

Game Students vs Game Jobs

References

References for GDC 2019 talk, "[Are Games Art School? Teaching Game Development When There Are No Jobs](#)"

Australia: 1000 people employed by local games industry, 5000 student enrolments per year

["Game On: More Than Playing Around" Report from the Environment and Communications References Committee for the Federal Senate Inquiry into the Future of Australia's Video Game Industry.](#)

Page 13: "[Game Developers Association of Australia director, Tony] Reed advised that over 5000 students enrol each year in games or game-related course, however, there are only approximately 1000 'active participants in this industry'"

Netherlands: 2185 people employed by local games industry in developer roles, 1600 graduates a year,

[Games Monitor 2015 report.](#)

Page 3: "The annual outflow of all game students has grown to approximately 1600 for fulltime and part time courses combined"

Page 7: Table showing 3030 people employed in Netherlands game industry, of which 2185 are employed in 'game producer' (ie. developer) roles.

UK: 1585 graduates in 2008, approximately 130~230 graduates needed by local industry

[NESTA Next Gen report.](#)

Page 49-50: “Our skills audit includes data for 56 universities providing 141 video games specialist courses. In 2008-2009, 1,585 people graduated from these courses (with a further 7,145 studying on them). Most were either in computer programming (64 courses) or design (38 courses). 112 of the courses were at undergraduate and 29 at postgraduate level (Table 7). The number of graduates considerably exceeds the numbers of new graduates that the industry needs. Based on our employer and talent surveys we estimate that between 130 and 230 new graduates were needed in 2009 (which was a bad year for the industry, with growth rates of 2.5 per cent compared with to 10 per cent in other years) and around 450 in 2010. Although these estimates are only rough and need to be taken with a good deal of caution (given the assumptions that have had to be made to derive them), they strongly indicate that universities are producing too many specialist video games graduates.”

HEVGA 2019 Graduate Survey: 54% respondents employed in games industry, 30% employed outside of games industry.

[2019 Survey of Program Graduates](#)

Page 14: “84% of respondents were currently employed”

Page 19: “ Just over 36% of employed respondents with degrees in game-related programs found work outside the games industry.”

Jen McLean (IGDA Exec Director): approximately 10,000 game design students worldwide.

[“The World is Shrinking”](#), 4C Conference 2018

26:30 minute mark: 200 game *design* colleges world wide. Estimating an average of 50 students per college, so 10,000 game design students worldwide.