

# PROBLEMS WORKING IN THE VIDEO-GAMES INDUSTRY

## LIFETIME



**~5 years**

## WORKING TIME



**BETWEEN 40 AND 50 H ON AVERAGE\*  
BETWEEN 70 AND 100 H DURING  
CRUNCH (EPIC GAMES)\*\***

## EMOTIONAL DIFFICULTIES



**Harassment,pressure,threats of fireing**

Causes depressions,sadness and self esteem issues.

## SOLUTIONS



**-Less "last time ideas"**



**-Delaying Games**



**-Better schedules**



\*STATS FROM 2018,SOURCE:STATISTIA

\*\*SOURCE:GAMEKULT