

Certificate of Achievement in Game Audio

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Game Industry

- 1996 - 74 Million Units Sold - Revenue \$2.6 Billion
- 2012 - 188 Million Units Sold - Revenue \$20 Billion
- GameJobHunter.com
 - “The San Francisco Bay Area is arguably the epicenter of the games industry universe.”
 - “If something is happening in the games industry, you can bet that it’s happening in some way, shape, or form in the Bay Area.”
 - ~121 Game Companies in the Bay Area

O*Net Summary

- 15-1199.11 - Video Game Designers (Bright Outlook)
 - Median Wages (2013) - \$39.59 Hourly, \$82,340 Annual
 - National Employment (2012) - 206,000 Employees
 - National Projected Growth (2012-2022) - 3 to 7%
 - National Projected Job Openings (2012-2022) - 40,200
 - California Employment (2012) - 19,600 Employees
 - California Growth (2012-2022) - 17%
 - California Project Job Openings (2012-2022) - 6,400

ESA 21st Century Report (2010)

- California
 - 52,996 Employees
 - \$97,694 Average Annual Salary
 - 41% of total industry
 - Growth of 11.4% from 2005-2009 while the state overall showed negative growth!

Advisory Board Survey

- Board Members Represent Major Employers Like Electronic Arts, Sony, Crystal Dynamics, Naughty Dog
 - 100% agreed Program Description reflects the training their organization looks for among potential employees.
 - An average of one opening in Game Audio in the next year.
 - 50% expect four or more openings in the next five years.

Thank you!