GAME DEVELOPERS AT A GLANCE 2014

Results from the IGDA’s Game Developer Satisfaction Survey

Gender
- Men: 76%
- Women: 22%
- Transgender/Androgynous: 2%

Diversity Is...
- Important in the Industry: 79%
- Important in the Workplace: 74%

Age
- Over 50: 1%
- 40-50: 16%
- 30-39: 44%
- 25-29: 25%
- < 25: 14%

Employment Status
- Full Time: 76%
- Part Time: 10%
- Student: 12%
- Unemployed: 10%

Why We’re Here
- To Make a Living: 41%
- Because Games Are My Passion: 40%

Why We Leave
- Better Quality of Life Elsewhere: 39%
- I Burned Out: 15%

Where Developers Are Located
- North America: 65%
- Europe: 18%
- Asia: 6%
- Oceania: 5%
- Latin America: 5%
- Middle East & Africa: 1%

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Income (USD)
- Under 50K: 47%
- 50-100K: 34%
- Over 100K: 19%

 Raises & Bonuses
- Receive Raises: 60%
- Receive Bonuses: 68%
- Do Not Receive Raises: 40%
- Do Not Receive Bonuses: 32%

Average # of Employers in the Past 5 Years
4

Raises & Bonuses
- Receive Raises: 60%
- Receive Bonuses: 68%
- Do Not Receive Raises: 40%
- Do Not Receive Bonuses: 32%

Extra Compensation During Crunch?
- Yes: 45%*
- No: 37%
- Not Sure/Other: 18%

*Not all compensation is monetary

Is Crunch Necessary?
Yes: 24%
No: 53%

I’d Rather Work For:
- AAA: 36%
- Independent: 49%

National Union?
- Yes: 56%
- No: 14%

Factors Influencing Society’s Negative Perception of Industry
- Working conditions: 68%
- Sexism in the games: 67%
- Perceived link to violence: 62%
- Sexism in the workforce: 51%
- Perceived link to obesity: 49%
- Lack of overall diversity: 42%

Is There Equal Treatment & Opportunity For All in the Game Industry?
Yes: 28%
No: 47%
I Don’t Know: 23%

We need a union 56%
We don’t need a union 14%

We don’t need a union 14%
We need a union 56%