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How Does The Videogame Industry Abuse Workers

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Abstract

The videogame development industry is rampant with labor and sexual abuse. These forms of abuse go unaddressed within mainstream media. Big-name companies backed by large corporations force their employees into unpaid overtime in terrible working conditions. Female game developers are typically paid less due to a gender bias and are at higher risk of sexual assault both of which get swept under the rug to keep a good reputation in the industry. This research reviews articles and journals to discuss and analyze current worker abuse in the videogame industry



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Conclusion

The office conditions of modern-day game developers are unacceptable. Game developers work long and hard hours giving up time from their personal lives and pushing their stress and health to the limits. It is even worse for women in game development as they must deal with their male counterparts getting more pay, more opportunities to positions of power, and sexual assault and abuse. No workplace can be considered a safe welcoming environment when one group is being discriminated against and assaulted on a daily basis.

Statistics & Facts

- 40% of workers go unpaid for crunch time
- Designers can work up to 70 hours during crunch time
- Designers must please the client, which leads to unrealistic demands the designers must meet
- 50% of surveyed designers crunched for 6 or more weeks, and 25% of game designers crunched for 12 weeks or more
- Women at Activision Blizzard receive less pay than their male counterparts
- DFEH said victims of sexual abuse at Riot games deserve \$400 Million in total reparations

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