

Resource Library Entry Guidelines

Thank you so much for your interest in contributing to the Ethics in Game Development Resource Library! Here is everything that you need to know about submitting a resource to be included in the library. We'd recommend that you read through all of the steps before you start. Once you have read through this form, you can [submit your resource annotation here](#).

Step 1: Cruise the web for a resource that you think might belong in the library!

All sorts of media are accepted! That means videos, articles, podcasts... Before you dig into it, you may want to check out the [running list of media that other volunteers have rejected](#) - it may save you some time. Then - consume it! Watch it, read it, listen to it.

Step 2: Check to see if the resource meets all four of the inclusion criteria.

Resources must fit the following criteria to be considered for addition to the library:

- Actionable strategies
- Developer-centered
- Evidence based
- On-topic

Criteria	Yes!	Not what we're looking for
Actionable	Specific actionable steps for a more ethical path forward	Theoretical possibilities, "what if" scenarios, venting/gripes about unethical development
Developer-centered	Addresses the ethics of game <i>development</i> , ie. production processes or dev team dynamics	Addressing the ethics of player interactions, monetization, loot boxes, or game content
Evidence Based	Concrete examples of strategies that work – or strategies that didn't work that we can learn from	Speakers with no experience in the industry, strategies that haven't been tested
On-Topic	Addresses at least one action point from the MEG-P list	Does not address any of the issues or action points

Does it meet only 2-3 of the criteria?

Submit a "rejected recommendation."

This will save other volunteers some time. [Click here to fill out a short form](#) about why you believe that this resource would *not* be a good fit for the library.

Does it match all four of the criteria?

Then, woohoo! It'll be a great entry for the library. Time to move on to the next step.

Step 3: Annotate the resource.

The information that you provide will fill in the reference page for this resource.

Entry Must Include:

- Summary of content (one paragraph description)
- Speaker/author name
- Title of resource
- Type of resource (ie. video, podcast, article...)
- Publication (ie. GDC, The Washington Post, Kotaku...)
- Date information was accessed
- Date resource was published
- Hyperlink
- Relevant tags (ie., "unionization," "mental health," "hiring")
- Your name, with contact info for edits (if needed)
 - *Your info will not be published!*
- How you would like your name credited on the reference page.

Step 4: Submit all of this information through the [submission form](#).

And that's it! You're done! If you want to continue to support the library, you can submit another resource, or you can review other peoples' submission (coming soon). Rad Magpie staffers will publish your submission online within the library.

Possible Topics to Explore:

This list is just a starting place!

- Sexual harassment and gender discrimination
- Recruiting and retaining POC and/or gender-marginalized people in the workforce

- Safe space policies
- Equal pay
- Unionization & workplace organizing
- Mental health in the workplace

Example Dream Talks:

- Chief Diversity Officer talking about what initiatives have been implemented at Riot, what has worked, what hasn't, and what next steps are.
- Hiring manager who has found successful tactics for hiring underrepresented people in roles that are typically difficult to hire them for.
- How a company successfully implemented a four-day workweek.
- Strategies to successfully lobby upper management to create change in the workplace.
- Someone from [ABetterABK](https://twitter.com/ABetterABK), to talk about worker alliances (and/or GWU: <https://twitter.com/gameworkers?lang=en>)
- Someone in upper management demystifying the attitude of management towards workers.
- A developer at a co-op indie studio discussing non-hierarchical management practices.