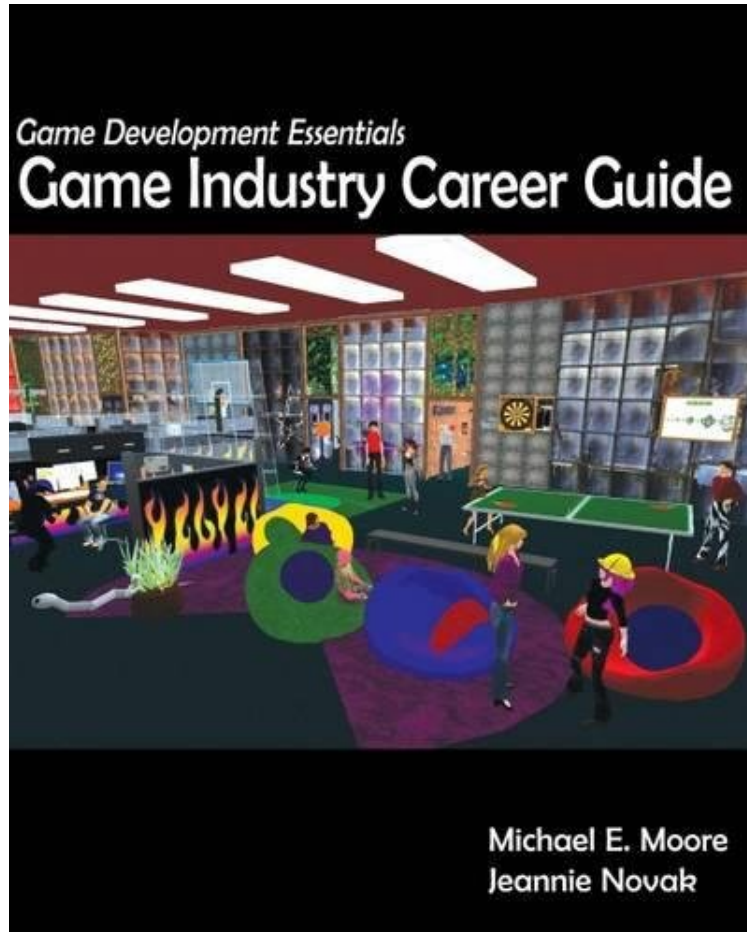


# Game Development Essentials: Game Industry Career Guide

*Michael E. Moore, Jeannie Novak*  
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#2024948 in Books 2009-10-01 Original language: English PDF # 1 .62 x 8.00 x 10.011, 1.86 #File Name: 142837647X352 pages | File size: 66.Mb

**Michael E. Moore, Jeannie Novak : Game Development Essentials: Game Industry Career Guide** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Game Development Essentials: Game Industry Career Guide:

0 of 0 people found the following review helpful. Great read for those looking to break into Game Development. By Frank D. Pretty decent book about breaking into the game industry and all the caveats that come along with it. I thought I would be put off by all the "History of the Game Industry" elements as well, but the authors did a good job of making this section brief and to the point, and it was a necessary introduction into the game industry that naturally led into finding work in the games industry. The information in this book was somewhat general, and it did a good job of covering all aspects of the job hunt, from where to look for jobs, how to network, interviewing, cover letters/resumes, and even what to do once you got a job. I particularly enjoyed the section near the end about actually transitioning OUT of the game industry, and some options game developers looking for new professional avenues have. I respect the book because it did not exaggerate the true nature of the games industry. It made it very clear that

this industry is not for the faint of heart, that competition for jobs is insane, nasty crunches are real, and quality of life may suffer (due to poor work-life balance). It talks about burnout and high stress situations, and I appreciate that because as some with a few years of experience in the game industry, it's all true! The book mentions the average game development career is 5-6 years before someone decides to pursue new professional avenues, so I'm glad the book took a look at different career transition paths at the end. (Even a path involving starting your own game company!) Overall, the book gives a very expansive, yet brief, overview of almost everything related to the games industry and working in it. I do wish it had gone into more detail with certain sections of the book, especially with those related to the job hunting, but at the same time I appreciate the book covering so many aspects of the game industry. One other downside is that the book was copyrighted in 2010, and most of the writing was done in 2007-2008 based on the examples used in the book. This is problematic since the game industry is always churning and making huge changes every day. Technology moves fast, and trends even faster. For example, the book talks about mobile gaming as a "bright new avenue for game developers to explore". The fact is that in 2013, the Mobile market has been booming and is very profitable and successful right now. At least they got the prediction right! Simply put, times change fast and the book does show it's age. In the end, I definitely would recommend this book to anyone interested in finding a job in the game industry, and even those that are working in it! The book was also a very easy read, with lots of full color pictures and interesting side bars. It only took me a few hours to get through all 300 pages. A good book through and through!

2 of 2 people found the following review helpful. Very good  
By Todd Seiler  
I really wish I would have read this book sooner. This had a lot of really good information about getting a job in the game industry. I feel it should be a lot more popular than what it is though. There are no cons to this book in my opinion.

0 of 1 people found the following review helpful. good preparation to get into the industry  
By seb  
As a programmer, this book definitely help me to get an internship in my dream company. I now have the chance to work in another company in a foreign country. But don't forget that if you want to enter the industry you also need MOTIVATION and PASSION.

An up-to-date and highly practical insider's guide to the game industry that maps to the growing number of courses in Game Development programs that introduce students to the workings of the industry and to job search/career growth strategies. The book offers a clear and thorough analysis of the game industry, knowledgeably exploring its culture, career paths, and typical company structure. The authors offer expert advice on finding and succeeding in a job as well as on starting up your own company and conclude with a thoughtful examination of the future of the game industry.

Introduction. 1. History of the Game Industry. 2. Understanding the Game Industry. 3. Roles Responsibilities. 4. Resumes, Portfolios and Demos. 5. Job Hunting. 6. Interviewing. 7. Accepting a Job. 8. Moving On. 9. Future. About the Author

Michael E. Moore is a 24-year veteran of the game industry. For the first 10 years (1979-1989), he designed, developed, and produced board games (mass market, role-playing, and military simulations). He then moved into computer games as a designer and producer, working for such publishers as Infocom, Activision, and 3DO. In addition, he helped start up several game development companies. Over the years, he designed and produced such games as Circuit's Edge, Shanghai II: Dragon's Eye and BattleTech II: The Crescent Hawks' Revenge for Activision, SpellCraft for ASCII Entertainment, and The Shadow of Yserbius/Fates of Twinion and Alien Legacy for Sierra. Michael joined the Game Software Design and Production Department at DigiPen Institute of Technology in January 2003 and taught game design and project management to undergraduate and graduate students. He acted as department chair for 3 years. Michael was born in Minneapolis, MN, and received a double B.A. in English and Communication Arts from St. Mary's University in Winona, MN. He received an M.A. in Communication Arts from Southern Illinois University, Carbondale, IL. With assistance from Jen Sward, he wrote a college textbook on game production, Introduction to the Game Industry (ISBN 0-13-168743-3).

Jeannie Novak is the lead author and series editor of the widely acclaimed GAME DEVELOPMENT ESSENTIALS series (with over 15 published titles), co-author of PLAY THE GAME: THE PARENT'S GUIDE TO VIDEO GAMES, and co-author of three pioneering books on the interactive entertainment industry--including CREATING INTERNET ENTERTAINMENT. She is also co-founder of Novy Unlimited and CEO of Kaleidospace, LLC (dba Indiespace), providing curriculum development and consulting services for corporations, educators, and creative professionals in games, music, film, education, and technology. Novak served as director of the Game Art Design and Media Arts Animation programs at the Art Institute Online and has taught game courses at UCLA, Art Center College of Design, DeVry University, Westwood College, ITT Technical Institute, and the Academy of Entertainment Technology at Santa Monica College. She holds a B.A. in mass communication/business administration from UCLA and an M.A. in communication management from the Annenberg School at USC. She also serves on the Online Gameplay Committee for the Academy of Interactive Arts Sciences and has served on the executive boards of the International Game Developers Association (Los Angeles) and Women in Games International. An accomplished composer and performer, Novak was chosen as one of the 100 most influential people in technology by MicroTimes magazine and has been profiled by CNN, Billboard Magazine, the

Sundance Channel, Daily Variety, and the Los Angeles Times.