is unsuitable for them;
 9. Calls on software producers to continue to invest in filters and parental control systems which make it possible for parents to protect their children against inappropriate content;
 10. Supports the Commission's proposal to introduce a pan-European code of conduct for retailers of video games in order to prevent the sale of harmful video games to minors; stresses that producers should also be involved in this process;
 11. Considers that national information and awareness campaigns should be organised for consumers, particularly parents, to help them choose video games which are suitable for the age and knowledge requirements of their children and to avoid products which are not appropriately labelled; encourages the Member States to share best practices in this respect;
 12. Stresses the importance of media literacy and the crucial role of parents and teachers in developing the attitudes of minors towards videogames, and calls on the Commission, in collaboration with the sector, to develop and disseminate to parents and teachers information concerning all aspects of videogames;
 13. Calls for media literacy among young people to be strengthened through education in nursery schools, educational establishments, schools and youth care programmes in order to help young people in particular to become free, critical and reflective media consumers and to teach them constructive ways of making use of videogames;
 14. Calls on the Commission to facilitate the exchange of best practice among competent national educational authorities in the short-term with a view to integrating gaming literacy within the educational objectives of primary and secondary schools;
 15. Calls on the Commission to support, in the framework of the MEDIA programme and national tax exemption mechanisms, new developments in this fast-growing sector of the creative knowledge economy, in particular by promoting the educational, multimedia and

cultural elements of videogames and by means of corresponding training opportunities and courses of study.

RESULT OF FINAL VOTE IN COMMITTEE

Date adopted	2.12.2008
Result of final vote	+: 19 -: 2 0: 0
Members present for the final vote	Maria Badia i Cutchet, Katerina Batzeli, Ivo Belet, Guy Bono, Marie-Hélène Descamps, Věra Flasarová, Milan Gaľa, Vasco Graça Moura, Christopher Heaton-Harris, Luis Herrero-Tejedor, Ruth Hieronymi, Manolis Mavrommatis, Doris Pack, Zdzisław Zbigniew Podkański, Christa Prets, Helga Trüpel, Thomas Wise
Substitute(s) present for the final vote	Nina Škottová, László Tókéš, Ewa Tomaszewska, Cornelis Visser

21.1.2009

OPINION OF THE COMMITTEE ON CIVIL LIBERTIES, JUSTICE AND HOME AFFAIRS

for the Committee on the Internal Market and Consumer Protection

on the protection of consumers, in particular minors, in respect of the use of video games (2008/2173(INI))

Rapporteur: Roberta Angelilli

SUGGESTIONS

The Committee on Civil Liberties, Justice and Home Affairs calls on the Committee on the Internal Market and Consumer Protection, as the committee responsible, to incorporate the following suggestions in its motion for a resolution:

1. Stresses that video games are one of the favourite recreational activities of citizens of all ages and social origins; acknowledges the educational value of video games, including in helping to familiarise minors with new technologies; shares, however, the concern expressed by the Commission concerning the potential dangers of incorrect use of video games by minors;
2. Urges all Member States and stakeholders to promote the distribution and use of the optional PEGI (Pan European Game Information) and PEGI online systems, already in use in the majority of the Member States, which give entertainment software an age rating and on-line gaming websites a quality labelling, in order to ensure that minors are not exposed to games which are unsuitable for them;
3. Calls on all Member States to ensure that national rating systems are not developed in a way that would weaken the PEGI system;
4. Calls on the Member States and stakeholders to encourage simplification of the symbols used in the PEGI and PEGI online systems in order to make them clearer and more comprehensible, particularly for parents, as regards both age and content;
5. Calls on the Member States to promote dissemination of the PEGI and PEGI online systems among games console producers and retailers, and to implement information measures on their use for families and teachers;

6. Calls on the Member States to frame specific civil and criminal legislation on the retailing of violent TV, video and computer games; considers that special attention should be devoted to on-line games aimed primarily at children and young people whose purpose is to generate profit;
7. Urges the Member States to improve the filter systems available to families in respect of on-line videogames and to promote PEGI online, focusing in particular on the risks associated with use of the Internet, and chat rooms associated with such games;
8. Urges the Member States to work together with stakeholders in creating an effective pan-European age-rating system (through self-regulation or co-regulation) applicable to all platforms, taking into consideration the specific characteristics of every medium for which classification is difficult, such as the Internet;
9. Calls on the Member States to cooperate with industry representatives, classification bodies and other stakeholders in order to achieve innovative and effective age verification solutions;
10. Urges the Member States to draw up a pan-European code of conduct on the sale of TV, video and computer games to minors, especially children between the ages of 5 and 12, which is agreed between all stakeholders, in order also to oblige retailers to assume their responsibilities;
11. Calls on the Commission to develop guidelines in order to prevent possible conflicts of interest within rating institutions and to safeguard the independence of such organisations from industry-related interest groups;
12. Urges the Member States to conduct information campaigns for parents and schoolteachers aimed at bridging the technological generation gap and at promoting the PEGI and PEGI online systems and promoting safer, more aware use of new technologies, including video games;
13. Calls on the Commission and Member States to promote, in cooperation with all the associations for the rights of minors, the family and consumers, and with parents, teachers and internet service providers and producers and vendors of video games, information and awareness measures and campaigns aimed at increasing take-up of the PEGI and PEGI online systems by the public;
14. Calls on Member States to involve minors in measures to combat the distribution of video games with violent and harmful content and in particular considers that minors should be involved in initiatives to provide information and increase people's sense of responsibility which can provide them with the basic instruments by means of which to recognise and defend themselves against violent and harmful content;
15. Calls on the Commission to discourage, through specific legislative measures, the misuse of online games for dishonest commercial activities, such as those which dishonestly induce underage users to enter into legal commitments (e.g. through automated subscriptions or malicious dialler programmes which dial expensive toll lines) and which send anticompetitive promotional messages (e.g. product placement or other stealth

marketing techniques);

16. Calls on the Commission and Member States to include video, TV and computer games in the programme 'Safer Internet'.

RESULT OF FINAL VOTE IN COMMITTEE

Date adopted	21.1.2009
Result of final vote	+: 53 -: 0 0: 0
Members present for the final vote	Alexander Alvaro, Roberta Angelilli, Mario Borghezio, Catherine Boursier, Emine Bozkurt, Philip Bradbourn, Mihael Brejc, Kathalijne Maria Buitenweg, Maddalena Calia, Michael Cashman, Giusto Catania, Jean-Marie Cavada, Carlos Coelho, Elly de Groen-Kouwenhoven, Panayiotis Demetriou, Gérard Deprez, Agustín Díaz de Mera García Consuegra, Bárbara Dührkop Dührkop, Claudio Fava, Urszula Gacek, Kinga Gál, Patrick Gaubert, Roland Gewalt, Jeanine Hennis-Plasschaert, Ewa Klant, Magda Kósáné Kovács, Stavros Lambrinidis, Henrik Lax, Roselyne Lefrançois, Baroness Sarah Ludford, Viktória Mohácsi, Claude Moraes, Javier Moreno Sánchez, Rareş-Lucian Niculescu, Martine Roure, Sebastiano Sanzarello, Inger Segelström, Csaba Sógor, Vladimir Urutchev, Ioannis Varvitsiotis, Manfred Weber, Tatjana Ždanoka
Substitute(s) present for the final vote	Edit Bauer, Simon Busuttil, Iratxe García Pérez, Elisabetta Gardini, Genowefa Grabowska, Ona Juknevičienė, Antonio Masip Hidalgo, Nicolae Vlad Popa, Luca Romagnoli, Eva-Britt Svensson, Stefano Zappalà

RESULT OF FINAL VOTE IN COMMITTEE

Date adopted	11.2.2009
Result of final vote	+: 35 -: 0 0: 0
Members present for the final vote	Mogens Camre, Charlotte Cederschiöld, Gabriela Crețu, Janelly Fourtou, Evelyne Gebhardt, Martí Grau i Segú, Małgorzata Handzlik, Malcolm Harbour, Anna Hedh, Edit Herczog, Pierre Jonckheer, Kurt Lechner, Lasse Lehtinen, Toine Manders, Catuscia Marini, Arlene McCarthy, Nickolay Mladenov, Catherine Neris, Bill Newton Dunn, Zita Pleštinská, Giovanni Rivera, Zuzana Roithová, Heide Rühle, Leopold Józef Rutowicz, Christel Schaldemose, Eva-Britt Svensson, Jacques Toubon, Bernadette Vergnaud, Barbara Weiler
Substitute(s) present for the final vote	Emmanouil Angelakas, André Brie, Colm Burke, Giles Chichester, Magor Imre Csibi, Joel Hasse Ferreira, Filip Kaczmarek, Andrea Losco, Manuel Medina Ortega, José Ribeiro e Castro