

Disparities in a Digitalising (Post-Covid) world

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Agglomeration Patterns in the Video Games Industry

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Abstract

This special session seeks to attract studies that analyze, from different perspectives, issues related to the location patterns of the Video Games industry, including their agglomeration patterns at the core of big metropolitan areas, their spatial distribution, knowledge interactions within urban ecosystems, suburbanization processes, and the spatial proximity to specific services consumed by this industry. Studies related to close activities such as Cultural and Creative Industries (CCIs), have also a place in this issue.

This special session aims to encourage debates and exchange of ideas focusing on (but not limited to) the following issues:

- Location methodology
- Cluster identification
- Effects of urban agglomeration
- Effects of public policies promoting Video Games clusters