

COVID-Impact

Key Findings



- Over 85% > of participants identify as 'white'
- Blind spots at the top

In 2021 All-In Diversity Project joined forces with Facebook (Meta) Gaming to look at the impact of COVID on the global gaming industry.

The **first** key finding relates to demographics.

This is a global industry, as shown by the All-Index[®], yet just over **85%** of participants identified as 'white', with just under **10%** identifying as "other" or preferring not to say, followed by Asian (Far East) and Hispanic/Latin at around **3%**.

This lack of diversity is likely to have a negative impact on the industry if the key findings are an indication of a long-term trend.

The **second** key finding relates to blind spots.

Over **50%** of respondents identify as manager/supervisor or above.

LEADERS

12% of leaders thought women, non-binary, LGBTQ and younger people impacted most. **25%** thought older people had been impacted more than others.

MANAGERS

18% of managers thought women had been impacted most. **9%** thought older people had been impacted the most.

No leader/manager thought COVID had any impact on ethnic minorities or disabled groups

Mid-Level executives thought older people were impacted more than younger and disabled people

Junior/entry levels thought the biggest impact was on non-binary, LGBTQ, ethnic minorities and disabled people.

★ TAKEAWAY

The results show that there are blind-spots at the top. This not only helps explain the lack of diversity in the industry but has reputational and operational ramifications when considered in the context of Gen Z and diversity and the Great Resignation and employee inclusion and belonging.