

# My First Game Credit Roundtable

As this was a roundtable with no recorded presentation, we're sharing our notes with other participants to provide visibility into the discussion and work the IGDA Game Credits SIG will be doing in the future to improve Game Credits Policy.

## Questions Posed to Attendees

- What was your first video game credit? What feelings did you have around that?
- How has video game accreditation changed your career?
- What challenges did you encounter, if any, to securing your game credit?

## Themes

- Game Credits help people talk about their work and feel a sense of pride and positivity
  - Participants noted they could show their friends and family
  - Communicating work and efforts to non game devs as "credits" are a common language
  - Several noted game credits as a cure for imposter syndrome
  - Made their work "feel real"
  - Some mentioned enjoying sharing screenshots of their friends in credits as well as receiving screenshots of their names in credits
- Game Credits helped springboard dev's careers
  - A completed game with a credit is a defining moment in a junior career
- Naming conventions need work
  - Current naming conventions don't serve all regions. They serve mostly only NA, EU regions
  - Don't suit Arabic names in particular as developers don't identify with the names they see
  - There are not good solutions for name changes when someone gets married, or dead names, and devs found they relied on LinkedIn for clarification
- Live games frequently don't credit and policy change is needed
  - Devs noted not getting credit if a game was live
  - A separate website may exist for the game credit
- Academia and schools are an excellent entry point to introduce new game devs to game credits

## Presenters and Roundtable Info

### My First Game Credit Roundtable (Presented by the IGDA)

[Katie Golden](#) (Senior Product Manager & Principal Producer, Riot Games)

[Nazih Fares](#) (Head of Communications & Localization, The 4 Winds Entertainment)

[Raj Patel](#) (Senior Brand Manager, Relic Entertainment)

[Ian Schreiber](#) (Game Designer, Independent)

[Tarja Porkka-Kontturi](#) (Director of Communications, Global Game Jam)

Location: Virtual GDC Platform

Date: Wednesday, March 23 2022

Time: 9:00 am - 10:00 am

Pass Type: All Access Pass, Core Pass, Summits Pass, Expo Plus Pass, Expo Pass, Audio Pass, Independent Games Summit Pass, All Access Online Only Pass

Topic: Advocacy

Format: Roundtable

Viewing Experience: Virtual

Vault Recording: Not Recorded

*For more information on game credits, current policies, and how you can support the SIG, visit:*

<https://igda.org/sigs/credit/>