



Game Industry Bill Faces Objections Over Proposed Promotion Fund

Thailand's draft Game Industry Act, led by the Digital Economy Promotion Agency (DEPA), has encountered resistance from the Ministry of Finance's revolving fund committee and the Budget Bureau due to a controversial funding provision. The draft includes a clause requiring the creation of a specific fund to promote the gaming sector, aimed at securing 1 billion THB annually—split equally between the new fund and the Revenue Department.

According to the Ministry of Digital Economy and Society (DES), the committee believes existing financial mechanisms, such as the DES Ministry's Digital Fund, are sufficient to support the industry. The ministry has recommended that DEPA consider removing the clause to facilitate a smoother legislative process.

The draft is designed to provide a comprehensive framework for regulating and promoting the digital game sector, which is currently valued at 30–40 billion THB. It addresses issues such as content regulation—particularly regarding games with gambling-like features—and proposes a registration system to balance oversight with industry growth.

The fund would be managed by a future Game Promotion Institute, envisioned to play a central role in the industry's development. the DEPA, stated that, with adequate support, Thailand's game industry could reach 100 billion THB in value within the next decade. However, with annual game exports totaling only 800 million THB, the sector continues to face a trade deficit, underscoring the need for strategic investment.