

American Gaming Association's Report



Diversity in the Gaming Workforce

On April 6, 2023, the American Gaming Association ("AGA") issued its report entitled, "Diversity in the Gaming Workforce." The AGA provides the following summary on its website (<https://www.americangaming.org/resources/diversity-in-the-gaming-workforce/>)

61% of gaming industry employees are minorities, compared to 52% of the broader hospitality industry and 42% of the total U.S. workforce.



23% of gaming employees are Hispanic and 19% are Black—both higher than the national workforce and in line with the hospitality industry.

Asian employees are more represented in gaming at 14%, about twice the national workforce.

Today, 60% of gaming operator employees are minorities, up nearly 20% from 2011, and higher than the hospitality sector and national workforces overall.

Gaming operators have seen a significant increase in the share of workers who are Black: 19% today compared with 12% in 2011.



Importantly, across job levels, the leadership pipeline in gaming is significantly more diverse than national averages at the first/mid-level manager and professional levels: 45 percent of first/mid-level managers are minorities while 43 percent of professionals are minorities, both 10 to 12 points above national and hospitality benchmarks; and

Gender diversity presents an opportunity for the industry. The gaming industry workforce is 48 percent female, in line with the national workforce, but representation drops off at more senior level job classifications.

45% of gaming manufacturer employees are minorities, compared to 38% of the broader electronic manufacturing workforce.

Similarly, gaming manufacturers' share of female employees is more than five points higher than other electronic manufacturers across a range of job classifications, including executive and mid-level officials and managers.



Information compiled by Jeff Rodefer