

Breaking the CODE: Union Organizing in the Video Game and Technology Industries

Archived Details

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1:30 PM - 2:30 PM EST

Credits

CLE Pending
HRCI 1.0
SHRM 1.0

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Game Workers United, an employee-driven advocacy group, has affiliated with the Communications Workers of America, a labor union, and the two have initiated an industry-wide union organizing campaign in the video game and technology spaces. Named CODE: Campaign to Organize Digital Employees, the effort merges the substantial financial and “boots on the ground” re-sources of the CWA with the GWU’s keen appreciation for the issues faced by the 220,000 employees in this industry. The campaign will focus on issues such as “crunch” or long hours for weeks or months to meet launch deadlines; cyclical layoffs; harassment; misogyny; gender-based pay discrimination; values and ethical issues, such as working with Immigration and Customs Enforcement (ICE); climate change; AI ethics; and pay, severance, and benefits. This program will discuss the CWA’s likely organizing strategies, ways to proactively address employee workplace issues and how to lawfully address union organizing in your business.

**Webinars are CLE-accredited in California, Illinois, New York, Missouri and Texas. We are also accredited providers of HRCI and SHRM.*

Contact Us for More Information

Please contact Jessica L. Poot at [Email](#).

Speaker



Patrick L. Egan

Principal
Boston 617-367-0025
[Email](#)