

How diverse is your company's workforce, e.g. ethnicity, gender, sexuality, etc?



10%

Number of people that have a second, non-games industry job

90%

Respondents expected to work beyond their contracted hours

75%

Amount of people who are not paid for overtime

Average Salaries



Overall £38,797

Developers £38,181

Publishers £46,226

UK £34,871

Western Europe £35,640

North America £53,375

Gender Wage Gap

Female £33,274

Male £40,090

Wage Gap £6,816

Highest Earning

Female £130,000

Male £980,000

64%

Amount of people who expect a pay rise this year

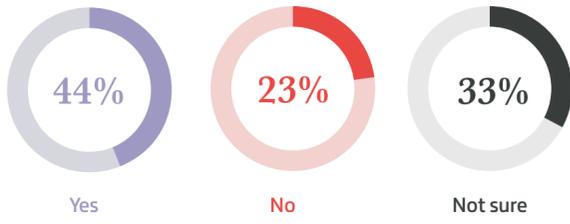
56%

Percentage that saw their pay go up in 2016

5%

Only one in twenty respondents suffered a pay cut last year

Does your company have internal systems to deal with abuse, harassment, etc?



45%

Respondents encouraged to work on personal projects



19%

Respondents who claim their employer takes ownership of said projects



Job Seekers

40%

Respondents looking for new employment in 2017

36% Of Developers

51% Of Publishing Staff

20% Of Remote Workers

8/11 Media Professionals

52%

Percentage of respondents who believe their skills and experience could earn them a higher wage in other industries

64%

Percentage of job seekers that are tempted to work overseas

More than 4 out of 5

Respondents plan to stay in the games industry for at least the next five years

Who answered our survey?



47% UK



22% North America



15% Western Europe

373



Number of responses from industry members around the world

21%



Number of female respondents

69%



Developers

10%



Publishers

The rest included media, PR, educators, tools providers and more

80%

Aged 40 or under

10%

Between 41 and 50

0%

Over 61

15%

Percentage of respondents that were self-employed

3.8%

Participants employed by firms with over 200 staff.

38%

Were brave enough to form one-man teams and go it alone

1/10

Number of respondents that work remotely