GDC

March 20-24, 2023 San Francisco, CA

Lost XP: Why Junior Game **Developers Quit and How to Help**

Johanna Weststar, Associate Professor, Western University Jakin Vela, Executive Director, IGDA Sarah Spiers, Director of Global Development, IGDA Foundation Pierre-Luc Labbee, President and Creative Talent Strategist, rhum.hr.

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A paradox?

Increasing number of graduates

Inability of junior developers to find work



Labour shortages

Recruitment and retention problems



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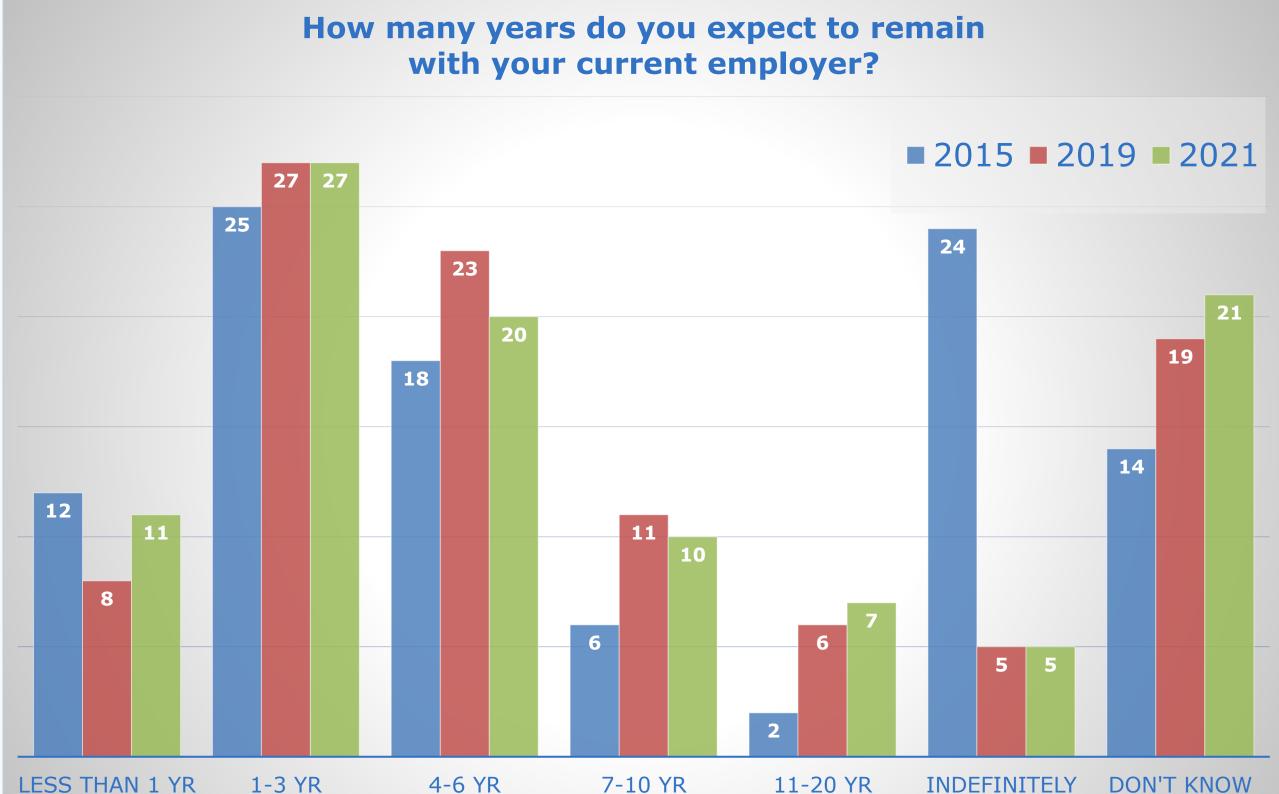
Survey 2023 Western igda.org/dss

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First 3. Years

Developer Satisfaction





Source: IGDA Developer Satisfaction Survey





First Three Years Data

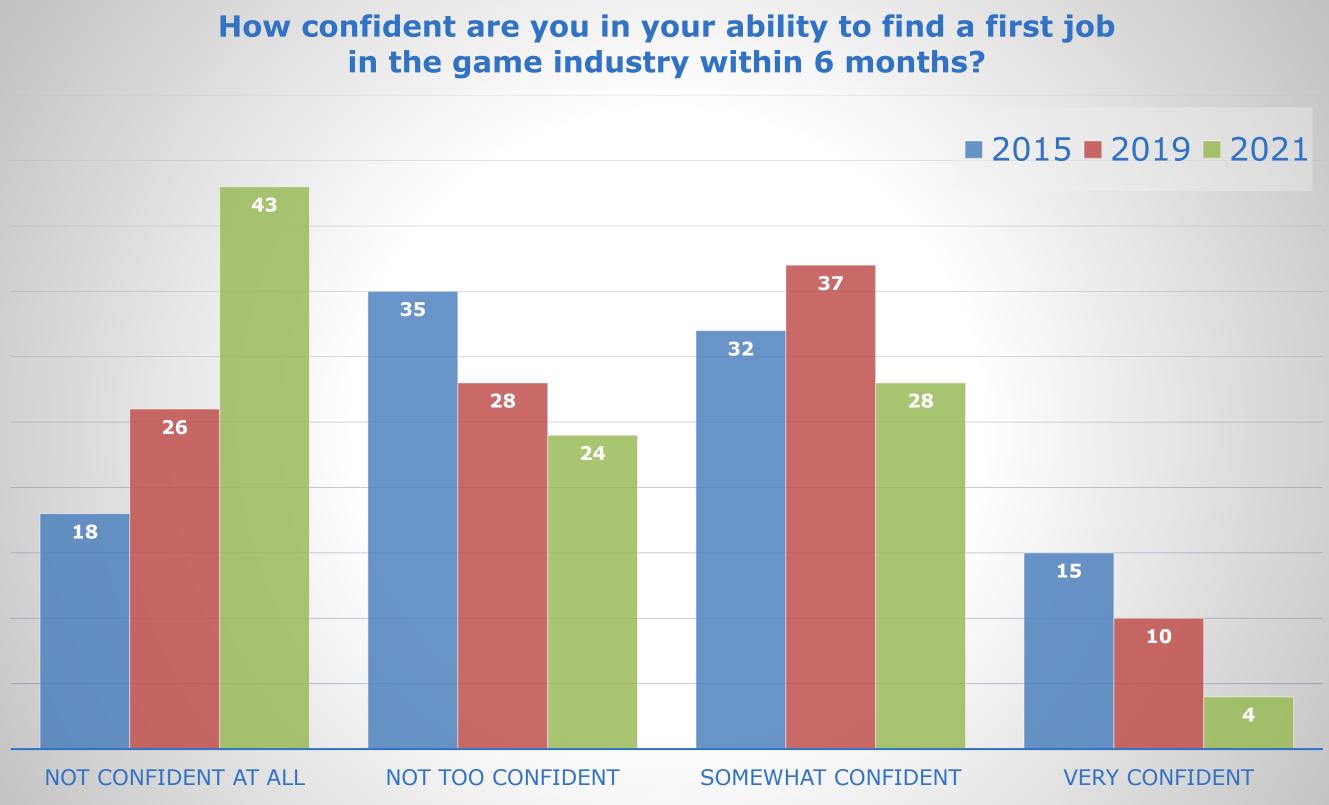
What would make you leave a job in the game industry?

- Toxic culture
- Lack of respect ullet
- No work-life balance \bullet

What would make you leave the industry altogether?

- Systemic issues
- No work-life balance
- Opportunities in adjacent fields \bullet





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First Three Years Data

Are junior devs ready to hit the ground running? Do students have a realistic job preview?

- Few classes or courses about working conditions or workplace culture
- Mixed bag in terms of 'professionalization' experiences \bullet
- 50% have had work experience
- Many have made games of some form



Motivations for employment

QUESTIONS:

What are the career expectations and desires of early career developers?

What are juniors looking for in a studio and in a job?

What supports do they want?

What environments will attract them?





Responsibility for employment

QUESTIONS:

What responsibility does a studio have regarding hiring graduates?

What about hiring for diversity?

What are the responsibilities of educational programs? What are the job experiences like? Are there forced choices?





Takeaways

QUESTIONS:

Why is this topic so important? What now? What do you want the audience to leave with?





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