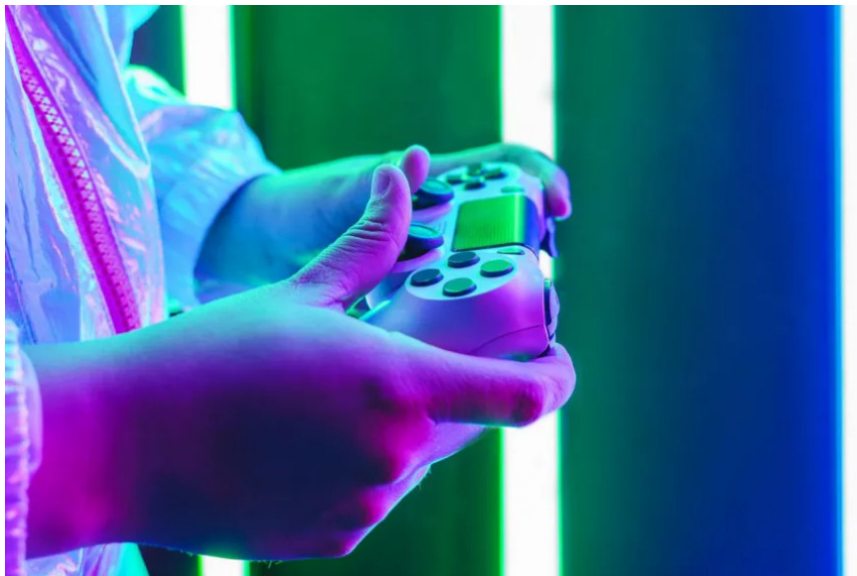




Real change' in games industry as more women join



Guildford gaming festival organiser said she was "seeing a real change" as more female gamers and developers join the industry. Luran Carter, who co-runs the Guildford.

The video game industry is seeing a real change in its player demographics, a festival organiser says. A Guildford gaming festival organiser said she was "seeing a real change" as more female gamers and developers join the industry.

Luran Carter, who co-runs the Guildford games festival, said more people are "waking up to gaming being a fantastic career", with over 4,000 people expected to attend the event on Friday. Ms Carter added that while the industry had become "crowded" there were still plenty of opportunities to get into gaming as a career.

The sold-out festival, aimed at players, developers and budding developers, is expected to attract thousands of people to G Live in London Road. Ms Carter said: "When I started out in the industry I would look after communities where the split was 90% male and 10% female.

"In the 10 years or 15 years since then it's now 50-50, if not more female in many cases." Everyone has woken up to it being a fantastic career to be in. It's crowded but that doesn't mean there's not room for people. Guildford games began in 2019 and includes talks and panels from developers as well as giving those looking to get into the gaming industry a space to share their work.

This year, Ms Carter said the event had been split into a developers' summit, aimed at more established figures in the industry, and the festival which will feature more support for budding gaming developers. Talks on the schedule include discussions on gaming music and management simulations such as Two Point Hospital, a game where players manage a hospital.