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.

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.

Gender

- 63% identified as men
- 31% identified as women
- 8% identified as non-binary, gender fluid, genderqueer, or two-spirited

Gender: 80% had attained a degree or diploma from a college, vocational school, or university.

Age

- 18% 18 - 27
- 38% 28 - 37
- 30% 38 - 47
- 11% 48 - 57
- 3% 58+

Total Age Range: 18 - 93 years old

Marital Status

- 63% married or partnered
- 34% single
- 2% divorced

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

58% work in US or Canada

44% identified as having a physical or mental difference.

DSS 2023 Summary Report
Read the full report at https://igda.org/dss
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**2023 RESULTS**

### Equity, Diversity, and Inclusion

- Felt that diversity in the workplace was important: 85%
- Felt that diversity in game content was important: 85%
- Felt that diversity in the game industry was important: 87%
- Felt the game industry had become more diverse over the past two years: 58%

### 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

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

- Poor: 10%
- Fair: 23%
- Good: 40%
- Excellent: 27%

**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.

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