

ACTRA TORONTO

VOCAL STRESS IN VIDEO GAMES SURVEY

KEY FINDINGS

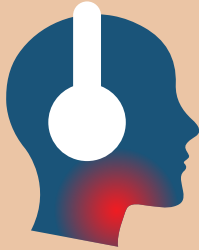
**74%
SAY**

VOCAL EXTREMES ARE PREVALENT IN VIDEO GAME VOICE ACTING

Almost 3 out of 4 actors (74.32%) said that their sessions included loud/projected, aggressive, or vocally extreme work, very often or almost always.



**38%
SAY**



MANY ACTORS EXPERIENCE FATIGUE DURING THE SESSION

Almost 4 out of 10 actors (38.13%) experience vocal fatigue or stress during the voiceover session, very often or almost always.

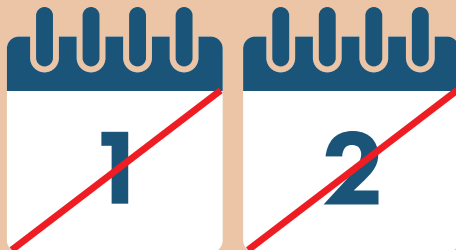
**19%
SAY**

ACTORS NEED TIME TO RECOVER AFTER A SESSION

About 1 in 5 actors (19.14%) reported finding it hard to recover to their normal vocal quality after a video game voice-over session, very often or almost always.



**42%
SAY**



RECOVERY CAN TAKE TWO DAYS OR MORE

More than 4 in 10 actors (42.74%) said that it took 2 or more days for their vocal quality to return to "normal" after a vocally extreme voice-over session.

**27%
SAY**

ACTORS ARE AWARE OF THE RISKS AND SEEM TO BE TAKING ON THE WORK ANYWAY

More than 1 in 4 actors (27.68%) have thought about turning down a session for fear of the impact it would have on your voice, or work it would cause them to lose.

