

# A HIGHLY ATTRACTIVE HOME TO WORLD-CLASS TALENT

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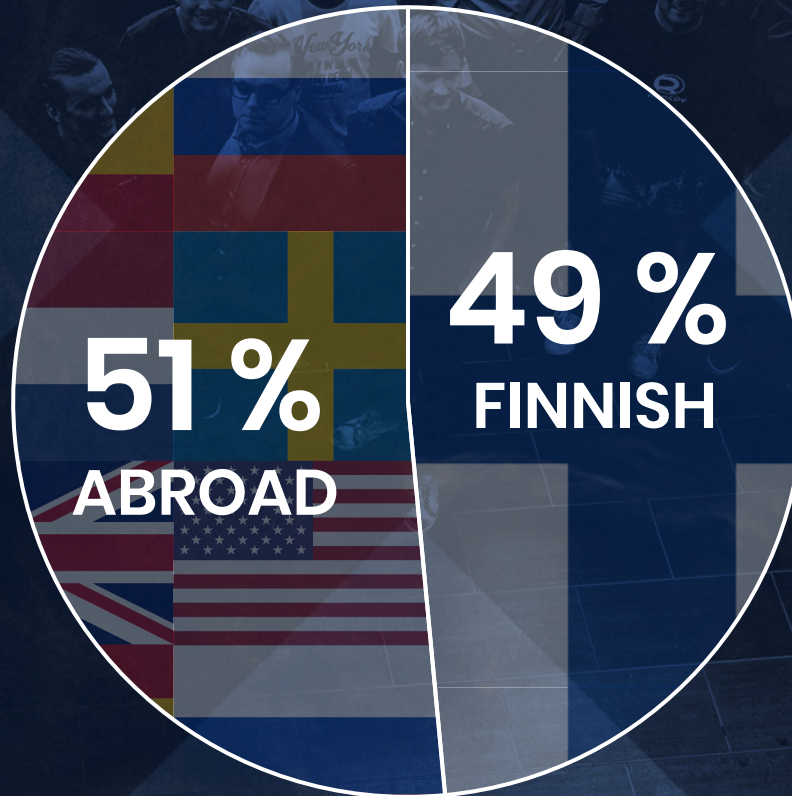
# REMEDY ATTRACTS WORLD-CLASS TALENT FROM ALL OVER THE WORLD

1

studio

274

employees



14

disciplines

30

nationalities



# TOP TALENT CHOOSES US FOR OUR GAMES AND WORKING CULTURE

Company  
culture

3.6/4

Candidate  
experience  
survey average

Work-life  
balance

Remedy's  
games

Finland

# WE ARE A HIGHLY ATTRACTIVE, CREATIVE DEVELOPER IN THE COMPETED TALENT MARKET

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January–November 2020



# KEY FOCUS AREAS TO SUPPORT EMPOWERED AND CREATIVE WORLD-CLASS TEAMS & PEOPLE

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Employer Branding  
& Recruitment



Leadership



Talent Support



Rewarding



Wellbeing



Learning & Development

# WE SYSTEMATICALLY MEASURE AND DEVELOP KEY DRIVERS FOR EMPLOYEE ENGAGEMENT

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- Accomplishment
- Autonomy
- Environment
- Freedom of opinion
- Goalsetting
- Growth
- Management support
- Meaningful work
- Organizational fit
- Peer relationships
- Recognition
- Reward
- Strategy
- Workload

ENGAGEMENT SCORE



8.2/10

# BUCKING THE TRENDS

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Talent likes to move around, especially in the video games industry, however...

## EMPLOYEE TURNOVER



\* End of November 2020



# CARING & SUPPORTING DURING COVID-19

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- Pandemic response
- Family obligations
- Pandemic communications
- Productivity impact
- Remote work equipment
- Safety precautions
- Wellbeing during the pandemic

RESPONSE SCORE AVERAGE

8.8/10

*"I feel like our wellbeing is the priority when decisions are made around where we can work."*



# BECOMING THE MOST ATTRACTIVE GAME INDUSTRY EMPLOYER IN EUROPE

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In order to reach our goal, we continue to

- find, support, coach, and empower our people and teams
- give our talent development possibilities and internal career paths
- support competence and knowledge sharing
- improve leadership skills

# QUESTIONS & ANSWERS