

GAMES ● JOBS LIVE

Connecting Great Talent To The Games Industry

UK GAMES JOBS SUMMARY JANUARY 2024

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UK GAMES JOBS SUMMARY JANUARY 2024

The number of available jobs in the UK games industry dropped once again, decreasing by 2% to 1,037 this month. The advent of the new year has seen layoffs at Unity (-3) internationally, as well as significant restructuring at Twitch (0) and Thunderful Group.

This number of fixed term positions has decreased by almost 30% this month, the shorter contracts quickly snapped up in this competitive market. Contrary to last

month, the number of Junior and Experienced roles have increased as higher seniority roles close.

We have added 8 companies to our database.

If your organisation would like access to the full version of this report with detailed insights into the UK Games Industry job market, and the definitive statistics, please contact colin@gamesjobs.live.

[Gamesjobs.live](https://gamesjobs.live)

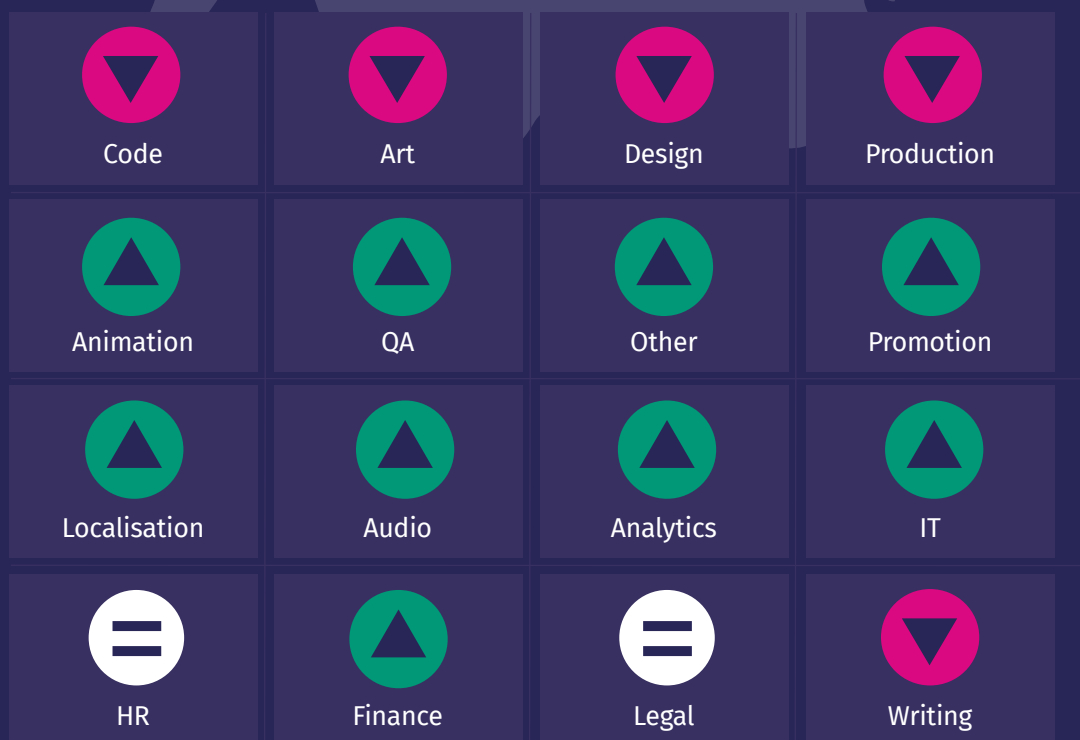
TOP RECRUITERS

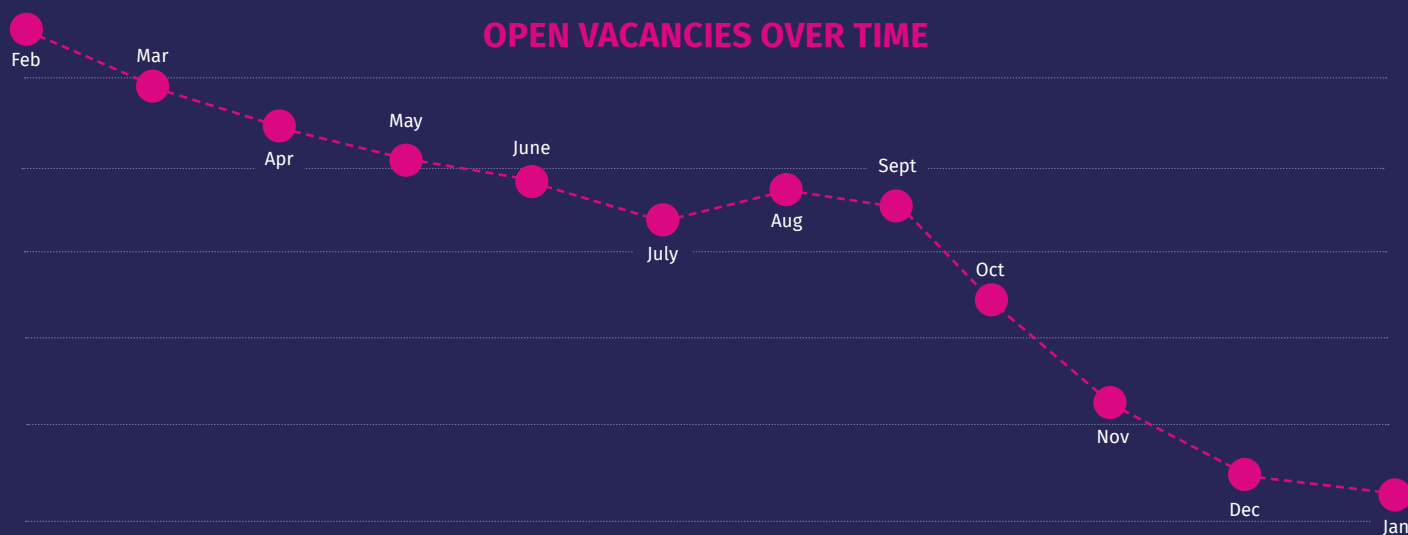
The small decrease in open roles was distributed proportionally across the country.



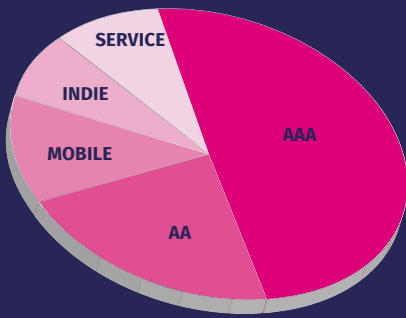
There was a decrease in available jobs in two of the largest disciplines, while smaller disciplines saw an increase in opportunities.



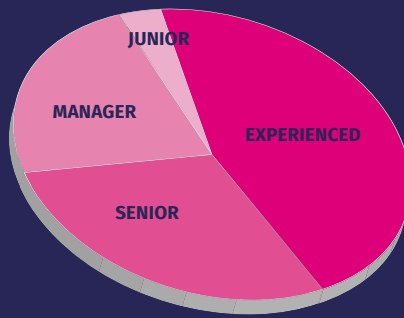
OPEN VACANCIES OVER TIME



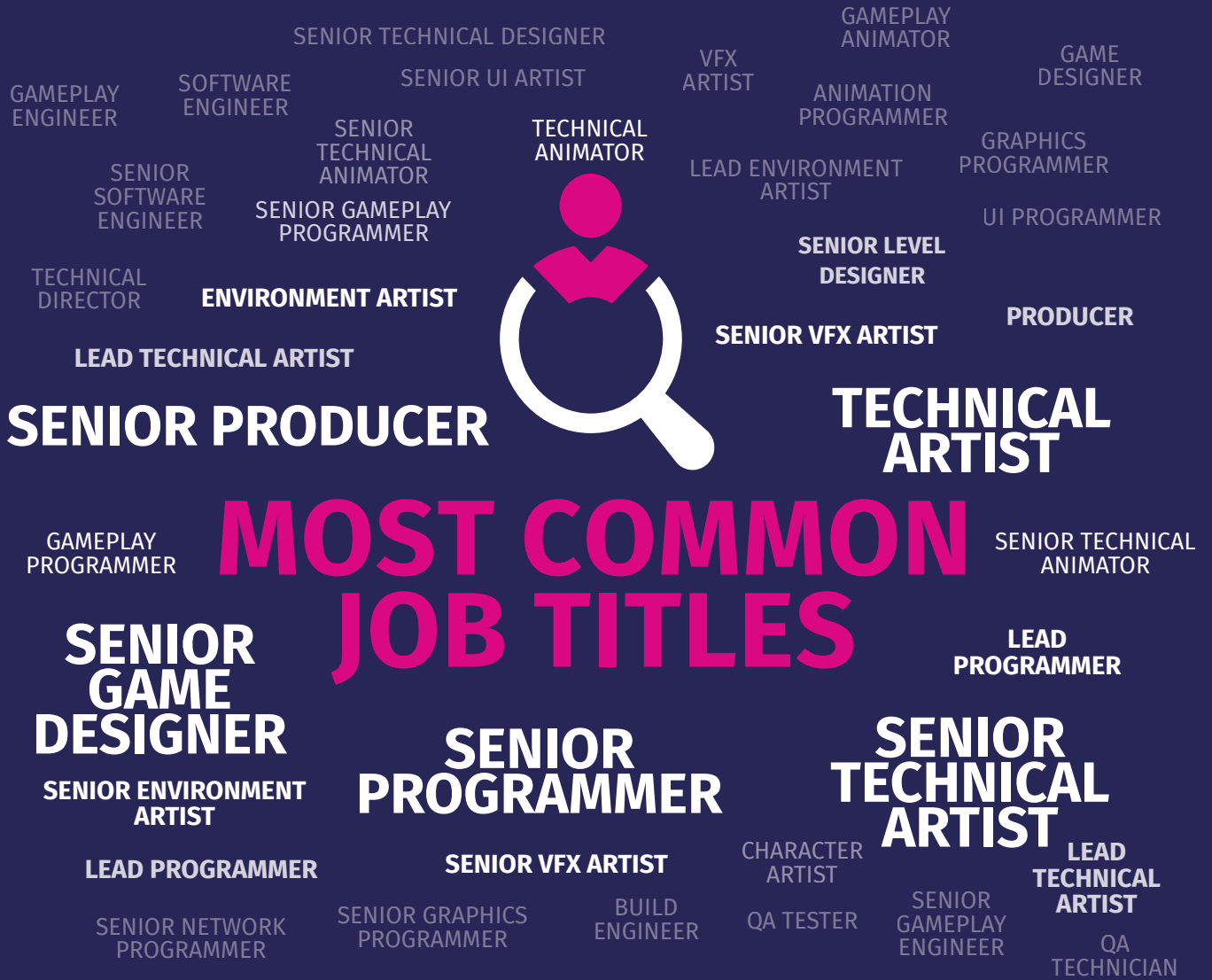
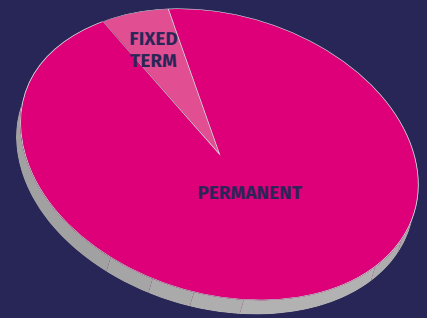
JOB'S BY STUDIO CATEGORY



JOB'S BY SENIORITY

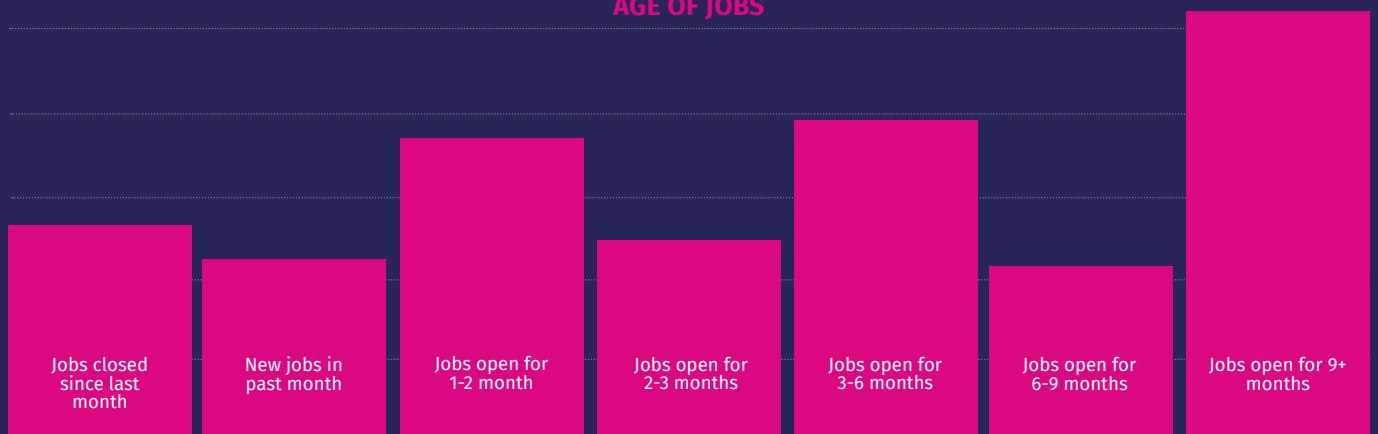


TYPES OF CONTRACT AVAILABLE



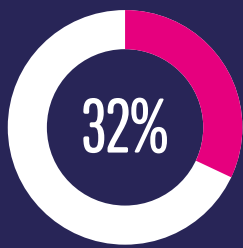
MOST COMMON JOB TITLES

AGE OF JOBS

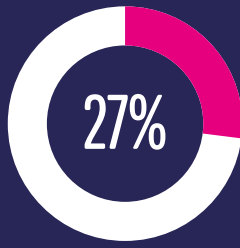


WORKING PRACTISES

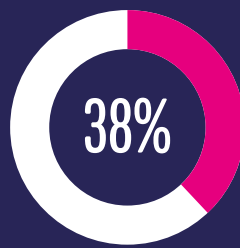
As always, we have tracked changes to working practices in UK games studios to get ahead of any sweeping trends.



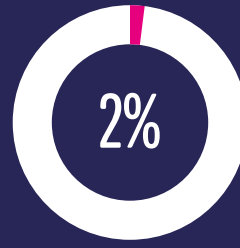
331 jobs (32% of total) are open to any working practice - onsite, hybrid or remote.



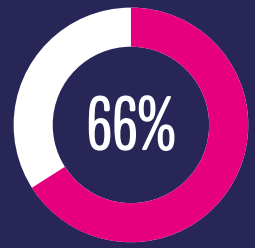
284 jobs (27%) are onsite/hybrid, but not remote.



397 jobs (38%) are available fully onsite only.

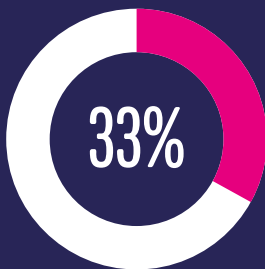


25 jobs (2%) are available as remote only positions.

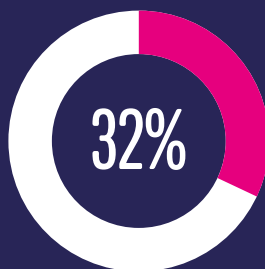


Currently **66%** of jobs require some onsite presence, with 34% open to being fully remote.

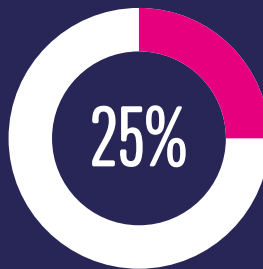
Looking at working practises in terms of how it varies by studio rather than by individual job:



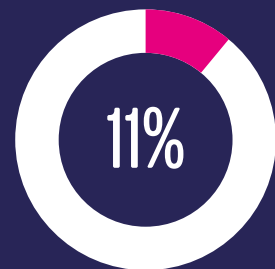
33% Open to anything



32% Onsite with hybrid but not remote



25% Fully Onsite only



11% Remote only

ie currently **57%** of studios require some onsite presence, whilst **44%** are open to fully remote roles. Which unsurprisingly suggests smaller studios are more open to remote working, and more larger studios favouring a physical presence.

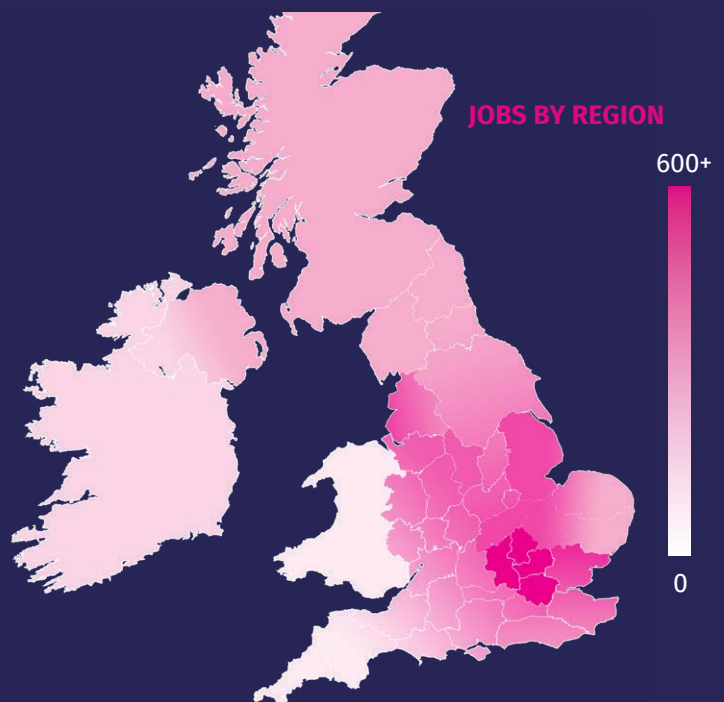
We're in the process of doing more analysis on how working practises varies by studio size, location, and discipline and will add these to the detailed reports in the future. Please get in touch if there are other insights that would be useful to draw out.

INSIGHTS

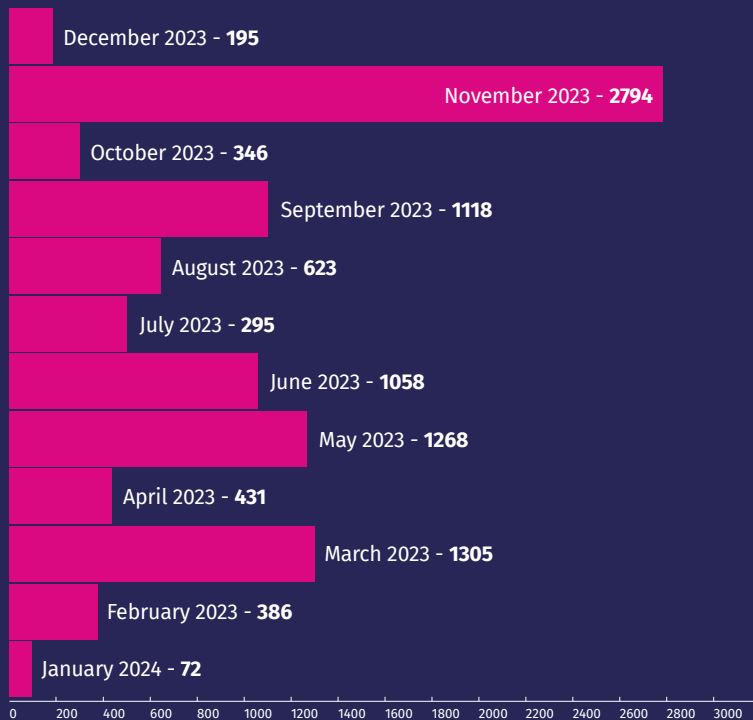
The decline in open roles has slowed this month, but even in the new year layoffs continue across the industry. Fortunately, with the addition of 8 new companies, the total number of companies hiring has increased

The number of permanent roles also slightly increased despite the overall decline. The decreases were seen primarily in AA and Indie studios.

In order to be able to afford to continue our work, the full Games Jobs Live report with all the specific numbers and trends is no longer available for free. If your organisation values our work and insight, and would like to receive that version, please reach out to colin@gamesjobs.live



LAYOFFS ROUND-UP



Across the world, at least 28 games studios were shut down last year. Every monthly report referenced a new wave of layoffs and closures as the number of available roles in the UK Games Industry dropped to 40% of its peak.

Despite the constant dismal news, the UK did not bear the brunt of this year's drastic and unending tech layoffs, with the majority of games jobs lost in the United States, China and Sweden.

We have collated the minimum number of global layoffs made for each month of last year (bearing in mind that not all layoffs were accompanied with transparent figures and extensive press releases).

We can only hope that these layoffs do not continue throughout 2024 and that the industry can return to a more stable period.

This short round-up was made possible by the data collected by videogamelayoffs.com, which has been carefully documenting layoffs since 2022.

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Explore all the jobs from this report on our interactive Job Map, along with information about each UK region's games industry, on our website:

www.gamesjobs.live

Studios interested in participating in a recruitment event should contact

colin@gamesjobs.live

This detailed report should not be circulated outside your studio.

Anyone external wishing to receive the free version can sign up to receive them directly here:

report.gamesjobs.live

Report: Benjamin Williams

Design: Adam Butler, Think Creative

Website: Pulse North

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