

Video Games & Multi-media Research / Surveys Sweden

Dataspelsbranschen | Report on Talent, Education and the Art of Making Games

CREATIVESUNITE

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According to Dataspelsbranschen's new report Sweden needs 25.000 game developers next ten years.

Dataspelsbranschen published their latest report, Talent, Education and the Art of Making Games in English. The report highlights the need for skills in games and describes different paths into the industry, which educational programmes are available and where in the country they are located, which professional roles there are in the industry, the challenges concerning skills supply, and challenges which affect those who have moved here from abroad to work.

Main findings:

- The Swedish games industry will be lacking 25.000 game developers by 2031 if current growth trends continue and nothing is done to increase the talent pool through education.
- 1.348 people were newly hired in Swedish game development companies in 2021, however, only 616 people graduated from a game education during that same period.
- 27% of all game development students at university or in higher vocational education are women.
- Between 30-50% of all individuals working in the Swedish games industry have moved here from abroad.
- Half of all those who have moved to Sweden to work with games come from countries outside the EU.

Read the full report and find more information here.