

## CONTRACT STANDARDS

The games industry is full of abusive and one-sided contracts, unreasonable probationary periods, and unnecessarily fixed terms. This leaves games workers working from project to project, taking on the risks without the rewards.

We demand transparent contracts that support employees' work-life balance, including home office arrangements, and protections against arbitrary cancellation of those arrangements. Since most redundancies occur directly after the delivery of a game, we also demand longer regular termination periods of at least 6 months and guaranteed employment while working on publicly funded projects.

## TRANSPARENCY

Company decisions are made without consulting or even informing their employees. That leaves the workers completely vulnerable to the whims of the market.

We want transparency about our companies' finances, projects, and status in the form of regular, company-wide updates. We can only provide support if we know what problems we're facing. We demand to be informed about changes in our work at an early stage and be involved in the decision-making process. Nobody knows our work better than we do.



 [MITGLIEDWERDEN.VERDI.DE](https://mitgliedwerden.verdi.de)

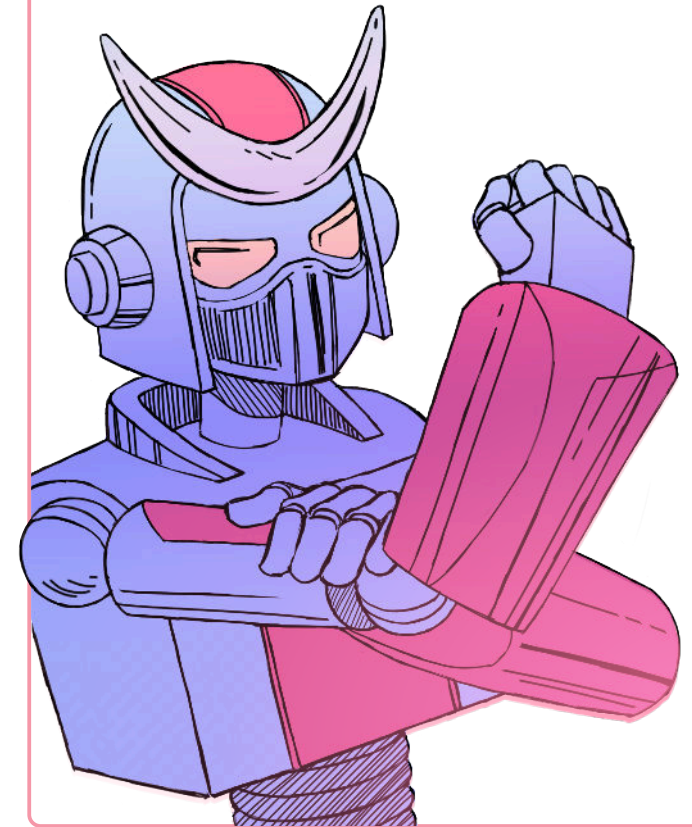




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## UNIONIZING THE GERMAN GAMES INDUSTRY!



**WE DEMAND...!** 