



# **Gamedev.js Survey 2022 Report**

## **Current state of Web Game Development in 2022**

# TABLE OF CONTENTS

INTRO	5
SURVEY RESULTS	6
DEMOGRAPHY	
1. What country do you live in and work from?	7
2. How old are you?	9
3. What is your gender?	10
WORK EXPERIENCE	
4. Your gamedev job status	11
5. If you work professionally as a game developer, what is the size of your company?	12
6. Years of gamedev work experience	13
7. How many games have you released so far?	14
DEVELOPMENT	
8. What operating system are you mainly using to develop your games?	15
9. Which browser are you using as a main development one?	16
10. What editor are you using to code?	17
11. What build tools are you using?	18
12. How do you test your code?	19
13. What language are you using to write code?	20
14. What technologies / APIs are you using?	21
15. Which frameworks / engines are you using?	22

# TABLE OF CONTENTS

## GRAPHIC DESIGN

- 16. Where are you getting your graphic design assets from? 23
- 17. If you create graphic design assets, what tool are you using? 24

## SOUND & MUSIC

- 18. Where are you getting your sound and music assets from? 25
- 19. If you create sound and music assets, what tool are you using? 26

## MONETIZATION

- 20. What is your source of income? 27
- 21. How much money are you earning from game development (yearly estimate)? 28

## BLOCKCHAIN

- 22. How do you feel about blockchain / crypto / NFTs coming into gamedev space? 29
- 23. Are you involved in any blockchain / crypto / NFT related game development project? 30

## PUBLISHING

- 24. How do you publish your games? 31
- 25. Which platforms do you use to promote your activities? 32

## HAPPIENESS

- 25. What's your overall happiness of what you do as a game developer (10 - the happiest)? 33
- 26. Are there any specific issues or struggles you're having when developing games? 34

# TABLE OF CONTENTS

CLOSING REMARKS	
28. Anything else you'd like to add?	35
SUMMARY	36

# INTRO

We, the [Gamedev.js](#) Community (led by [Andrzej Mazur](#) from [Enclave Games](#)), were wondering what tools and technologies people use to develop web games, how much do they earn, what monetization strategies are they using, and more. There was almost no up-to-date, solid data on the topic, so we decided to ask the community directly and publish the results afterwards.

The **Gamedev.js Survey 2022** was open between February 18th and March 18th, and the [Report](#) was published on April 18th 2022 - we received a total of **338** submitted results. You can also see the [Report from 2021](#) if you'd like to compare the answers.

**Thank you** to every single one of you who sent a response, promoted the Survey through your community, or in any other way helped make it happen - we really appreciate it! You are free to use any data listed below, but please give credit and link to the original source when using it, thank you!

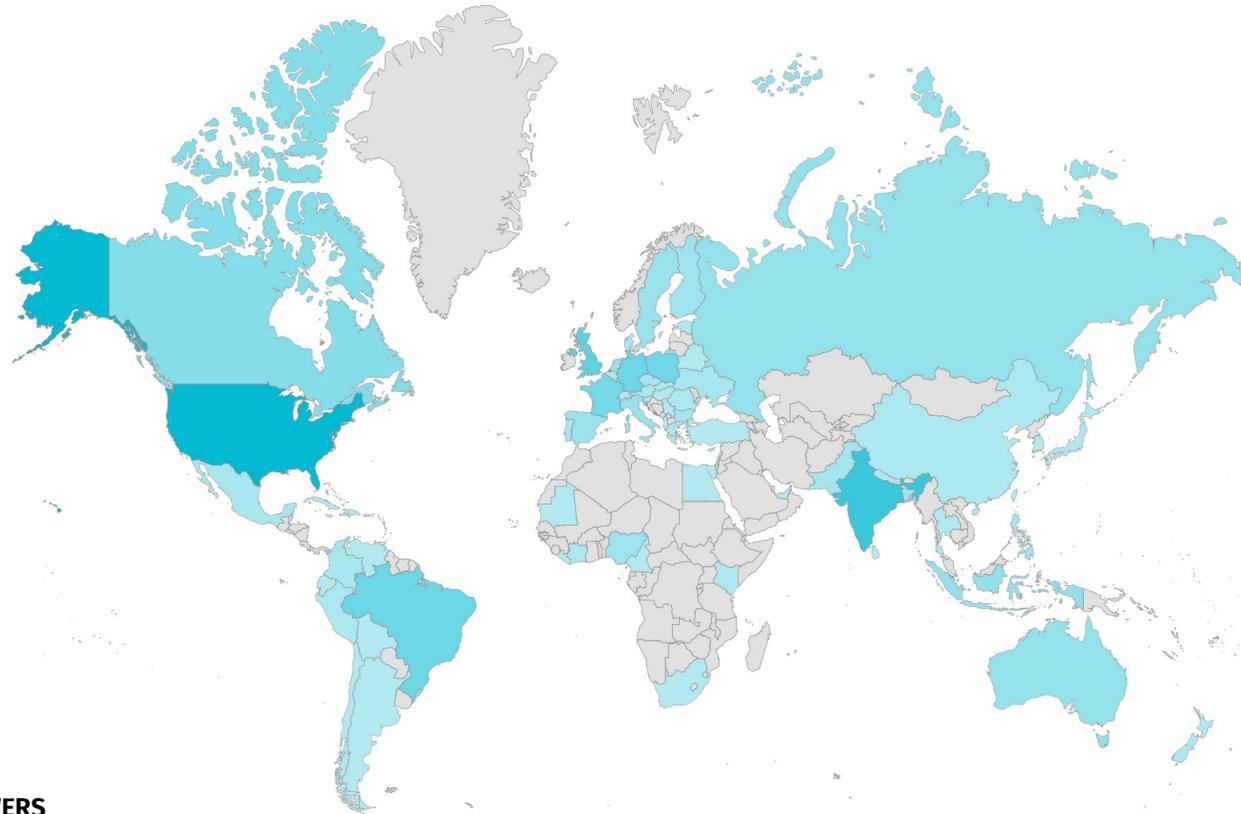
# SURVEY RESULTS



[BACK TO MENU](#)

# DEMOGRAPHY

## 01. WHAT COUNTRY DO YOU LIVE IN AND WORK FROM?



320 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

The survey received a total of 320 answers to this question, with top 10 being USA (19,4%), India (7,8%), United Kingdom (5,6%), Germany (4,7%), Brazil (4,7%), Poland (4,4%), France (4,1%), Canada (3,1%), Australia (2,2%), and Indonesia (2,2%). There were 74 different countries selected, with many unique and exotic ones, which shows a good geographical diversity.

[BACK TO MENU](#)

# DEMOGRAPHY

## What country do you live in and work from?

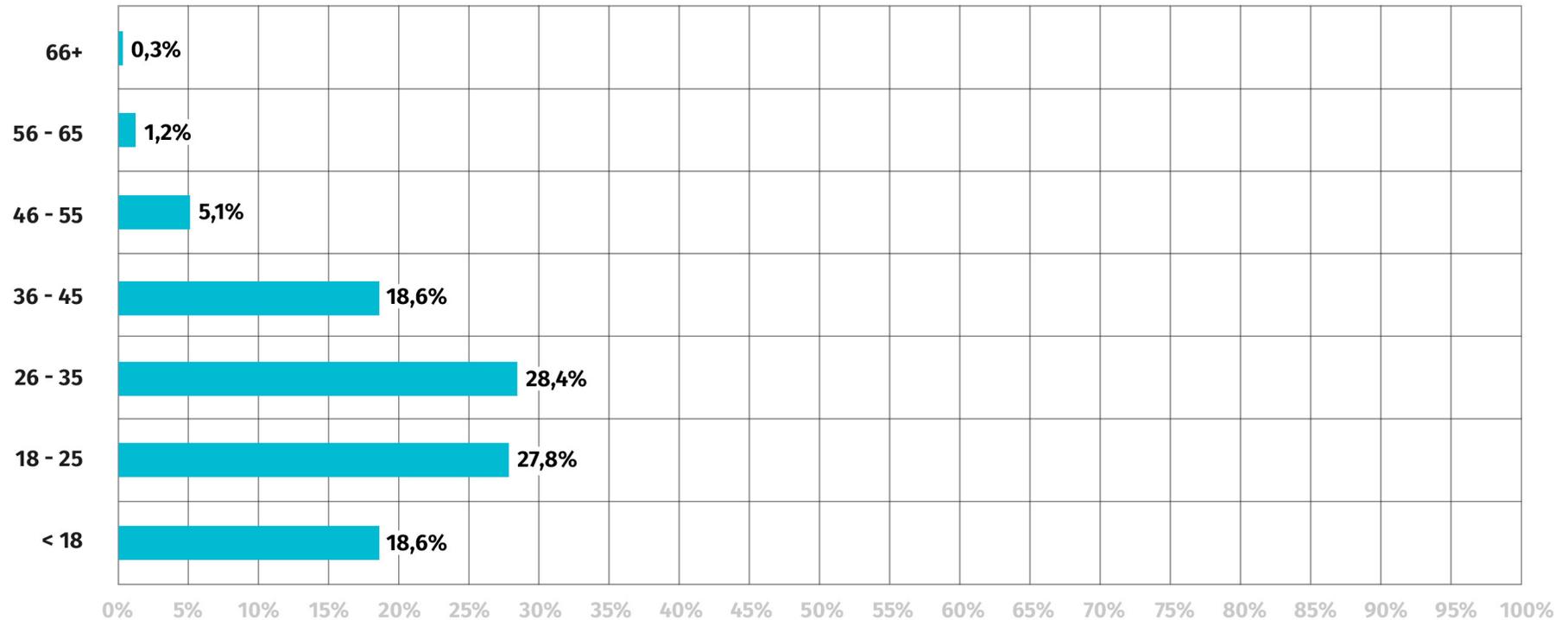
United States 62  
India 25  
United Kingdom 18  
Brazil 15  
Germany 15  
Poland 15  
France 13  
Canada 10  
Australia 7  
Indonesia 7  
Russian Federation 7  
Italy 6  
Netherlands 6  
Spain 6  
Sweden 6  
Finland 5  
Nigeria 5  
Bangladesh 4  
Israel 4  
Pakistan 4  
Philippines 4  
Bulgaria 3  
Colombia 3  
Czech Republic 3

Mexico 3  
Portugal 3  
Ukraine 3  
Austria 2  
China 2  
Denmark 2  
Greece 2  
Ivory Coast 2  
Japan 2  
Kenya 2  
Nepal 2  
New Zealand 2  
Peru 2  
Romania 2  
Singapore 2  
Slovakia 2  
Albania 1  
Argentina 1  
Bahamas 1  
Belarus 1  
Belgium 1  
Bolivia 1  
Cameroon 1  
Chile 1  
Cuba 1  
Cyprus 1  
Dominican Republic 1  
Ecuador 1

Egypt 1  
Estonia 1  
Haiti 1  
Hungary 1  
Jamaica 1  
Korea South 1  
Lebanon 1  
Liberia 1  
Malta 1  
Mauritania 1  
Serbia 1  
Slovenia 1  
South Africa 1  
Sri Lanka 1  
Switzerland 1  
Taiwan 1  
Thailand 1  
Trinidad & Tobago 1  
Turkey 1  
United Arab Emirates 1  
Venezuela 1

# DEMOGRAPHY

## 02. HOW OLD ARE YOU?



334 ANSWERS

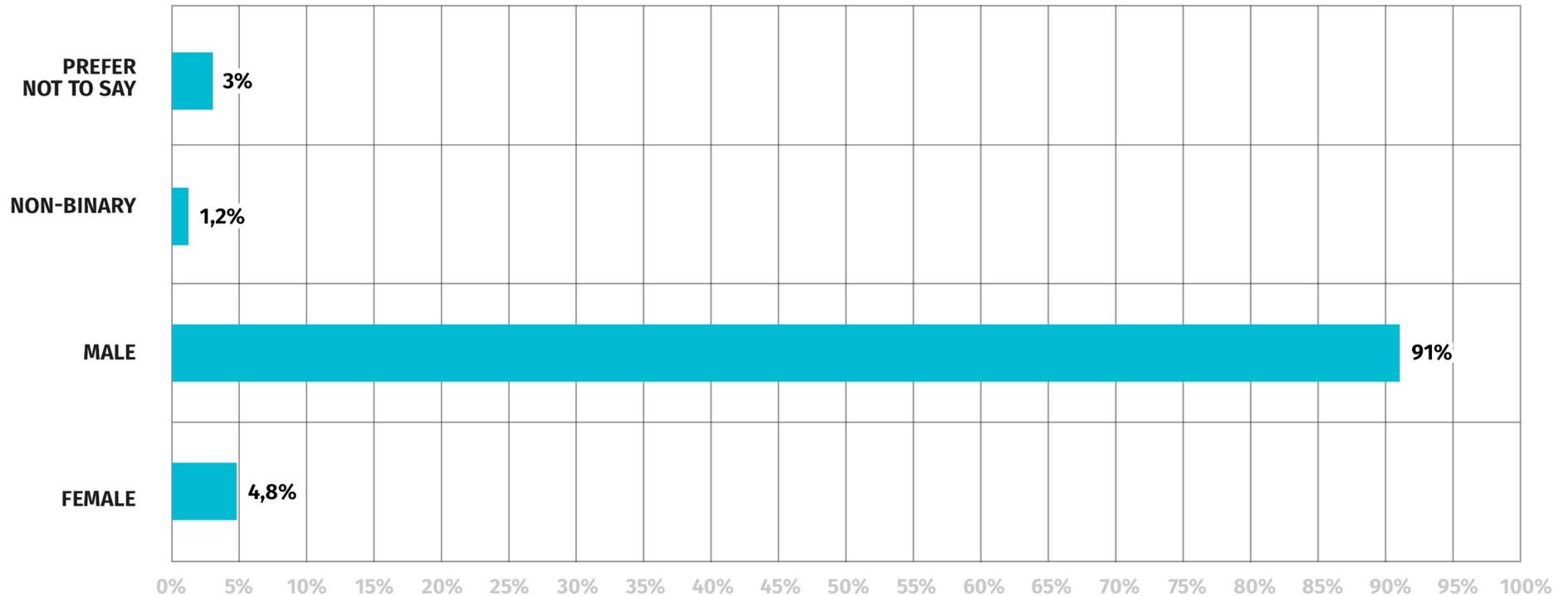
 **GAMEDEV.JS**  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

With 334 total answers, top responses were 26-35 (28,4%), followed by 18-25 (27,8%), 36-45 (18,6%), and <18 (18,6%). We had 5,1% of the responses from people aged 46-55, 1,2% of those 56-65, and 0,3% 66+.

BACK TO MENU

# DEMOGRAPHY

## 03. WHAT IS YOUR GENDER?



334 ANSWERS

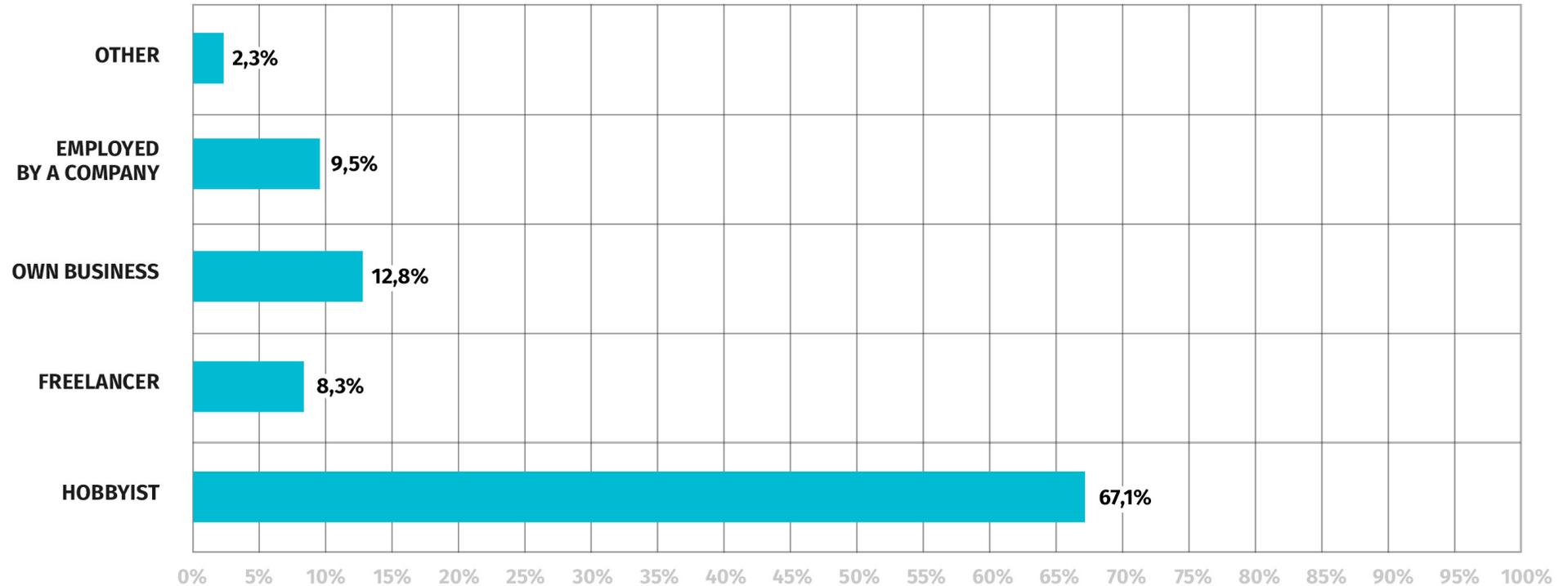
 **GAMEDEV.JS**  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Males are the majority with 91% of the 334 answers, followed by 4,8% from females, and 1,2% non-binary. Also, 3% preferred not to say.

BACK TO MENU

# WORK EXPERIENCE

## 04. YOUR GAMEDEV JOB STATUS



337 ANSWERS

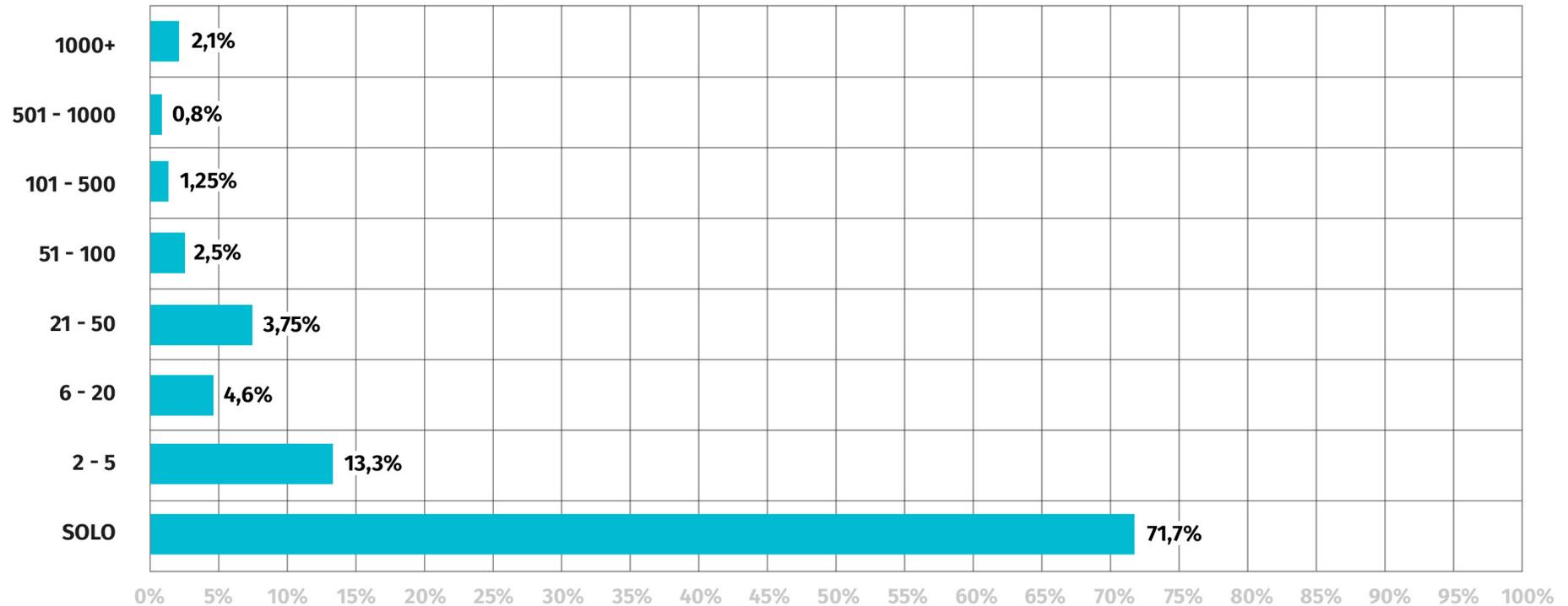
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

More than two thirds of the 337 answers went for being hobbyists (67,1%), followed by those running their own businesses (12,8%), employed by a company (9,5%), and freelancers (8,3%). There were a few answers about being a student.

BACK TO MENU

# WORK EXPERIENCE

## 05. IF YOU WORK PROFESSIONALLY AS A GAME DEVELOPER, WHAT IS THE SIZE OF YOUR COMPANY?



240 ANSWERS

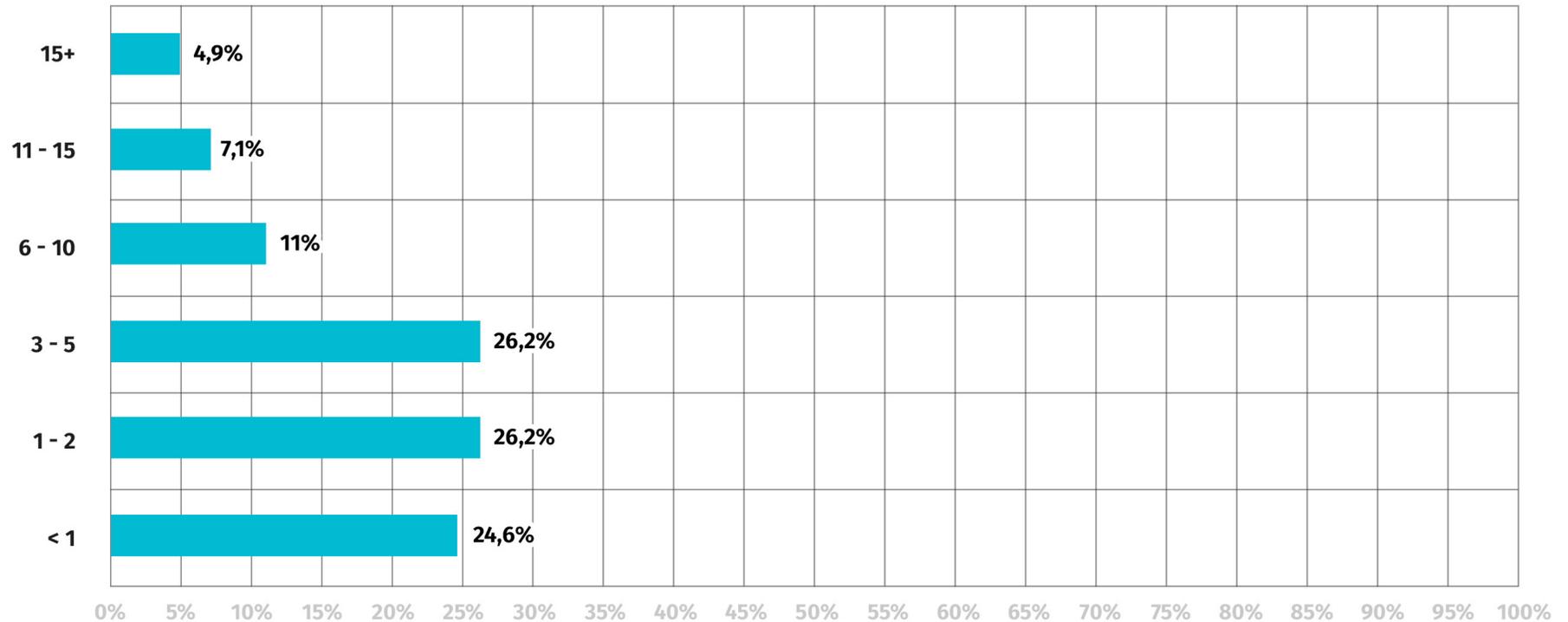
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Out of 240 answers, 71,7% are solo devs, with the second place being a team of 2-5 people (13,3%), and third 21-50 (3,75%). It's interesting to see the 1000+ companies having more answers than 101-500 and 501-1000 combined.

BACK TO MENU

# WORK EXPERIENCE

## 06. YEARS OF GAMEDEV WORK EXPERIENCE



325 ANSWERS

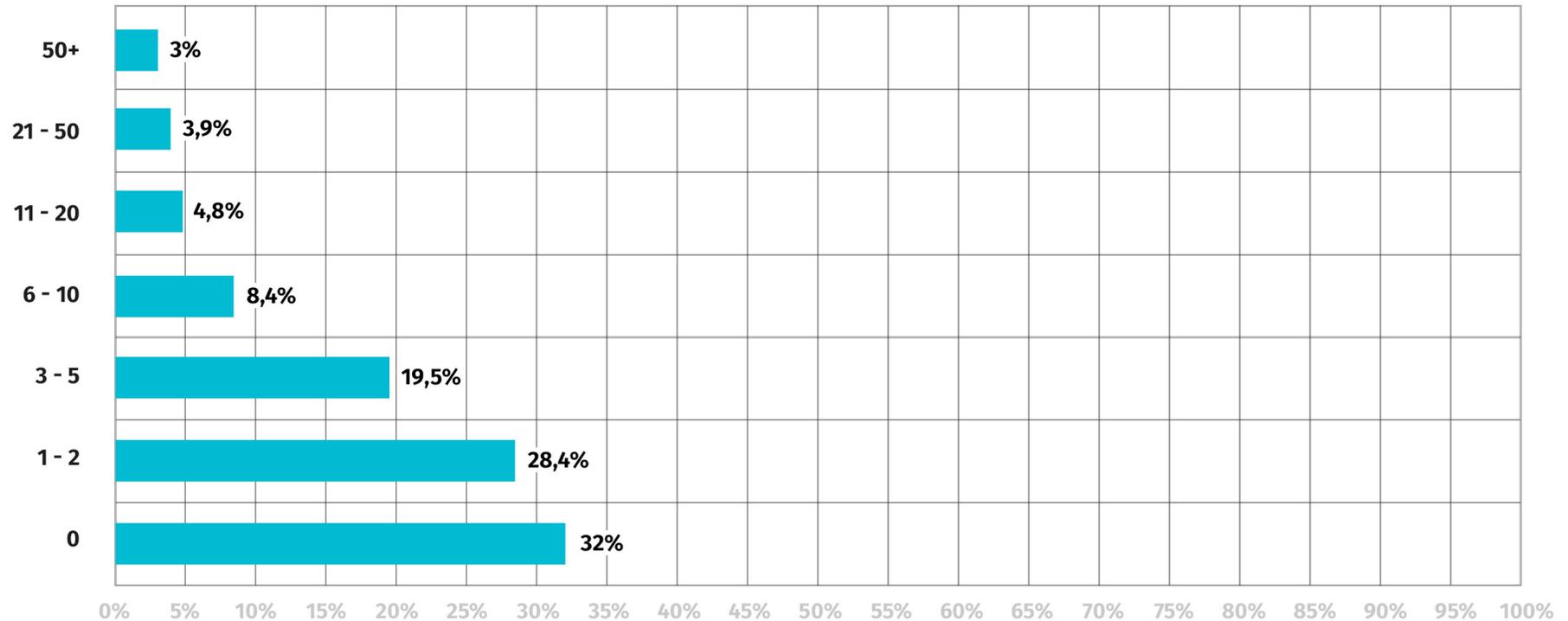
 **GAMEDEV.JS**  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Answers to this question were spread evenly: out of 325 replies, the most popular two were 1-2 and 3-5 years (both 26,2%). People having less than one year of gamedev work experience totaled up to 24,6%, and more than fifteen years to 4,9%.

BACK TO MENU

# WORK EXPERIENCE

## 07. HOW MANY GAMES HAVE YOU RELEASED SO FAR?



334 ANSWERS

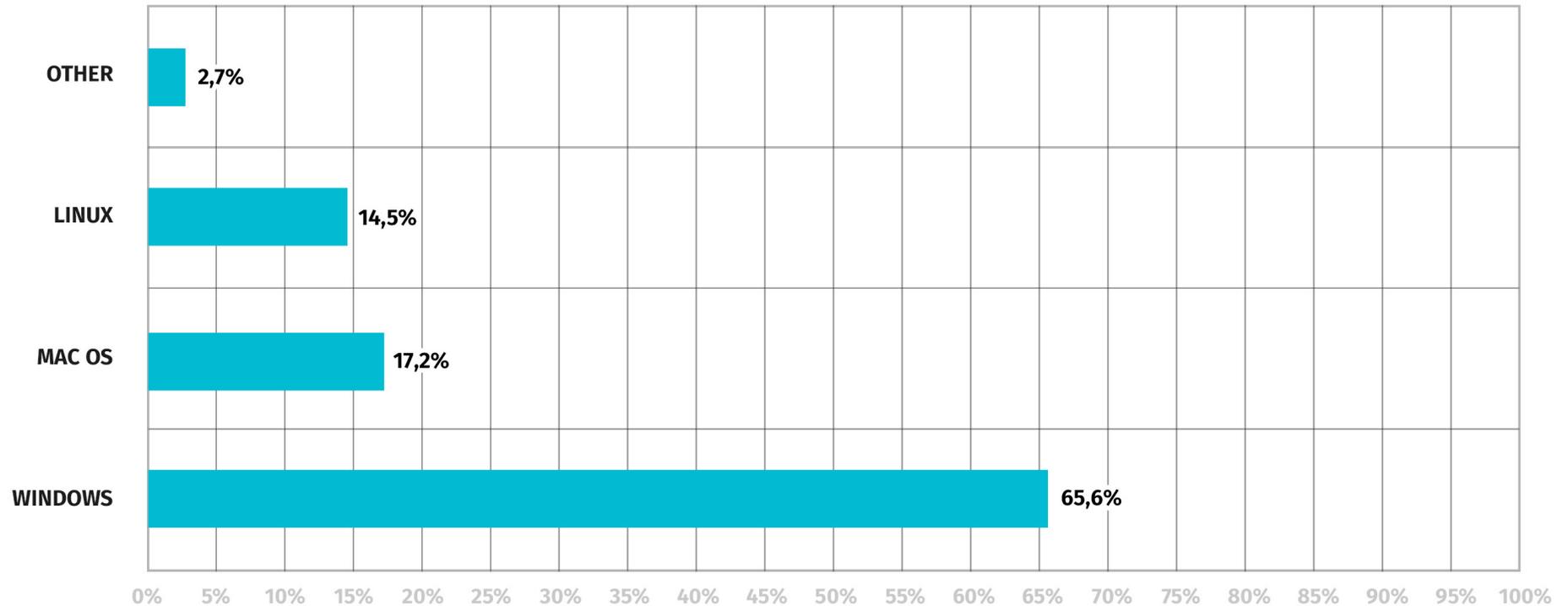
 **GAMEDEV.JS**  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Most popular answer among 334 replies was 0 (32%), with 1-2 being second (28,4%), and 3-5 third (19,5%). It might be a big surprise to see so many game developers answer they haven't released a single game yet. On the other hand, 3% of the devs taking part in the survey released more than 50 games, nice!

[BACK TO MENU](#)

# DEVELOPMENT

## 08. WHAT OPERATING SYSTEM ARE YOU MAINLY USING TO DEVELOP YOUR GAMES?



337 ANSWERS

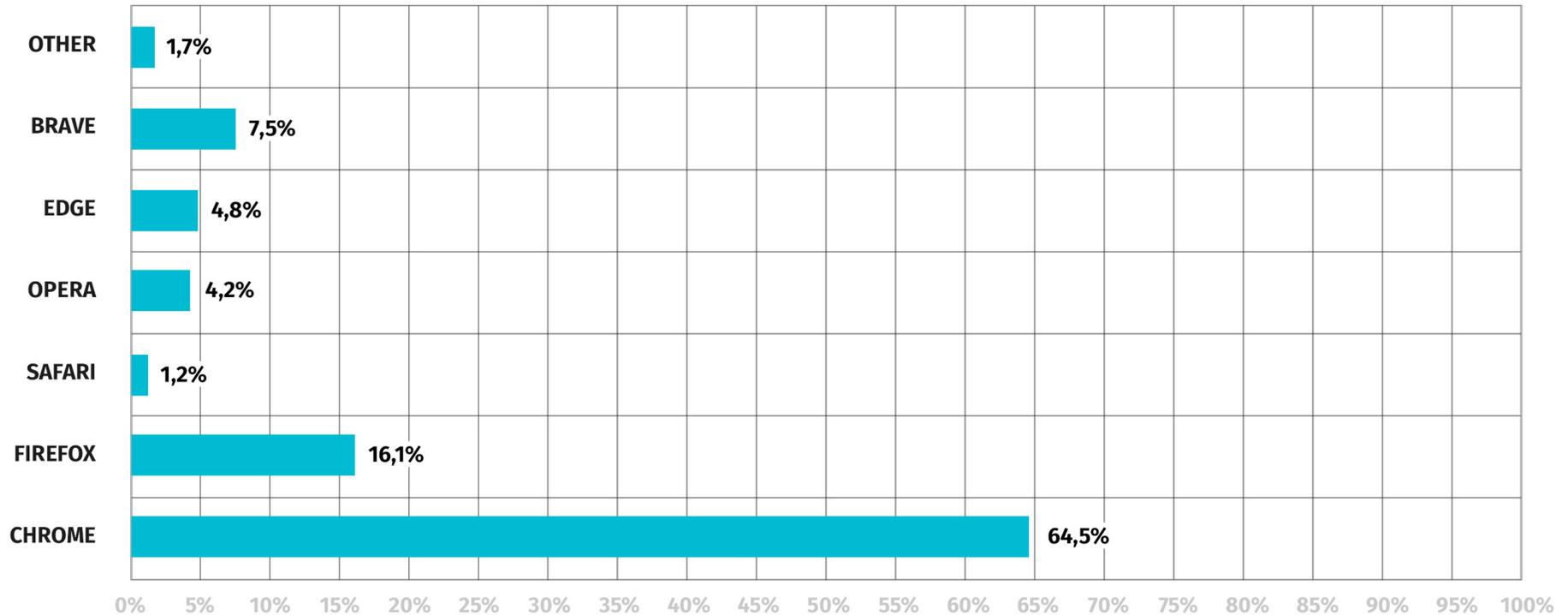
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

There was 65,6% out of 337 answers for Windows, 17,2% for MacOS, and 14,5% for Linux. Other noticeable answers include “Web”, “mobile”, and one for Chrome OS.

BACK TO MENU

# DEVELOPMENT

## 09. WHICH BROWSER ARE YOU USING AS A MAIN DEVELOPMENT ONE?



335 ANSWERS

 **GAMEDEV.JS**  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

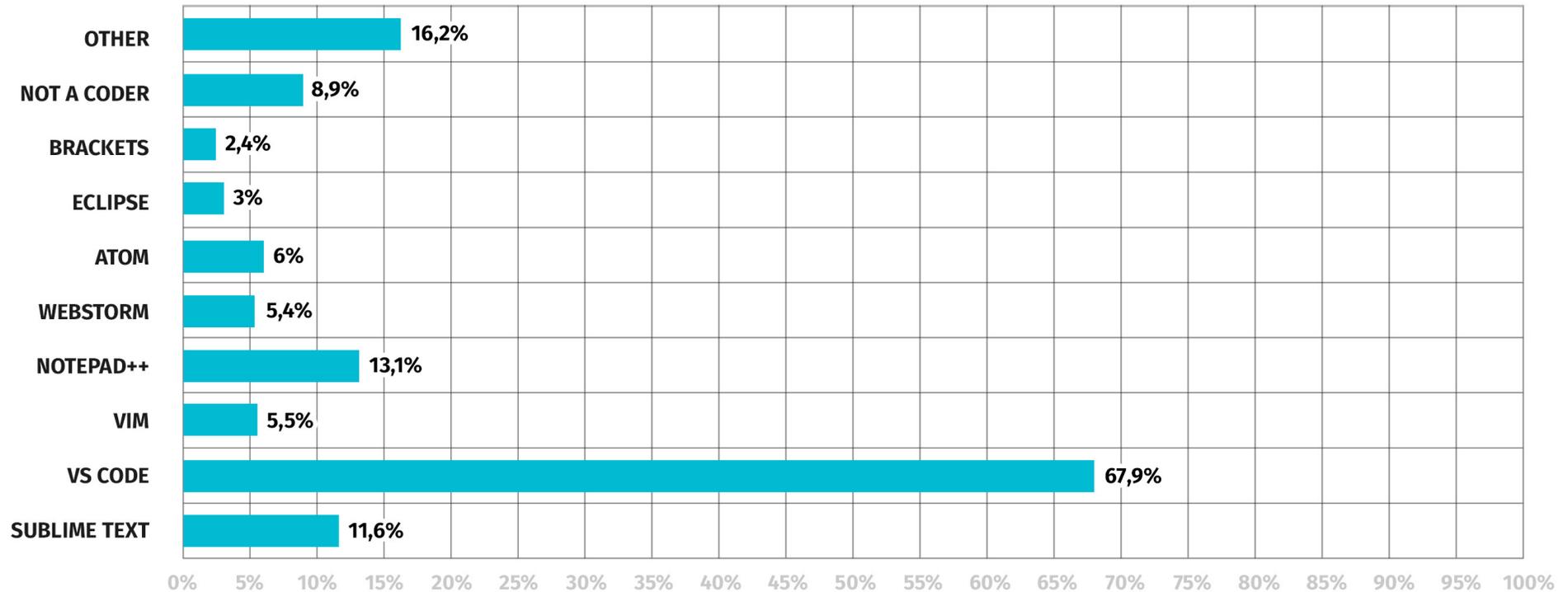
The sentiment is similar to the front-end development community: 64,5% for Chrome, 16,1% for Firefox, and then Brave (7,5%), Edge (4,8%), and Opera (4,2%), totaling in 335 answers. The long tail contained some people using Vivaldi.

BACK TO MENU

# DEVELOPMENT

## 10. WHAT EDITOR ARE YOU USING TO CODE?

MULTIPLE CHOICE



336 ANSWERS

 GAMEDEV.JS

[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

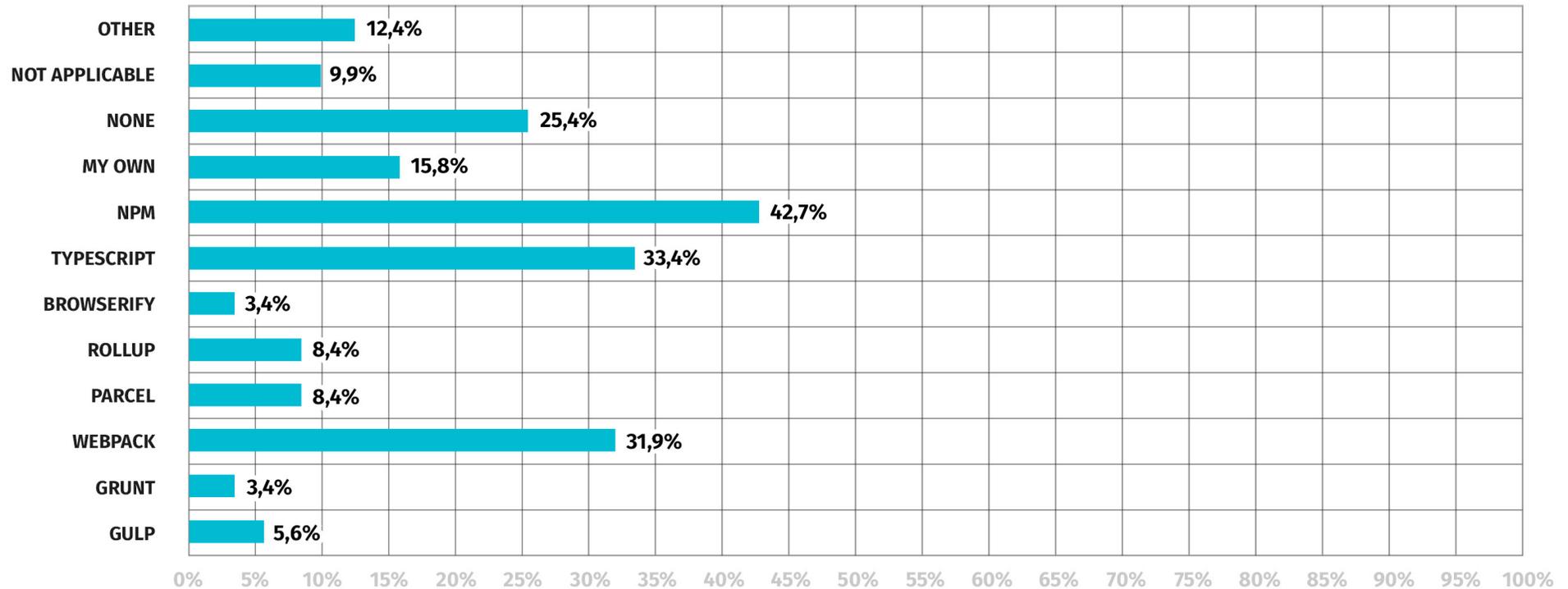
The most popular editor is definitely VS Code (67,9%) being in more than two thirds of the answers, followed by Notepad++ (13,1%) and Sublime Text (11,6%). The 8,9% out of a total of 336 answers were stating the person submitting the survey was not a coder. Single answers included Vim, Scratch, and even... Doom Emacs.

BACK TO MENU

# DEVELOPMENT

## 11. WHAT BUILD TOOLS ARE YOU USING?

MULTIPLE CHOICE



323 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

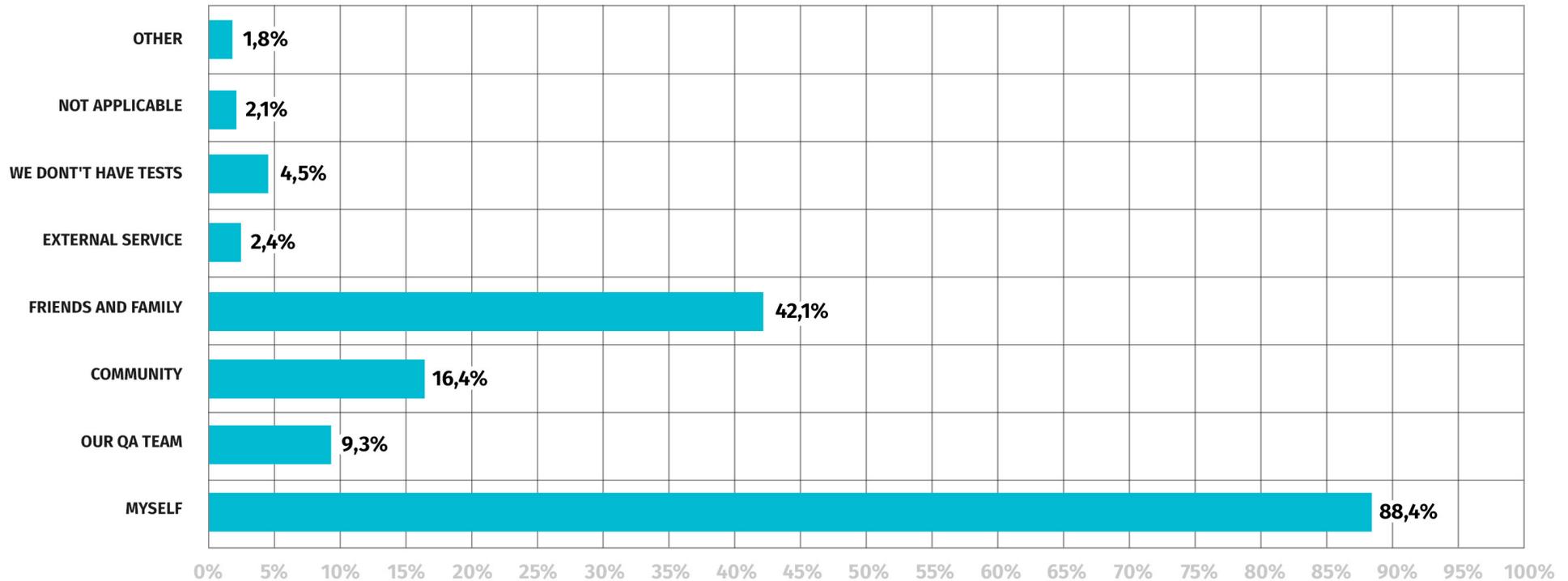
The most popular answer was NPM (42,7%), with TypeScript being the second (33,4%), and Webpack the third (31,9%). Interestingly enough, “none” took fourth place with 25,4%. There’s a long tail of various tools people are using: from Vite, Yarn and esbuild, through engine-specific tooling, to Bash.

BACK TO MENU

# DEVELOPMENT

## 12. HOW DO YOU TEST YOUR CODE?

MULTIPLE CHOICE



335 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

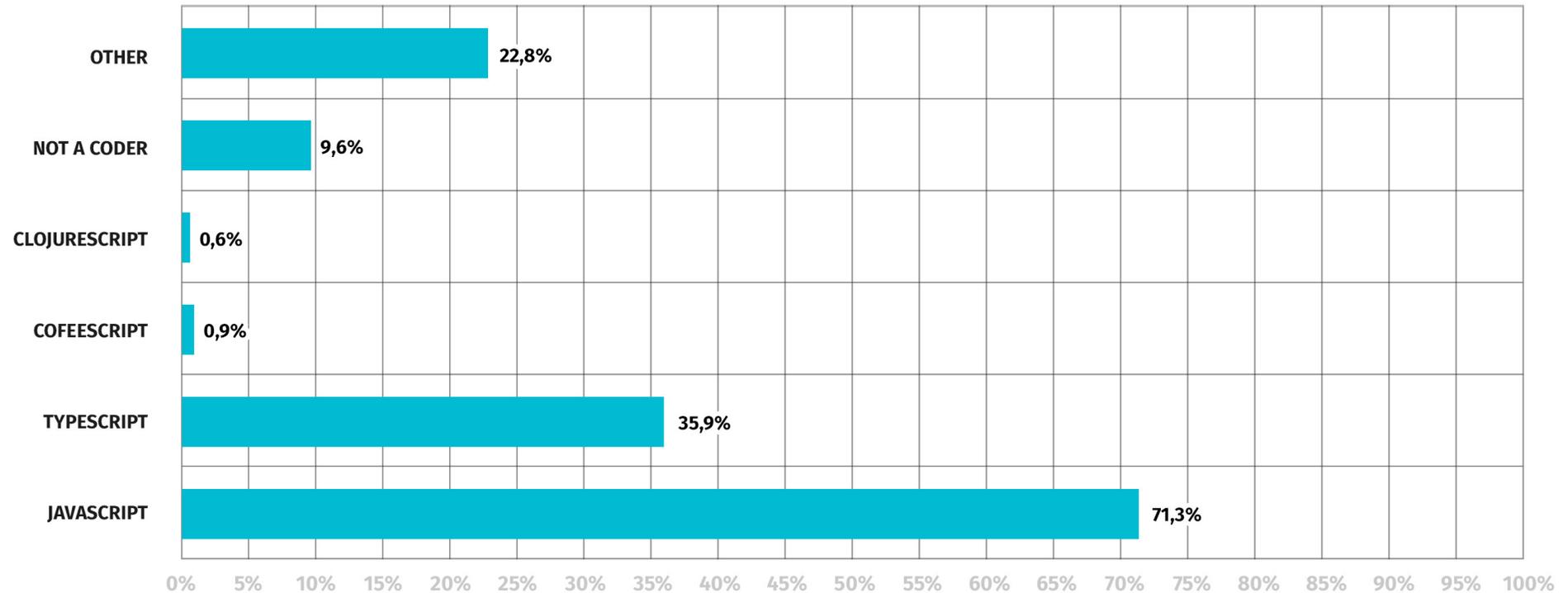
The staggering majority of all the answers (88,4%) went for “myself”, with 42,1% for “friends and family”, and only 9,3% having their own Quality Assurance team, while 4,5% not having tests at all. There were answers like automated, unit tests, and continuous integration.

BACK TO MENU

# DEVELOPMENT

## 13. WHAT LANGUAGE ARE YOU USING TO WRITE CODE?

MULTIPLE CHOICE



334 ANSWERS

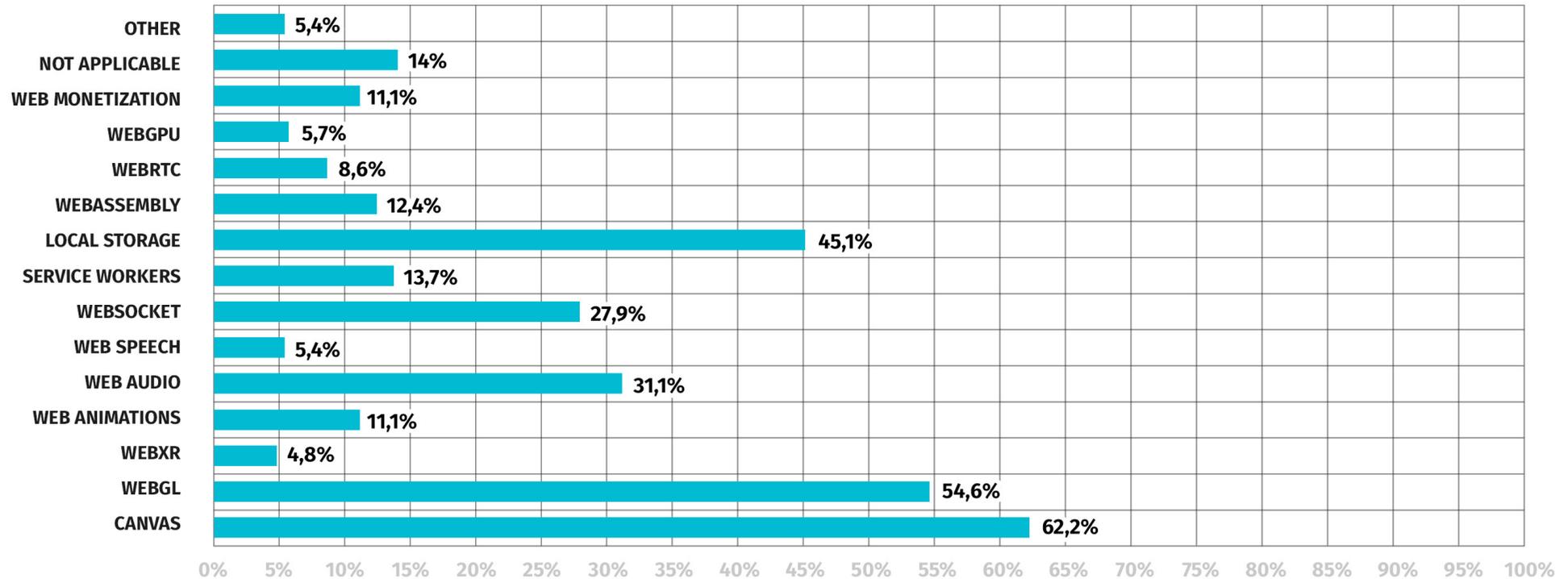
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

More than two thirds (71,3%) is programming in JavaScript, while 35,9% is doing that in TypeScript, and 9,6% are not coders. Other answers included Lua, Rust, Haxe, Ruby, AssemblyScript, GDScript, and even C/C#/C++, or custom preprocessors that generate JS/TS.

BACK TO MENU

# DEVELOPMENT

## 14. WHAT TECHNOLOGIES / APIS ARE YOU USING? MULTIPLE CHOICE



315 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Canvas got 62,2%, WebGL 54,6%, with Local Storage being the third with 45,1%. Among the other answers, Web Monetization got 11,1% and WebXR 4,8%.

BACK TO MENU

# DEVELOPMENT

## 15. WHICH FRAMEWORKS / ENGINES ARE YOU USING? MULTIPLE CHOICE



331 ANSWERS

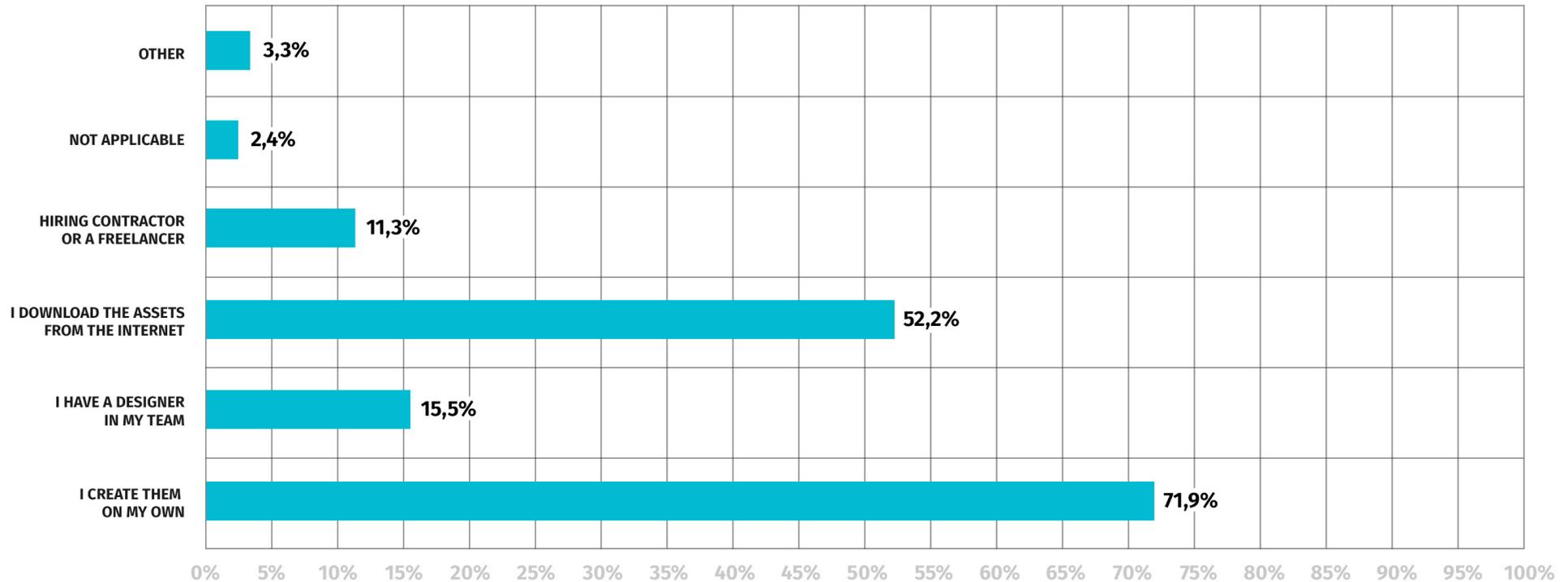
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

First two places were taken by Phaser and Unity (both 26,9%), followed by GDevelop (20,8%), and “my own” (20,2%). Godot was fifth (14,8%), and Pixi.js right after (14,2%). A long tail of answers included Three.js, Kaboom.js, Kontra.js, and even Wonderland, Goodluck, or... ImpactJS.

BACK TO MENU

# GRAPHIC DESIGN

## 16. WHERE ARE YOU GETTING YOUR GRAPHIC DESIGN ASSETS FROM? MULTIPLE CHOICE



335 ANSWERS

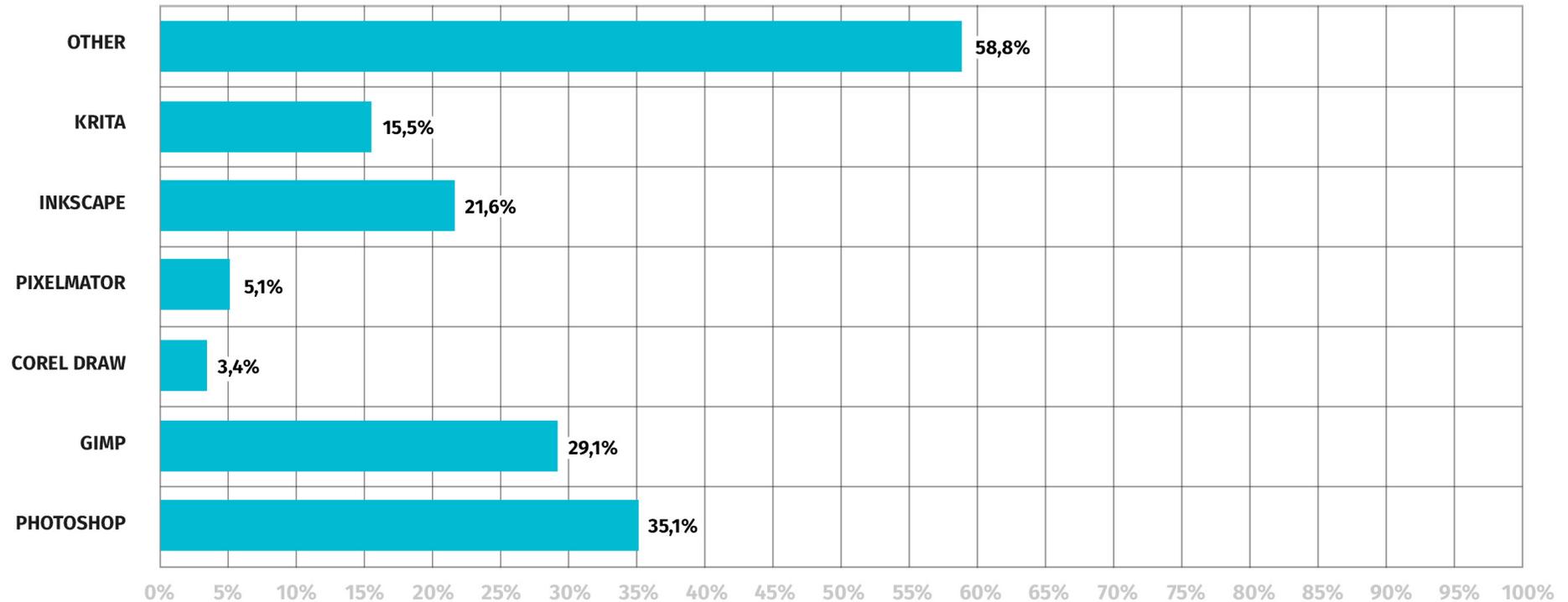
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Most of the graphic design assets are created by the developers themselves (71,9%), followed by downloading the assets from the Internet (52,2%), and having a designer in the team (15,5%).

BACK TO MENU

# GRAPHIC DESIGN

## 17. IF YOU CREATE GRAPHIC DESIGN ASSETS, WHAT TOOL ARE YOU USING? MULTIPLE CHOICE



296 ANSWERS

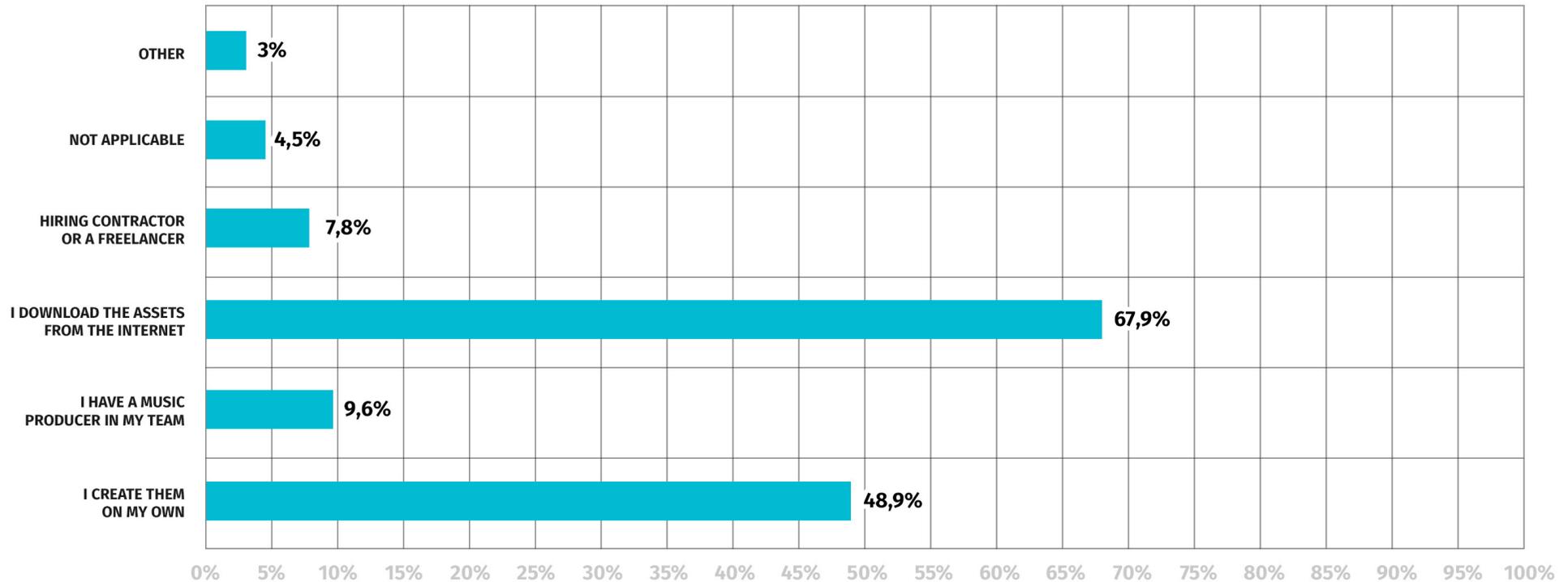
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Given 296 answers to this question out of 338 submitted total, the most popular tool is definitely Photoshop (35,1%), with GIMP (29,1%) right after, Inkscape (21,6%), and Krita (15,5%). There's a whole variety of other tools used by the devs, including Paint and various online editors.

BACK TO MENU

# SOUND AND MUSIC

## 18. WHERE ARE YOU GETTING YOUR SOUND AND MUSIC ASSETS FROM? MULTIPLE CHOICE



333 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

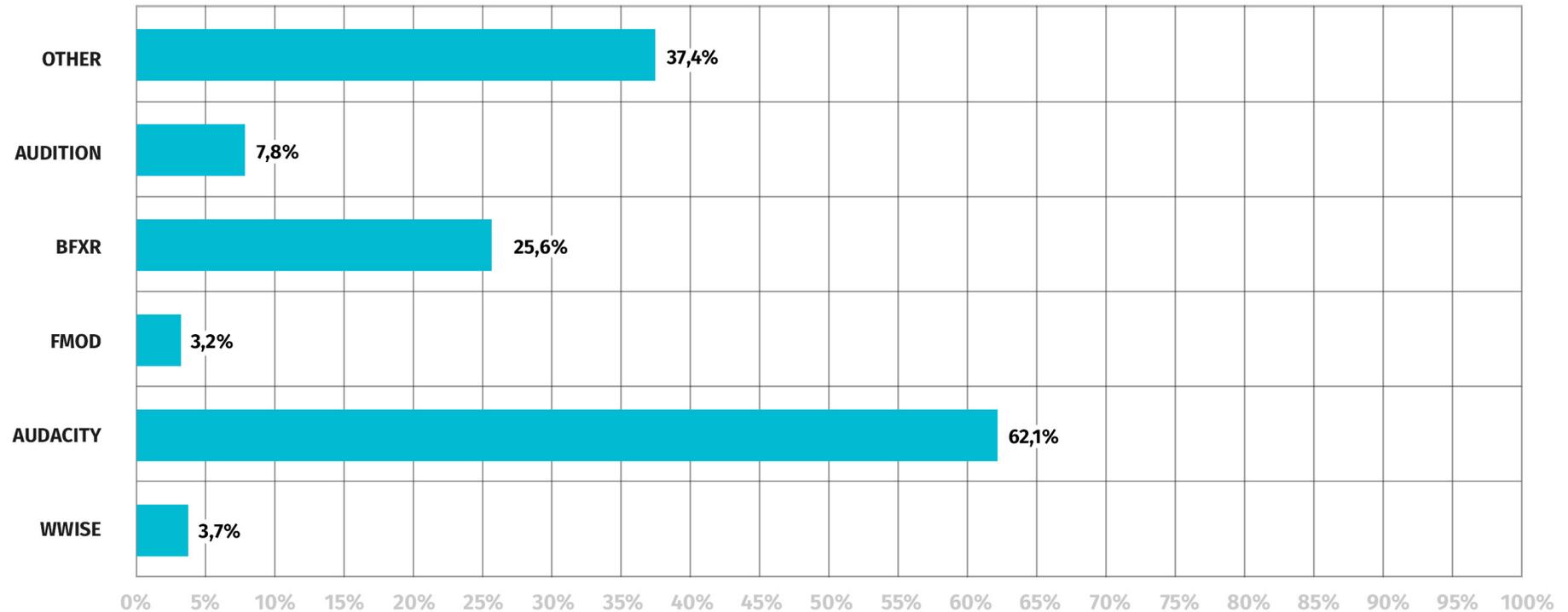
More than two thirds of the sound and music assets are downloaded from the Internet (67,9%), while almost half is created by the developers themselves (48,9%), and the third answer is a producer in the team (9,6%).

BACK TO MENU

# SOUND AND MUSIC

## 19. IF YOU CREATE SOUND AND MUSIC ASSETS, WHAT TOOL ARE YOU USING?

MULTIPLE CHOICE



219 ANSWERS

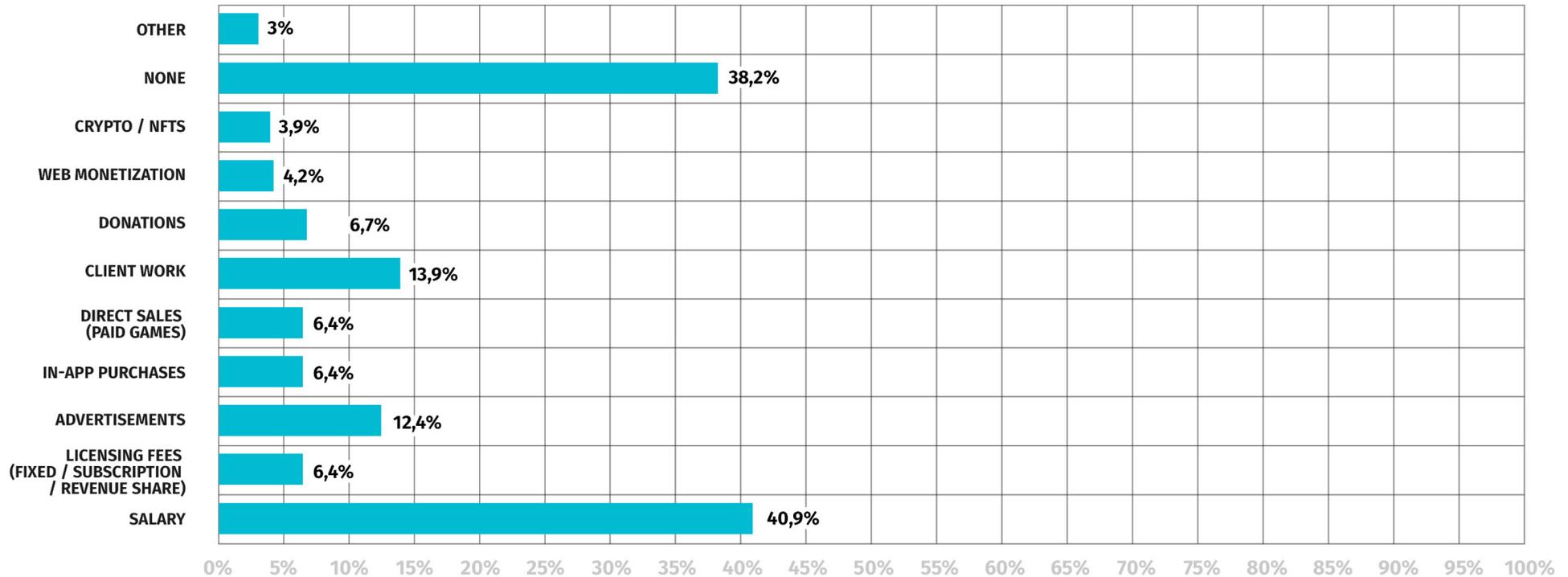
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Out of the 219 answers, way more than a half is using Audacity (62,1%), with the second Bfxr taking 25,6%, and Audition 7,8%. There's a whole lot of other tools folks are using too like FL Studio, Reaper, or Garageband, and even "my own JS library for playing beeps".

BACK TO MENU

# MONETIZATION

## 20. WHAT IS YOUR SOURCE OF INCOME? MULTIPLE CHOICE



330 ANSWERS

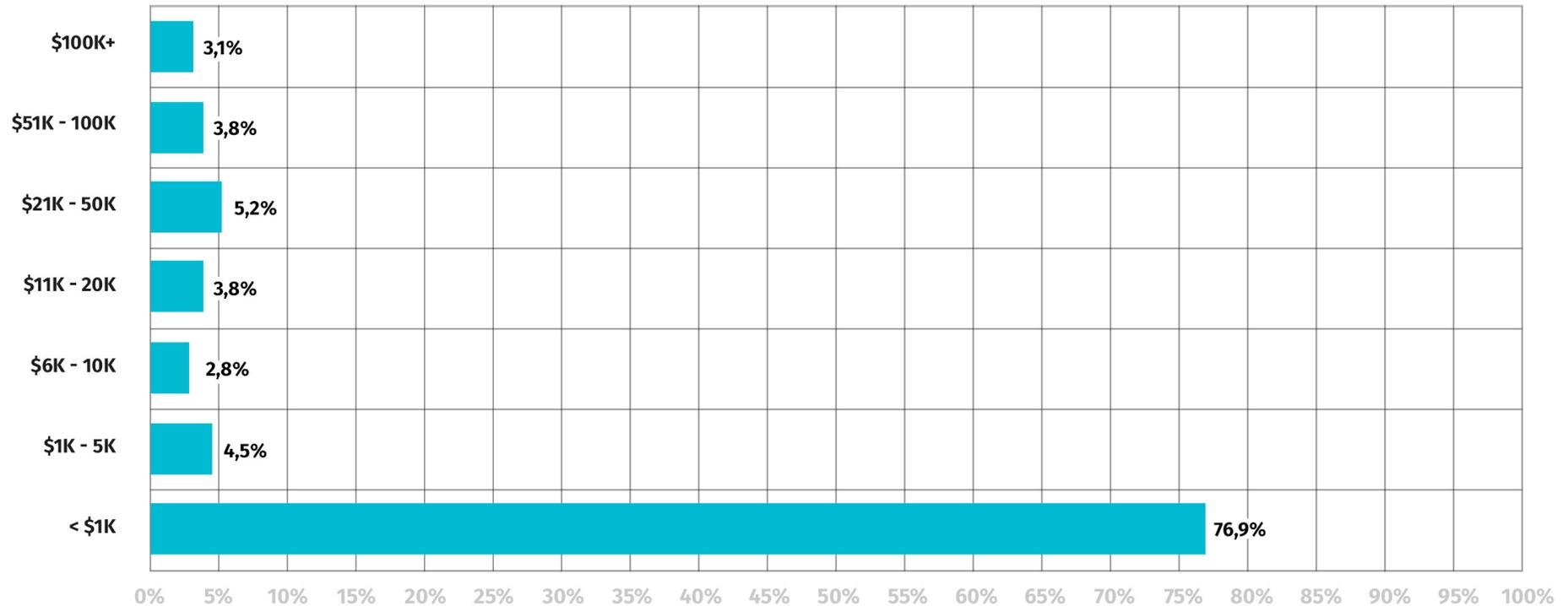
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

In this question we've received a total of 330 answers, out of which almost half is earning money off of their salary (40,9%), while "none" was second right after (38,2%), followed by client work in third (13,9%) and advertisements in fourth (12,4%). Web Monetization ended up on the 9th place with only 4,2%, and crypto/NFTs are right after with 3,9%. Other options include bug bounties on game engines, parents, or a second job.

[BACK TO MENU](#)

# MONETIZATION

## 21. HOW MUCH MONEY ARE YOU EARNING FROM GAME DEVELOPMENT (YEARLY ESTIMATE)?



290 ANSWERS

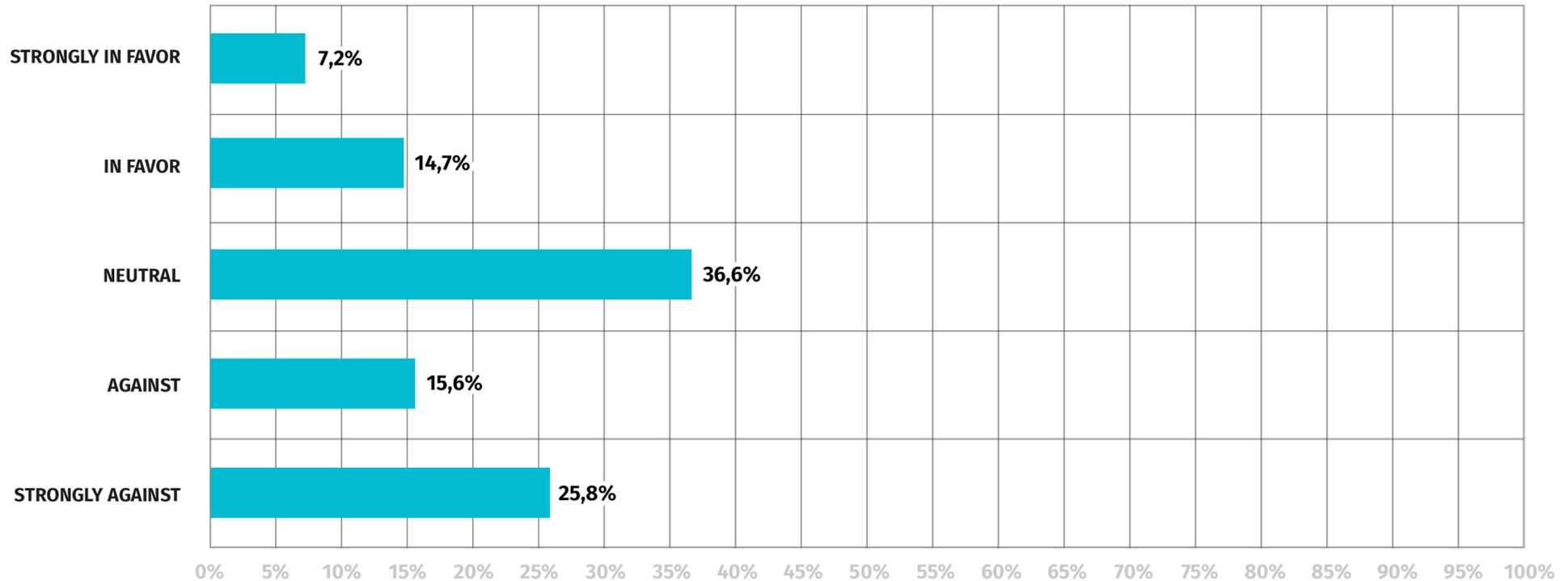
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Some could expect about half of those 76,9% earning less than \$1k a year are the ones who selected “none” in the previous question (about the source of income), and those are most probably students. The rest of the answers were spread more or less evenly, with \$21K - \$50k taking second place with 5,2%.

BACK TO MENU

# MONETIZATION

## 22. HOW DO YOU FEEL ABOUT BLOCKCHAIN / CRYPTO / NFTS COMING INTO GAMEDEV SPACE?



333 ANSWERS

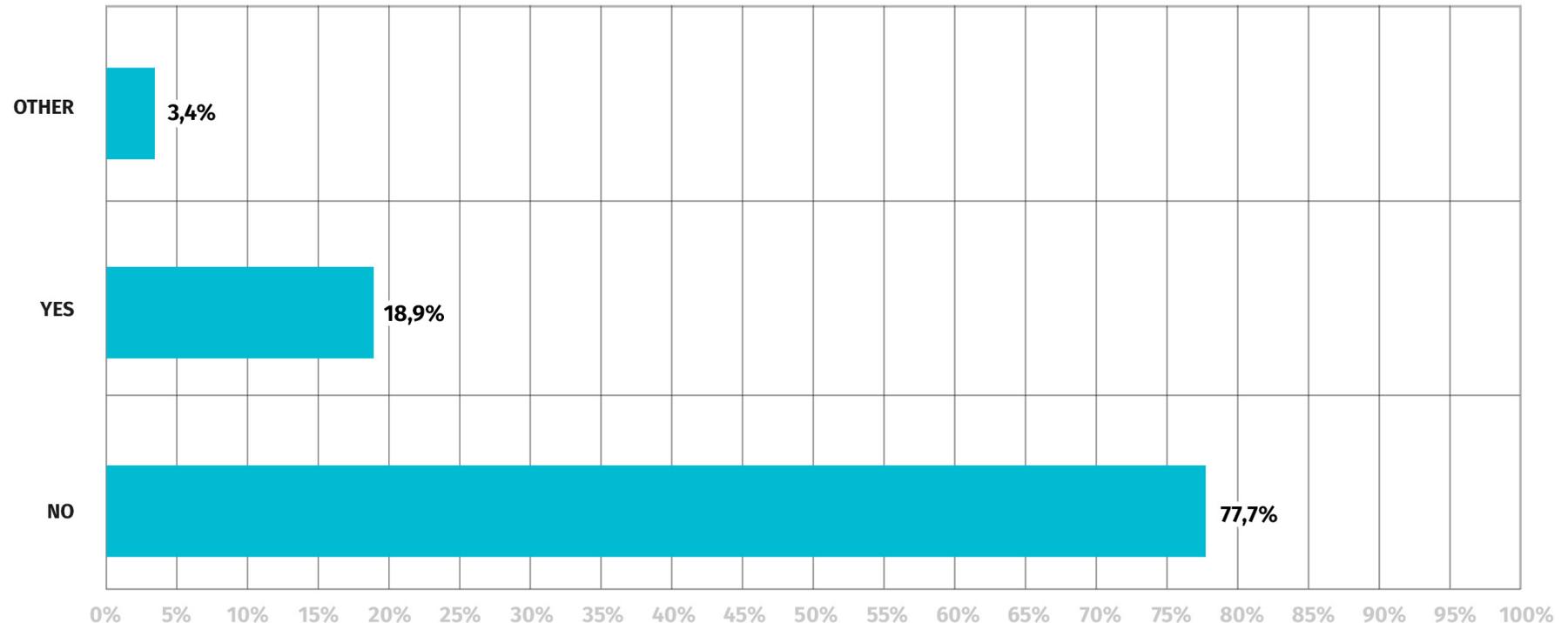
 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Out of 333 answers, most of them are neutral (36,6%), one fourth (25,8%) is strongly against though, where both in favor options are only a little bit more than one fifth (21,9%) total. Not bad, not terrible.

BACK TO MENU

# MONETIZATION

## 23. ARE YOU INVOLVED IN ANY BLOCKCHAIN / CRYPTO / NFT RELATED GAME DEVELOPMENT PROJECT?



148 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

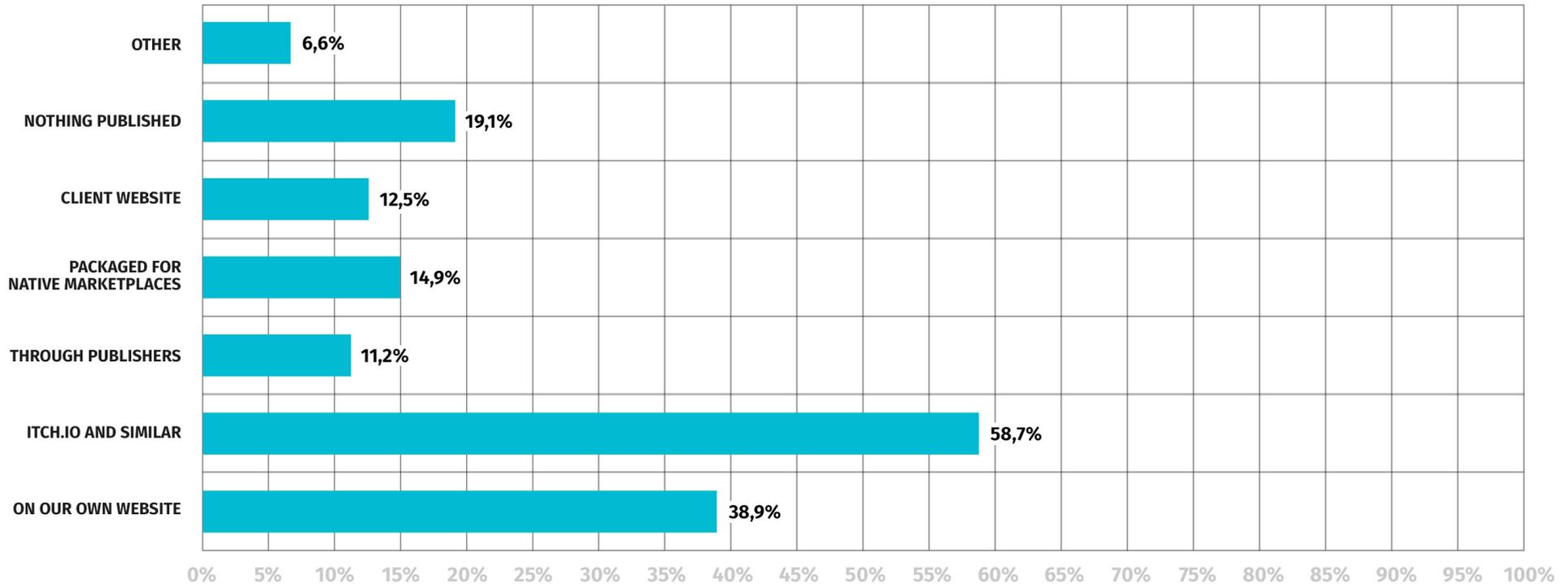
The overwhelming majority (77,7%) out of 148 answers is not involved in any crypto related gamedev project, but almost one fifth (18,9%) is. Blockchains devs are using include Ethereum, Polygon, NEAR, Solana, Binance Smart Chain, Immutable X. Some answers went along the lines of “I refuse to be part of the NFT scam”, “no, NFT evil”, or “no and I never will, NFTs have destroyed the artist community and promote theft” though, so there’s still plenty of room to (re)gain good reputation.

[BACK TO MENU](#)

# PUBLISHING

## 24. HOW DO YOU PUBLISH YOUR GAMES?

MULTIPLE CHOICE



329 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

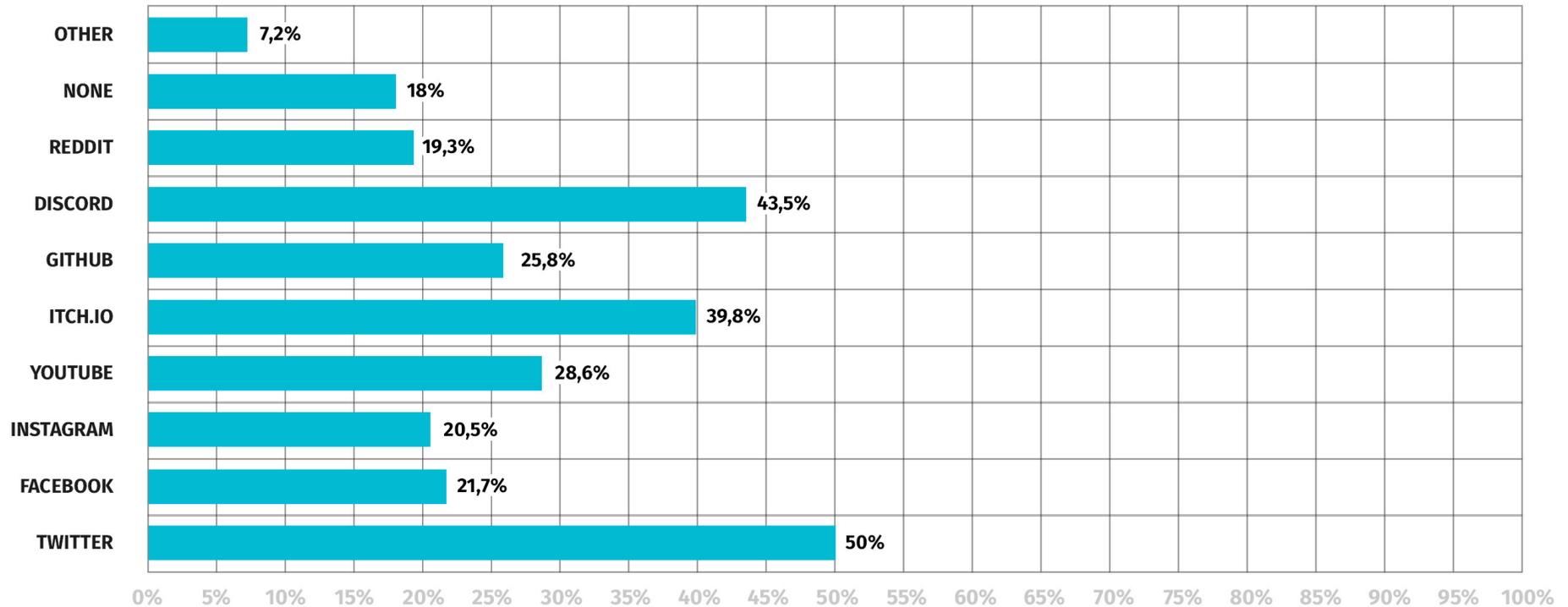
More than half is publishing on Itch.io and similar (58,7%), with own website taking the second (38,9%), and nothing published third (19,1%). Other answers include GitHub (Pages), Facebook Instant Games, Google Play, and even Steam.

BACK TO MENU

# PUBLISHING

## 25. WHICH PLATFORMS DO YOU USE TO PROMOTE YOUR ACTIVITIES?

MULTIPLE CHOICE



322 ANSWERS

 GAMEDEV.JS

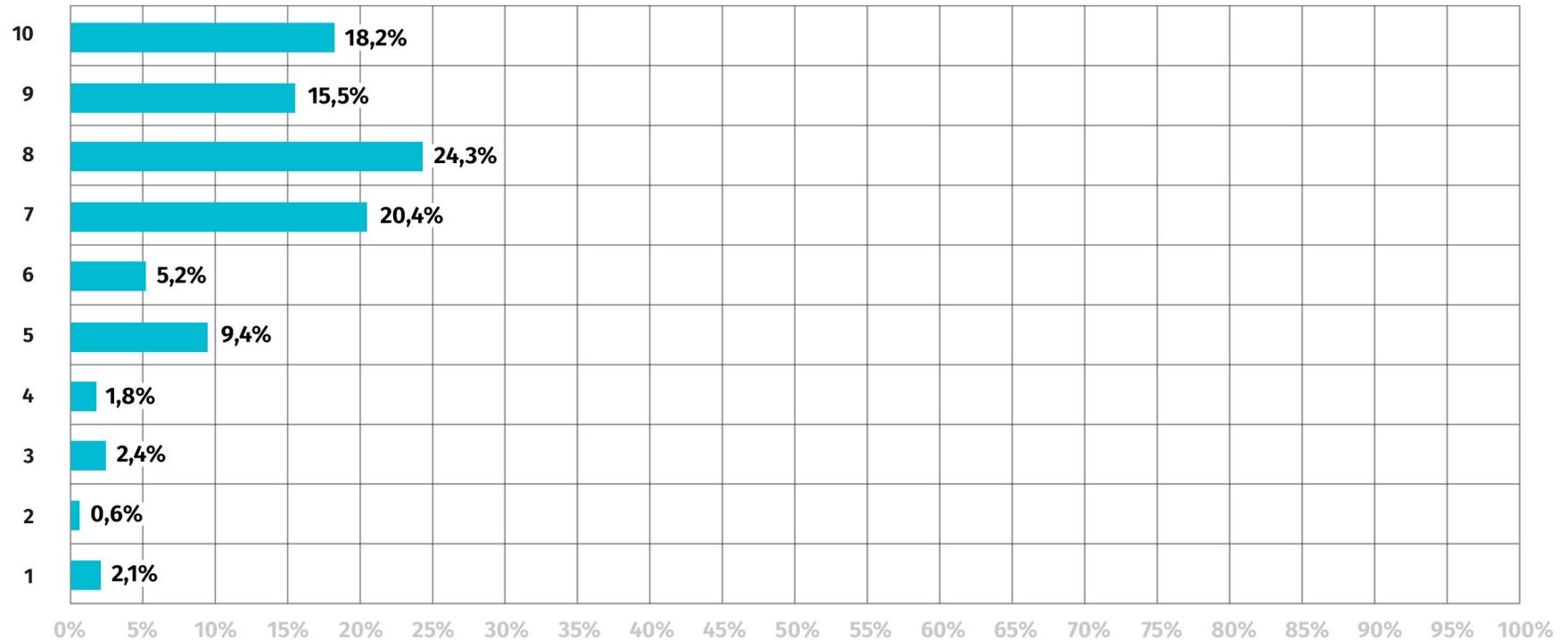
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

Twitter is the most popular platform with exactly half of the answers (50%), followed by Discord (43,5%), and Itch.io (39,8%), while “none” took the 9th place with 18%. Long tail include LinkedIn, forums, and even Mastodon.

BACK TO MENU

# HAPPINESS

## 26. WHAT'S YOUR OVERALL HAPPINESS OF WHAT YOU DO AS A GAME DEVELOPER (10 - THE HAPPIEST)?



329 ANSWERS

 GAMEDEV.JS  
[gamedevjs.com/survey/2022/](https://gamedevjs.com/survey/2022/)

It's great to see almost 85% of all the 329 answers being positive about their happiness and answering between 6 and 10, with more than half aiming at 8-10. The happiest are 60 people (15,8%), while the most popular answer was 8 (24,3%), and only 7 people (2,1%) answered with 1 (if you did, please get in touch - we'd like to help!).

BACK TO MENU

# HAPPINESS

## Question #27: Are there any specific issues or struggles you're having when developing games?

Out of the 200 answers to this open question, many mentioned lack of free time, missing motivation to start or finish the project, finding teammates, proper marketing to reach players, monetization, solid tools to release games on native platforms, and much more. Those answers have to be studied more to help devs with their problems.

# CLOSING REMARKS

## Question #28: Anything else you'd like to add?

This was set up to receive anything related to the survey, and it was usually used to send good vibes our way, for which we're really thankful! Out of the 102 answers, some reiterated their struggles from the previous question, others said they enjoy making games already, or are going to quit their day job to focus on game development. Not all comments were enthusiastic, but the overall feel was mostly positive.

Also, exactly 270 people out of those 338 left their email addresses to be notified about the results, which is cool!

# SUMMARY

Thank you again for being involved! If you have any questions, feedback about the survey itself, or any other inquiries, please [get in touch via email](#). You can also follow [@Gamedevjs on Twitter](#), or join our [Discord](#) server.

Don't forget to take part in the [Gamedev.js Jam 2023](#) and subscribe to the [Gamedev.js Weekly](#) newsletter as well.

This Survey in 2022 was supported by [OP Games](#) donation.