

**MOTION N. 29 OF THE 21<sup>ST</sup> FIA CONGRESS ABOUT  
ACCEPTABLE TERMS AND CONDITIONS FOR VIDEO GAME PERFORMERS IN THE US**

São Paulo, Brazil, 25 September 2016

Considering:

That the production of video games has grown into a multi-billion dollar global industry that relies upon professional performances to achieve immersive, compelling game experiences for consumers;

That video game producers have largely resisted the requirement of making any form of secondary payment to those professional performers in circumstances where other entertainment employers typically do;

That the vocal performances rendered for video games frequently consist of painful deaths, battle cries, grunts, creature sounds and other vocalizations that pose an unusual risk of stress and damage to performers' voices;

That video game companies typically engage performers without providing essential information including the title of the game, the role they are casting for and the nature of the performance they seek, thereby rendering performers unable to make meaningful decisions about whether to accept a role and unable to bargain for fair compensation when they do;

That US video game performers working under the SAG-AFTRA Interactive Media Agreement, which has been expired for nearly two years, are attempting to address these concerns in a challenging negotiation with video game employers who have thus far resisted progress on these issues.

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**The 21<sup>st</sup> Congress of the International Federation of Actors resolves:**

**To support the achievement of secondary payments for performers working in video games;**

**To support the establishment of meaningful protections against vocal stress and damage for performers working in video games;**

**To support the requirement of transparency for performers working in video games so that they can make meaningful decisions about which roles to accept and bargain for fair compensation when they do;**

**To encourage FIA affiliates worldwide to express their support and lend assistance as appropriate to the SAG-AFTRA video game performers who are presently attempting to achieve these objectives in a challenging negotiation with a group of major video game producers.**