We Need to Talk About Games Leadership®



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Agenda

- 1. Introduction
- 2. Agenda
- 3. Games Leadership® Network & Academy
- 4. Power
- 5. Power and the Games Industry
- 6. Moving forwards
- 7. What this means for you







Takeaways

- What is power and how does it show itself in the Games Industry?
- What is your power and what choices are available to you in 2024?
- How can we better support and retain the senior talent pipeline?
- What needs to change and how can you help move the industry forward to more healthier practices?







What is your power and what choices are available to you in 2024?







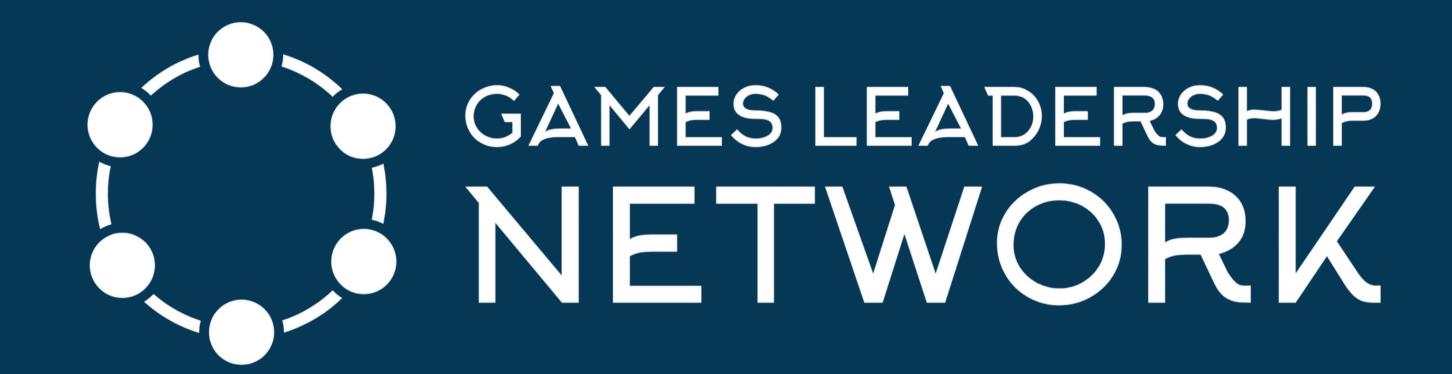
Who am 17

















1-1 Coaching (Emerging Leaders)

Designed to help support 'Emerging Leaders' within marginalised groups, who might not yet be in a Leadership position yet but want to explore their potential.

Executive Coaching (Changemakers)

For those working in Games at a Senior Level (e.g. CSuite, Directors, Leads & Senior Managers or 'Change Makers') who have a specific goal to improve their workplace.







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Power and the Games Industry







Sustainability vs Regeneration







Results

"Coaching has helped me most with..."

- Rise of Self Confidence 16%
- Dealing with Anxiety 13%
- Leadership Skills 13%
- Making a specific change to my life 13%
- Career Progression 12%
- Making a change to my workplace 9%

- Personal Problems 7%
- Relationships 5%
- Time Management 3%
- Organisation 2%
- Other (self reported categories) 6%

Games Leadership Network CiC 2023 Impact Report (Available at www.gamesleadership.com)



'Imposter Syndrome'







Leading with Fear

New Leaders

Ego Leaders

Reluctant Leaders









'Imposter Syndrome'







Why aren't we talking about this?







Moving forwards









People are weird! (and that's ok)







What does this mean for you?

















What is your power and what choices are available to you in 2024?







Get involved! (+ free resources)

















Thankyous

www.gamesleadership.com





