

IN NOVEMBER 2011, we distributed an online survey to VFS Game Design graduates, the majority of whom live and work in North America. It posed questions relating to job titles, levels of professional experience, current and expected earnings, and job satisfaction.



→ EARNINGS → CAREER OPPORTUNITIES → JOB SATISFACTION

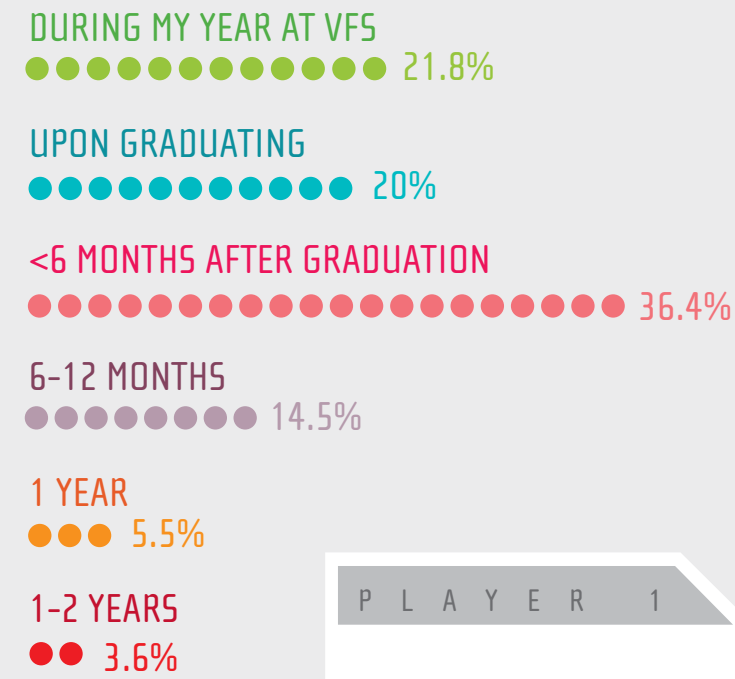
H I G H S C O R E

CURRENT JOB TITLE

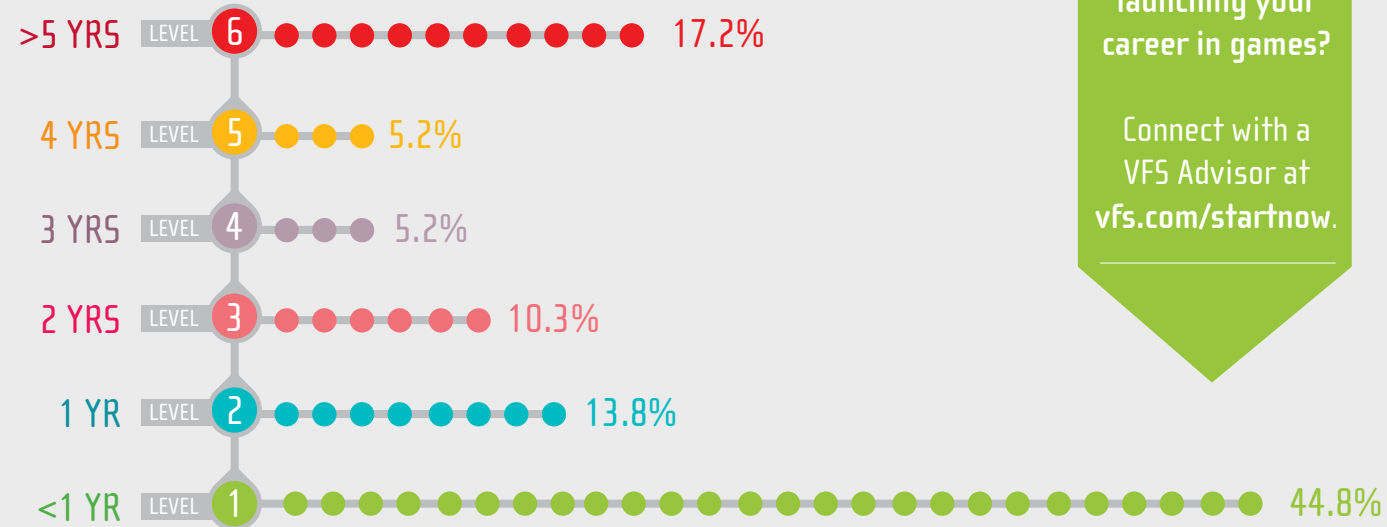
RANK	TITLE	SCORE
1	VIDEO GAME DESIGNER	68.4%
2	PROGRAMMER/ENGINEER	7.9%
	LEVEL DESIGNER	7.9%
	Q/A LEAD	7.9%
3	PROJECT MANAGER	5.2%
	VIDEO GAME DEVELOPER	5.2%
	TESTER	5.2%
4	CREATIVE DIRECTOR/LEAD DESIGNER	2.6%
	DESIGN SUPPORT	2.6%
	GAME ANALYST	2.6%
	NARRATIVE DIRECTOR	2.6%
	PRODUCTION COORDINATOR	2.6%
	TECHNICAL DIRECTOR	2.6%
	TECHNICAL LEVEL DESIGNER	2.6%
	TEST COORDINATOR	2.6%
	UI ARTIST / DESIGNER	2.6%
	QUALITY ASSURANCE	2.6%

This survey specifically focused on graduates of VFS Game Design. The game industry, however, also frequently employs graduates of VFS's Sound Design for Visual Media and Animation & Visual Effects programs.

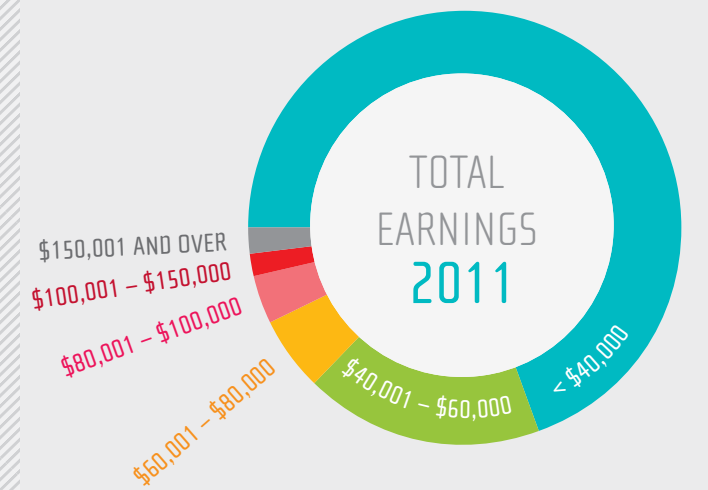
FIRST JOB SECURED



YEARS IN THE INDUSTRY



Interested in launching your career in games? Connect with a VFS Advisor at vfs.com/startnow.



PLAYER 1

THE GAME INDUSTRY



THE INDUSTRY NEEDS MORE WOMEN! LEARN ABOUT OUR WOMEN IN GAMES SCHOLARSHIP AT GAMEDESIGNEXPO.COM

GENDER

93%

ENJOY THEIR WORK

93%

ARE PROUD OF THEIR WORK

65%

FEEL FAIRLY COMPENSATED FOR THEIR WORK

FUTURE TRENDS



VFS GRADS ON UPCOMING INDUSTRY CHANGES AND WHAT THEY MEAN FOR EVOLVING GAME DESIGNERS

- TALENT SHIFTS MORE FREQUENTLY
- SMALLER TEAMS MEAN DESIGNERS NEED TO BE GENERALISTS
- DESIGNERS MUST STEP OUT OF THEIR COMFORT ZONE AND TRY NEW THINGS

THE BEST PART ABOUT GAME INDUSTRY JOBS



BEING CHALLENGED AND LEARNING NEW THINGS



BEING CREATIVE AND INNOVATIVE



DOING WHAT I LOVE AND BEING PAID FOR IT



ENTERTAINING PEOPLE



COMPANY ENVIRONMENT



TEAM WORK