



Building an Inclusive Game Studio Culture

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GAME DEVELOPERS CONFERENCE

MARCH 18–22, 2019 | #GDC19

Getting from “Diversity” to “Inclusion”

- Inclusion is active and ongoing, not performative or temporary. It involves not just hiring, but also retention.
- “Tolerating” or “accepting” marginalized employees is not the same as actively working to create a studio culture in which they do not feel othered while traditionally “default” employees are centered.

Some marginalized groups within the game industry (In no particular order):

- Women
- POC and ethnic and/or religious minorities
- LGBTQIA* people
- Neurodiverse people
- People with disabilities (visible or invisible)
- “Older” people
- Parents and other caretakers
- Many people whose identities and experiences intersect across multiple categories

Why do game studios need to care about diversity and inclusivity efforts?

What are the biggest challenges facing diversity and inclusion efforts at game studios today?

If a studio wants to make a point of doing diversity and inclusion work, where should they start?

How can educators and mentors work to promote diversity and inclusion as part of game development education and overall career preparation?

How have you worked at your studio
to increase inclusivity?

What is the ideal relationship between a diversity committee and the HR/Administration of a company?

How do you reach the employees who are least receptive to inclusion?

Contact Us

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