

# DEVELOPER SATISFACTION SURVEY 2023 RESULTS



## ABOUT THE REPORT

The data used for the Developer Satisfaction Survey (DSS) Diversity Report was collected through an industry and university partnership between the IGDA and Western University.

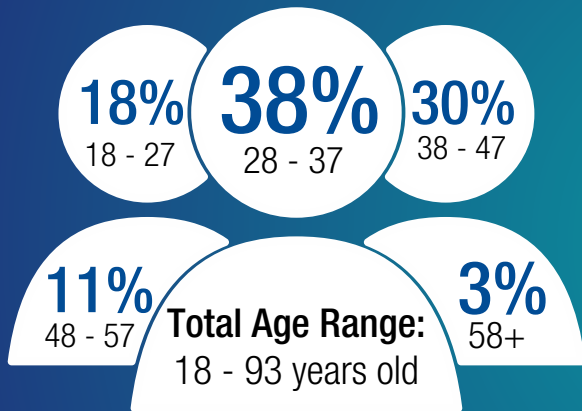
For the full report, visit [igda.org/dss](https://igda.org/dss).



## DEMOGRAPHICS

Knowing demographics helps us see patterns and cultural shifts in the industry. The Diversity Report contains demographics on age, ethnicity, gender, sexual orientation, differently abled, and more.

### Age



80%

had attained a degree or diploma from a college, vocational school, or university

### Gender



63%  
identified as men

31%  
identified as women

8%

identified as non-binary, gender fluid, genderqueer or two-spirited



### Ethnicity



79% White, Caucasian or European  
7% Hispanic or Latino/Latina/Latine/Latinx  
7% East Asian  
4% Black, African American, African, or Afro-Caribbean  
3% South-East Asian

27%

reported having children



44%

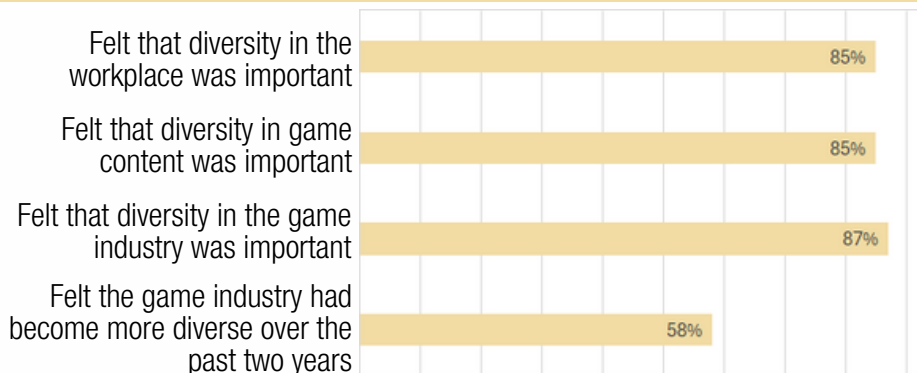
identified as having a physical or mental difference.

58%  
work in US or Canada

# DEVELOPER SATISFACTION SURVEY 2023 RESULTS



## Equity, Diversity, and Inclusion



## Crediting

**48%** said that their studio/company had a game credits policy.

**71%** were confident that their name would appear in the credits for the title on which they were working.

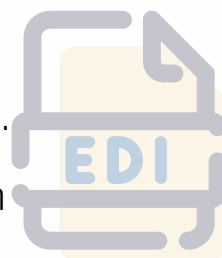
## Anti-Discrimination Policies in the Workplace

**28%**

of respondents reported that their workplace had **NO** EDI programs.

Only **38%** of workplaces had a formal complaint procedure for EDI issues, with **28%** including a formal disciplinary process.

**43%** of respondents felt that the policies in place were adequately enforced.



**67%**

stated that there was not equal treatment and opportunity in the industry.

## Employment & Crunch Reports : Salaries & Compensation

In 2023, **10,500**

game makers lost their jobs through layoffs

**4.8%**

indicated that they were currently unemployed

**25%**

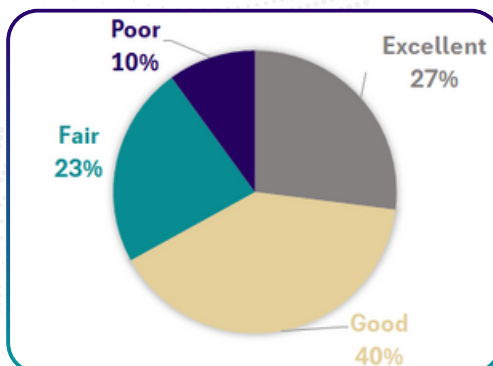
worked long or extended hours, not classified as crunch

**28%**

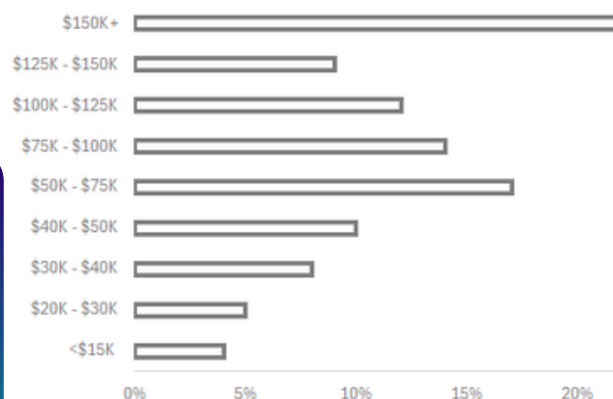
said their job involved crunch time

### Relations

between employees/contractors and management at their place of work



### Employee Salaries



**88%** indicated their income was comprised completely from their work in the game industry

**80%** indicated that their company offered some type of raise as part of their compensation