

Closing gaming's destructive feedback loop

The cycle of rushed, sloppy game releases makes life miserable for developers.

Developers are stuck in a destructive feedback loop, fueled by unrealistic expectations from management, outsized criticism from negative fans, and high levels of stress and pressure throughout the process.

It's time to patch gaming's stressful development lifecycle once and for all.

61%

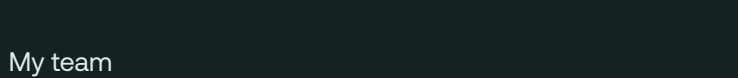
of developers say they have released a game under pressure before it's fully debugged or ready

Who's to blame for unfinished, unpolished and bug-filled games?

Most frequently, pressure to release games before they're ready — and while they still contain critical errors — comes from inside the house. And as mobile gaming audiences grow, device inconsistencies, a broader player base and platform limitations compound pressures.

TOP SOURCES OF PRESSURE

Internal pressure causes developers to rush game releases



My team

32%

Executives/C-suite

25%

Investors

18%

Myself

13%

Gamers

12%

When gamers rage quit – and never come back

The consequences of a low-quality or error-filled game making it to market don't just affect developers. They also negatively impact brand reputation, gamer loyalty and revenue to fund future releases.

74%

avoid buying games from developers who previously released buggy games

33%

have requested a refund of a game they considered broken or glitchy

31%

of gamers have abandoned a game and never played again

48%

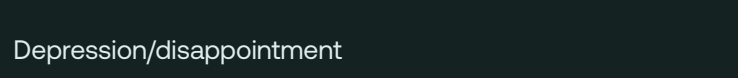
of developers have felt threatened or bullied online because of a game they've worked on

How angry gamers add fuel to the fire

Although positive attitudes are far more prevalent, rude comments, invasive DMs and rage-induced Reddit posts from gamers drown out more productive discourse. This toxic feedback loop isn't just counter-productive — it's harmful bullying and harassment, and leads to undue stress, developer burnout and future mistakes.

IMPACTS OF ONLINE HARASSMENT ON DEVELOPERS

Negative feedback takes a physical and mental toll on developers



Depression/disappointment

45%

Stress/overwhelm

41%

Negative impact on physical health (i.e., insomnia, nail biting, changes in weight)

33%

Negative impact on mental health (i.e., panic attacks, clinical depression, dissociation)

28%

Fear for safety due to threats

19%

Nearly 1 in 5 developers

have thought about leaving for another company or quitting the industry altogether.



Nearly 4 in 5 developers

say the pressure to release unfinished or buggy games has increased over the last five years.



85%

of developers say remote work has made it easier for errors to occur



Conclusion

Our research indicates a significant industry problem and a destructive cycle that negatively affects developers, their well-being and their work. Developers need real-time, actionable insights as well as tools to access, manage and triage gamer feedback in critical situations like a game launch.

The key to better games, cleaner code, and happier and healthier developers is to equip them with the tools and technologies they need to deliver high-quality products faster.

Looking to **respawn players**?

Want to **improve software and game quality** before launch?

Inspired to **help developers feel happier and healthier**?

Learn more in our latest report.