

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.

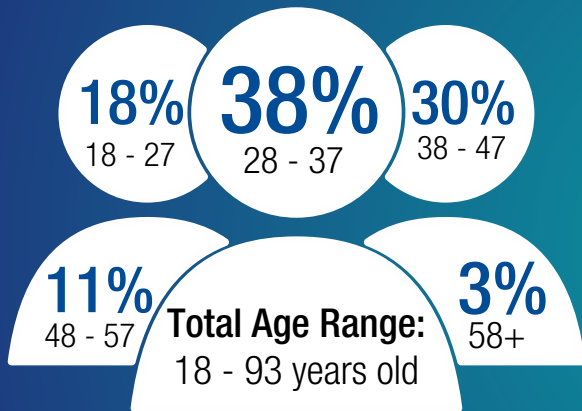
For the full report, visit igda.org/dss.



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.

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



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



44%

identified as having a physical or mental difference.

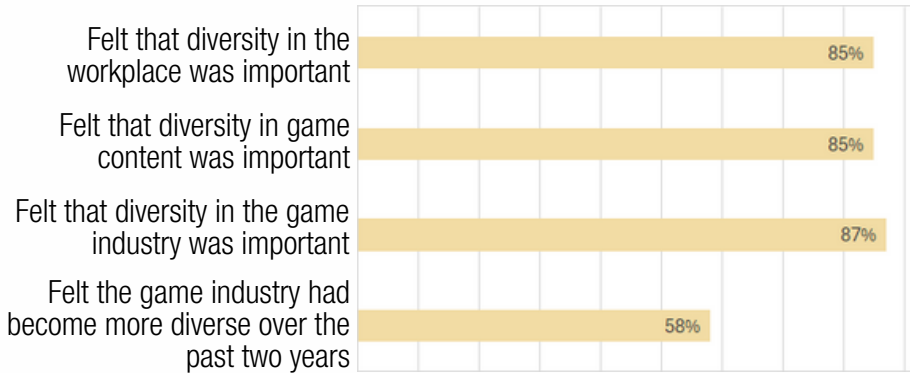


DSS 2023 Summary Report
Read the full report at <https://igda.org/dss>

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.

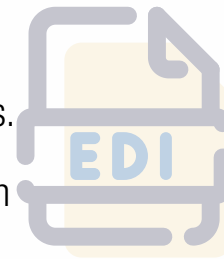
Anti-Discrimination Policies in the Workplace

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%

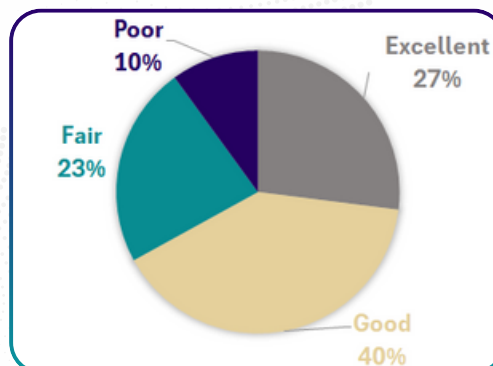
worked long or extended hours, not classified as crunch

28%

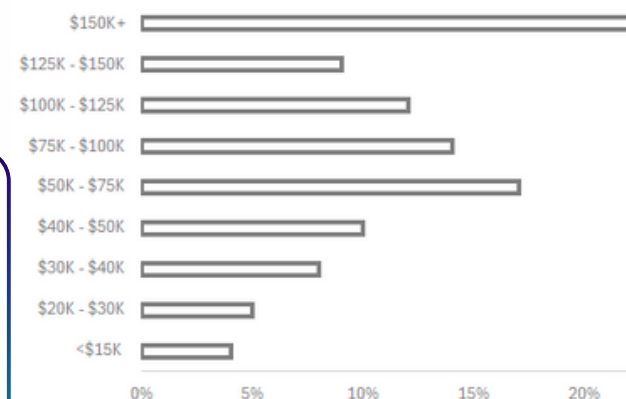
said their job involved crunch time

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