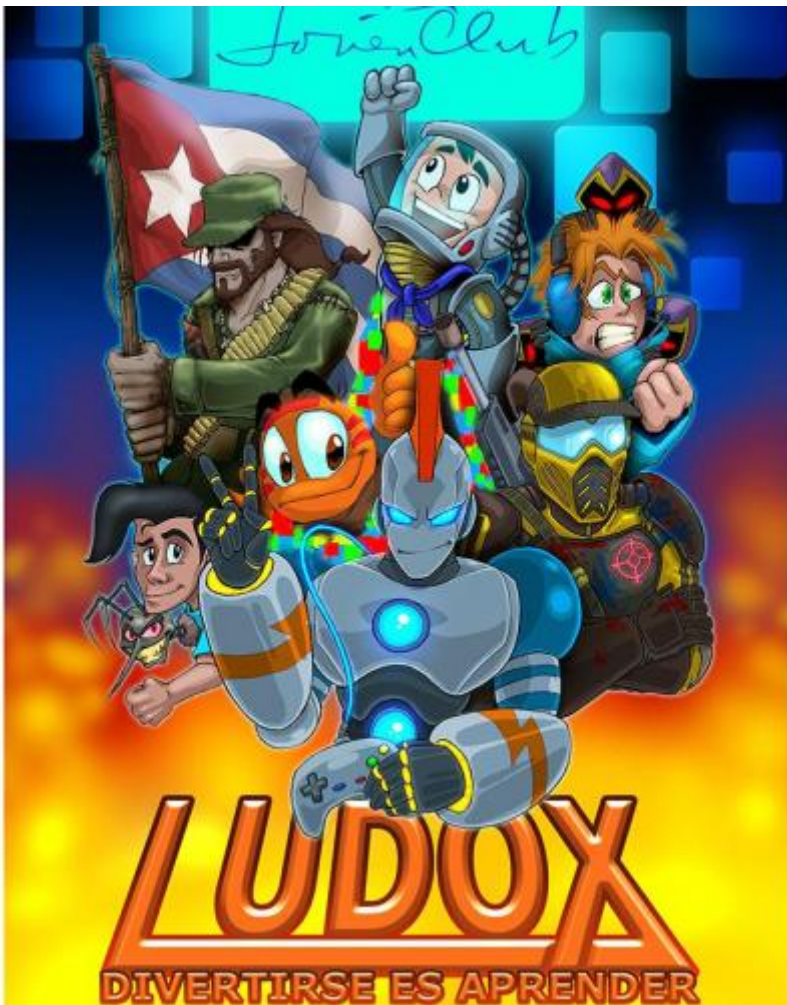


Educational and entertaining video games being developed in Cuba



Havana, August 9 (RHC)-- The development of video games in Cuba represents a fundamental area in the country's computerization policy, an essential issue in today's society, with entertainment and educational uses.

According to an article posted on the website of Granma newspaper, the majority of Cuban-produced video games are created for environmental, educational, therapeutic and mental agility -- aimed at a wide-range of users, although the focus is on younger generations.

The priority of this industry is to create new, higher quality video games, despite the challenges associated with promotion and distribution on any of the current platforms. Progress has been made, but remains insufficient, explained Luis Enrique Cubela González, head of Computing at the Animation Studios of the Cuban Institute of Cinematographic Art and Industry (ICAIC).

Various entities such as the Joven Club (Youth Computing and Electronics Club), the University of Computer Sciences, and ICAIC have worked together to create 16

video games – not including those that are being produced this year – and have gained in production experience, he added.

Meanwhile, the Joven Club has provided a favorable space for the public to interact with these video games. Progress has been reflected in the infrastructure, distribution, and development evidenced in a network of 614 connected installations, of which 71 are through fiber-optic cables. The plans are to connect another one hundred centers this year, which will improve the speed at which users can play.



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