Twitter Thread by Colin Moriarty



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The thing about the Rockstar/100-hour work week thing is that the drama was 100% driven by certain people in games media to score ideological points, and that, even after Houser came out to clarify his statement, folks refused to believe him, because it didn't fit the narrative.

Since Rockstar compensates for OT (as confirmed by R* employees' Tweets this morning), this note from The Guardian article this morning seems pertinent. There would be no reason to underreport your hours (and every reason to overreport) if you're getting paid for those hours.

> Statistics provided by Rockstar to the Guardian, based on employees' self-reported hours across all studios from 8 January to the end of September 2018, show that the average working week was between 42.4 and 45.8 hours. The longest week - that of 9 July - was 50.1 hours, and during the studio's busiest week, 20% of employees reported working 60 hours or more, to a maximum of 67.1 hours.

Thing is, I've no doubt that some people at Rockstar work excessive hours, some people hate it there, some people wish they weren't there. I'm sure all of that is true.

But this idea that tons of people were working FOURTEEN HOURS A DAY EVERY DAY was absurd from the go. Period.

Oh, and I'll throw this in: Whether working for someone else or on companies I founded, I don't think I've ever worked a 40 hour week in my entire life. So I can also sympathize with people who just like to work, or work really hard, or throw themselves into something. I get it.