

WHO ARE WE?

Game Workers Unite is looking to assist game workers in Australia to unionise, and work in tandem with all branches of Game Workers Unite across the globe to bring about effective change in the industry.

We seek reform in wages, diminishing crunch, creating transparency in contracts, workplace safety, and bringing about laws to ensure game workers of all kinds receive their legal workplace benefits.

We are run exclusively by workers (non-employers), but we actively encourage employers, academics, and others to engage in the community and help support the organisation's direct action efforts both materially and through their visibility.

We support students, streamers, pro players, public relations, marketing, ads, sales, designers, writers, programmers, artists, producers, QA, localisers, audio, community management, office support, journalists, and more.

If you work in games, you are one of us.

HOW CAN GAME WORKERS JOIN?

Building a better industry requires all of us - game workers and game players alike.

If you know someone who works in games, please tell them to visit gameworkers.com.au and fill out the application form to request access to our secure Discord server.

If we all work together, we can push back against crunch, fight for fair pay, and organise for secure, rewarding careers in this great industry!



STANDING TOGETHER FOR
BETTER PAY
BETTER CONDITIONS
A BETTER INDUSTRY



@GWU_AUS

[GAMEWORKERS.COM.AU](https://gameworkers.com.au)

**SUPPORT
THE PEOPLE
WHO MAKE
YOUR
FAVOURITE
GAMES**



GAME WORKERS NEED YOUR SUPPORT TO BUILD A BETTER INDUSTRY.

We all love to play games.

But more often than not, the games we love come at the cost of the health of the people who work in the industry.

Game developers, game journalists, pro players, streamers and content creators... nearly every worker in the games industry has struggled with low wages, precarious employment, or bullying and harassment in the workplace.

It's time for a change. Game workers want to unionise to build a better industry - and they need your support.

HOW CAN YOU HELP?

We live in a world where game studios are more likely to listen to angry customers than they are to listen to the workers who they are exploiting.

You can use this power to help game workers in their fight for a better industry.

We are asking you to support game workers in Australia and all around the world by:

- **Refusing to buy games** from studios that conduct massive layoffs and put hundreds of people out of work
- **Contacting games companies** and telling them you won't be doing business with them until they treat their workers fairly
- **Sharing stories from game workers** who are speaking out about abuse
- **Supporting game workers** who are taking action for better pay and conditions

WON'T UNIONS DRIVE UP GAME PRICES?

Game studio bosses often say that there is "no choice" other than to pass on higher staff wages to the customer.

They do this in order to put pressure on workers to accept low pay and poor conditions - to make them afraid to speak out.

However, the truth is that most companies, especially large corporations like EA and Activision, could easily afford to pay their workers more without passing the cost on to you.

EA executive Patrick Söderlund earned \$66.7 million AUD in 2017. In the same period, Activision CEO Bobby Kotick earned a salary of \$38.6 million AUD.

That's more than 300 times the salary of the average Activision employee.

Clearly, there is plenty of room in the budget for these companies to pay their workers a living wage.



Bobby Kotick
\$38.6M salary



Patrick Söderlund
\$66.7M salary

A THIRD OF AUSTRALIAN GAME DEVELOPERS ARE BEING PAID LESS THAN MINIMUM WAGE^[2]

FIGHT BOSSES, NOT DEVELOPERS

Poor work conditions make for poor videogames.

Unstable contracts make for unstable esports team rosters.

Stressed out, rushed journalists gives us stressed out, rushed journalism.

Video creators, YouTubers and streamers are working themselves sick, crashing out and becoming depressed or developing mental health issues.

Only one in four Australian game developers would actually encourage a friend to join the industry^[2]. Most burn out quickly and leave within five years.

Your favourite industry needs your help. Will you answer the call?



[1] GDA 2017 National Games Industry Survey

[2] GWU AU Industry Survey 2018