

To All Voice Actors and the Voiceover Industry,

United Voice Artists announces our support of SAG-AFTRA and the Interactive Agreement strike.

Advancements in technology have always brought change; however, the changes from the development and use of Artificial Intelligence have shifted our industry worldwide at a rate never before seen in history. This shift has been profoundly felt in the video game industry, as an increasing number of production studios have implemented AI technology; including synthetic and cloned voices, AI characters, and AI production. **AI technology is being used without clear contract terms or guardrails and the consequences for many actors have been dire.**

As AI continues to erode the creative landscape, it is up to us... **ALL voice actors, both union and non-union, and from every corner of the world** to band together and fight for the greater good of our industry.

Therefore, UVA advises ALL voice actors, both union and non-union, to stand with SAG-AFTRA in the fight for clear and definitive AI protections in video game contracts. We advise all actors to only work on projects that include enforceable AI protections. The safest projects are those under fully enforceable union contracts or contracts that adhere to the UVA AI Guidelines found [here](#).

Our UVA world federation supports this action by our colleagues in the United States, while reminding all negotiators of the **imperative need to preserve human localization jobs in the various countries represented in UVA.**

This strike will only succeed if as many video game production companies as possible agree to SAG-AFTRA's new contract terms or contracts that adhere to the UVA AI Guidelines; which include safety protocols, better payment, and AI protections.

With the new **SAG-AFTRA Tiered Budget Interactive Agreement**, it is easier than ever to bring a video game production under a SAG-AFTRA contract **regardless of the country you are located in**. During the strike, any video game production company at any budget level can continue to work, if they sign an interim agreement with SAG-AFTRA. To support this, The **National Association of Voice Actors has hired an impartial advisor to help video game productions turn their projects union during the strike**. This service will be provided, **at no cost to the production company, for the duration of the strike**. Please email contracts@navavoices.org for assistance in this matter.

The New SAG-AFTRA Interactive Agreement will set precedents for video game productions **all over the world and aligns with the AI protections UVA has been advocating for since our formation**. It is more important than ever that we all fight for **fair consent, control, and compensation** when it comes to AI content, synthetic voice creation, and voice cloning. We stand with you.

Sincerely,

United Voice Artists