

The UK video games industry: technology, policy priorities and new avenues for growth 25th February 2016

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About this Publication

This publication reflects proceedings at the Westminster eForum Keynote Seminar: The UK video games industry: technology, policy priorities and new avenues for growth held on 23rd February 2016. 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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