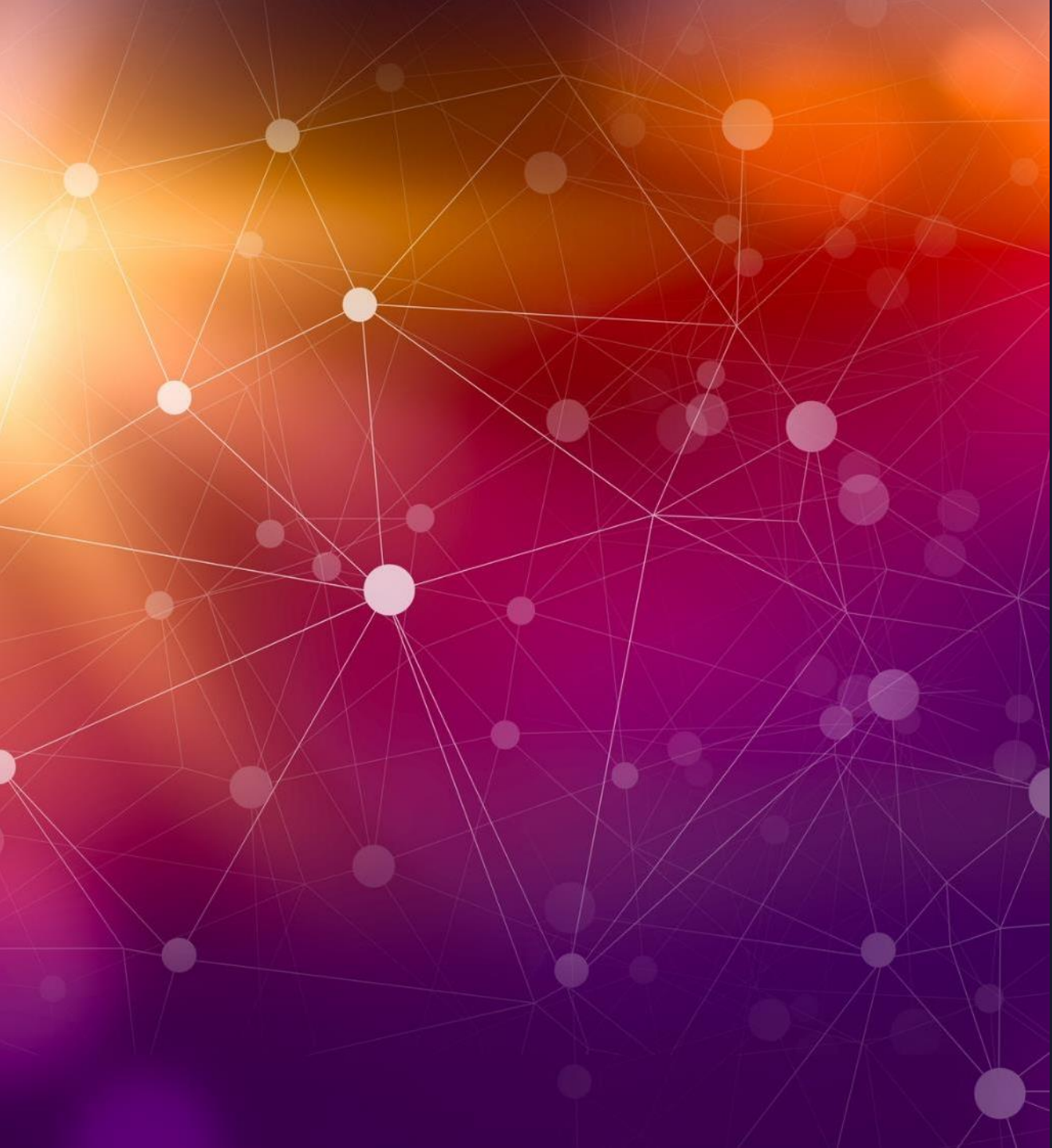




Enablers of the Inclusive Metaverse: Accessibility Standards & Geopolitical Knowledge



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Arabia



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Gaming
Esports



Sustainability. Inclusivity. Accessibility

Game accessibility
Gamification





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The multiplex of value creation and capture logics in the video game industry: An integrative review of 20 years of studies and a future research agenda

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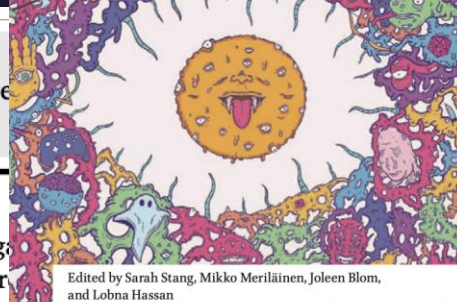
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ABSTRACT

With the development of digital devices, information and communication and capture logics have evolved, and new ones have emerged. The video game industry is a fast runner in this evolution. It has grown from an industry that revolved primarily around entertainment to one that is now a major player in the digital economy.



Edited by Sarah Stang, Mikko Meriläinen, Joleen Blom, and Lobna Hassan

Monstrosity in Games and Play

A Multidisciplinary Examination of the Monstrous in Contemporary Cultures

Amsterdam University



SIA LAB

Sustainability. Inclusivity. Accessibility



Academia

30+ Publications in high ranked outlets

Society

Council of Europe's Game Culture workgroup



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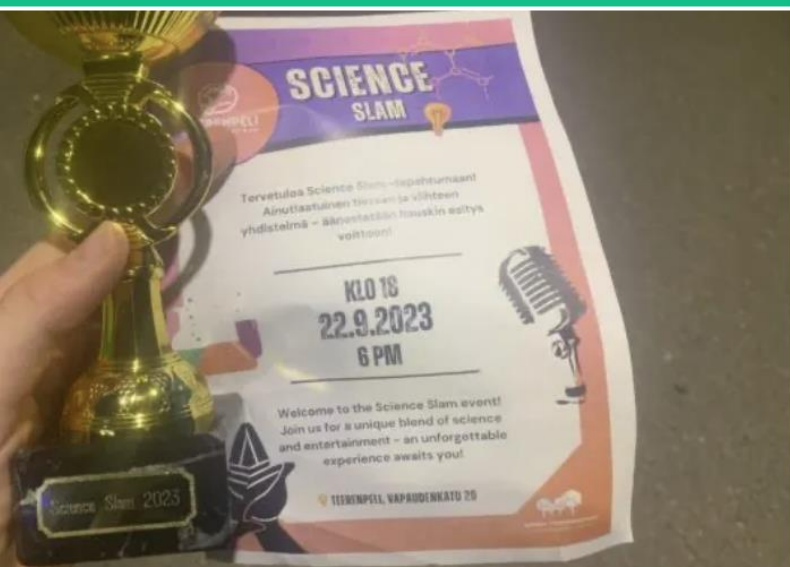
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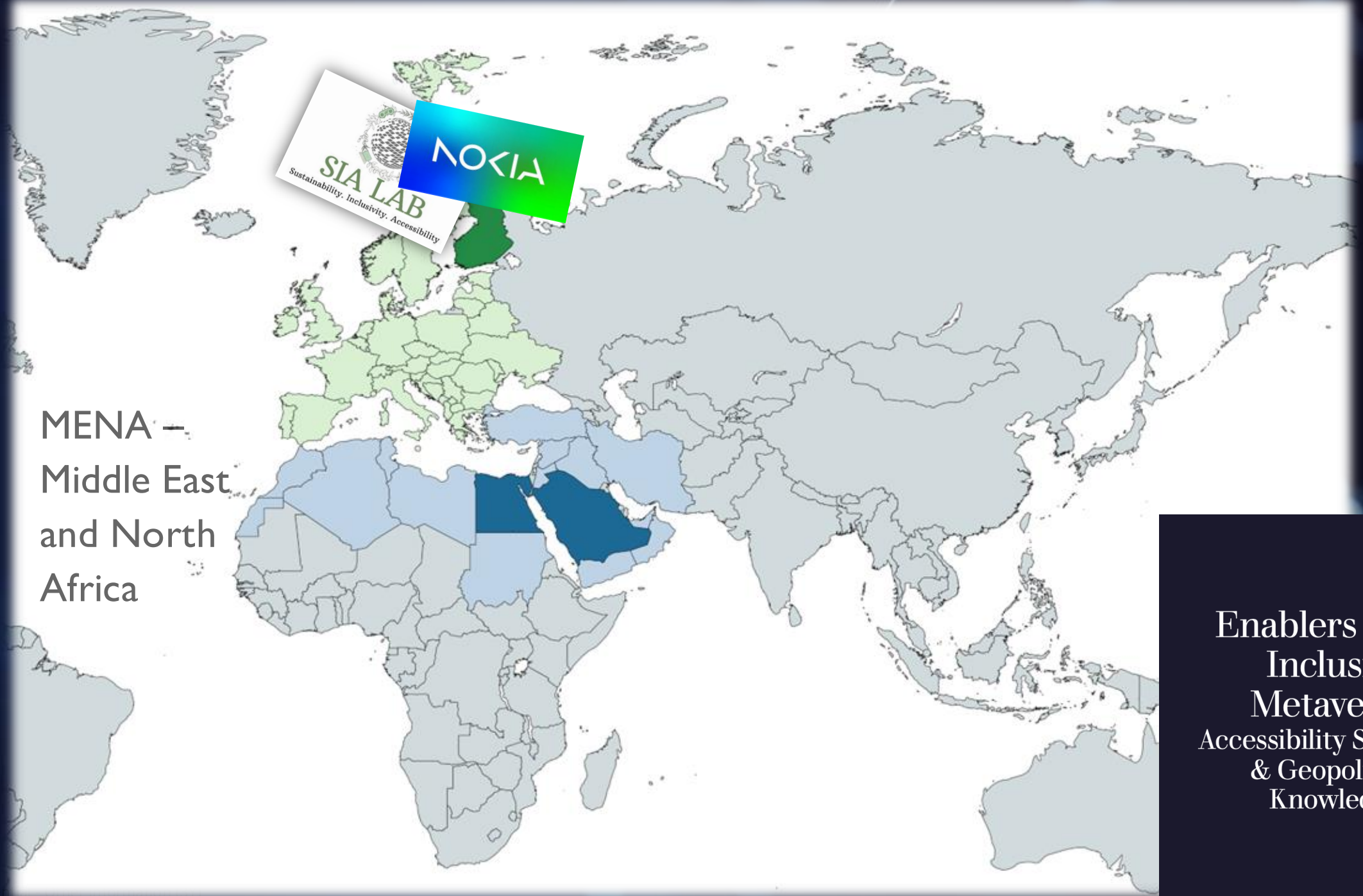
Video game Culture Working Group

The VGC WG has been created with the intention to support the Council of Europe in carrying on



MENA –
Middle East
and North
Africa

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Equal access to tech for everyone,
regardless ability or age

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Equal access to tech for everyone,
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Game / metaverse development is
shifting to MENA

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Equal access to tech for everyone,
regardless ability or age

There are growth opportunities,
but

There are significant misalignments
on social norms, inclusion and
accessibility standards, etc.

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Deals

Saudis, Silver Lake, Jared Kushner Take EA Private in \$55B Deal

The deal represents the latest act in Saudi Arabia's ambitious Vision 2030 plan to diversify its economy and transform its global image.

BY BEN HORNEY

SEP 29, 2025 | 10:49 AM

UPDATED SEP 30, 2025 | 03:50 PM



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Finland advocates for safe and value-based technological development

Technology-related issues have become central to foreign and security policy as never before, and technologies have a growing importance as instruments for geopolitical and economic competition. In response to these challenges, the Ministry for Foreign Affairs has published Finland's priorities for an international technology policy, and Minister for Foreign Affairs Elina Valtonen has appointed Antti Vasara as Special Envoy for Technology.



Language versions:
Suomi Svenska

MFA'S PRESS RELEASES

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Equal access to tech for everyone,
regardless ability or age

How to navigate this geopolitical
change, capitalize on opportunities and
avoid pitfalls?

How to standardize inclusive tech and
digital solution design?

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Problem and Opportunity

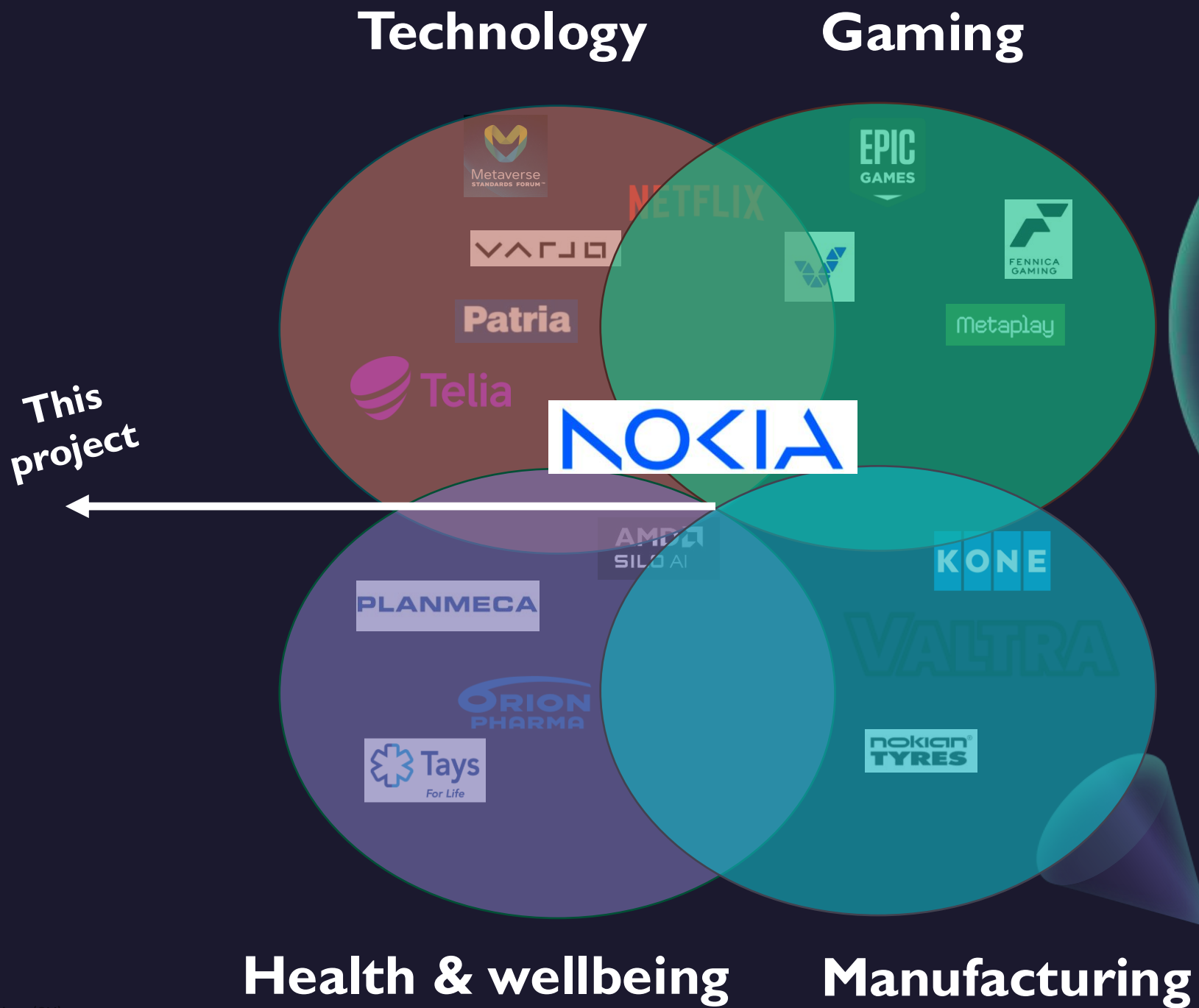
- **Problem & opportunity 1: Understanding geopolitics:**
 - **Business growth opportunities and new markets** for Finnish companies struggling with saturated markets in Finland
 - Guidance on **navigating the social and political climate** in these new markets and on appropriate digital solutions
- **Problem & opportunity 2: Accessibility standardization**
 - Accessibility guidelines and **pre-standards**
 - Tech suitable for **aging worker population**
 - Improved **health care and tech** for disabilities and aging
 - Products designed for **more consumers e.g., who wear eyeglasses**



How we will do this

		Year 1	Year 2	Year 3
	Industry interviews in MENA			
	Industry interviews in Finland			
	Company round tables			
 	Mini student-company projects			
 	Industry events			

Example partners & industries
we are looking for



Thank you



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Inclusive Metaverse Project

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