What are the negative effects industry professionals can experience during Crunch Time?

COMP230- Ethics and Professionalism

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1 Introduction

In the games industry, the term "Crunch" or "Crunch Time" is used to describe periods of extreme workload [1, p. 468]. Opinion pieces written by developers who have experience Crunch describe an environment that limits or removes activities that do not contribute to the game. This includes but is not limited to "family and even food"[2].

2 Conclusion

References

[1] H. Edholm, M. Lidström, J.-P. Steghöfer, and H. Burden, "Crunch time: The reasons and effects of unpaid overtime in the games industry," in *Proceedings of the 39th*

International Conference on Software Engineering: Software Engineering in Practice Track. IEEE Press, 2017, pp. 43–52.

[2] J. Schreier, "Video games are destroying the people who make them," Oct 2017, "Last Accessed : 2017-11-06". [Online]. Available: https://www.nytimes.com/2017/ 10/25/opinion/work-culture-video-games-crunch.html