GAME AWARDS

Video games, but without their devs

Few days ago was held the Game Awards, a pompous ceremony designed to reward the *"best"* video games of the year. This usual promotional event, a new substitute for E3, **once again excluded the employees** behind the same games.

- A large proportion of the awards were **announced from a small stage** in the background, without **bringing up the winners**. Spotlights shouldn't be put on the people who make the *"best"* games.
- For those who were able to go on stage, the developers were given **only 30 seconds to speak**. One developer was **cut off during a tribute to a deceased team member.**
- By comparison, a Muppet Show **puppet was interviewed for two minutes** without interruption.
- The ceremony offered a nice promotion for a game whose studio, Game Science, was the subject of an article denouncing **the company's sexist climate**. The company's victims will not get a word.
- **Over 6,000 redundancies** in industry this year. Here again: silence on the topic.
- Destiny 2 was awarded *"Best Community Support"*. Shortly before the ceremony, Bungie - the developer studio - **fired a large part of the team of Community Managers** who should have been celebrated that evening.
- The ethnic cleansing practised by the Israeli state in the Gaza Strip was also overlooked, **despite an open letter calling for it to be raised**. The letter was signed by over 2900 video game developers, including half of the Game Awards Future Class (the Games Awards' diversity/inclusion initiative).

![Solidaires Informatique — Union Syndicale Solidaires]

The Games Awards fits into the usual dynamics of these kinds of **corporate events**: **promoting products, brands and companies; rebranding toxic personalities or companies; invisibilizing and silencing workers, etc.**
Host and producer **Geoff Keighley** has chosen the comfortable position of the **industry's employer's henchman**.
Perhaps he likes video games?Yet he has shown nothing but **contempt for the video games workers.**

So let's take this opportunity with costumes and sequins to recall these very simple truths conscientiously obscured:

- **Video games are made by entire teams**, not by their bosses on stage.
- Video games workers are **subject to the same pressures and logics of subordination** as in any company in any industry.
- **Improving their working conditions requires the same solutions**: de-invisibilization, collective self-help and power relations with management.

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