

Breaking Into The Game Industry

Breaking Into The Game Industry Cracking the Code A Guide to Breaking into the Thriving Game Industry The global gaming industry is a multibillion dollar behemoth constantly evolving and demanding innovative talent From mobile hits to AAA console masterpieces the opportunities for passionate individuals to make their mark are vast But how do you navigate the intricate landscape and break into this exciting world This comprehensive guide provides actionable steps insightful industry knowledge and realworld examples to help you embark on your gaming career journey The Allure of the Game Industry Why Break In The game industry is a vibrant ecosystem teeming with creative challenges and opportunities It offers more than just a paycheck it fosters a culture of innovation collaboration and continuous learning The benefits are multifaceted appealing to a wide range of skills and ambitions Creative Fulfillment Design develop and bring unique concepts to life Witness your creations come to fruition and captivate players worldwide FastPaced Environment Stay on the cutting edge of technology and trends in a constantly evolving field Constant learning is required High Earning Potential Highdemand roles often command attractive salaries especially in specialized fields Global Impact Reach millions of players worldwide forging connections across cultures and borders Games transcend geographical barriers Collaboration Innovation Collaborate with talented individuals from diverse backgrounds to push creative boundaries and create extraordinary experiences Essential Skills and Pathways to Success Technical Proficiency Mastering relevant technical skills is paramount This includes programming languages like C Java or C 3D modeling animation audio design and game engine proficiency Unreal Engine Unity etc A robust portfolio showcasing your abilities is crucial to showcasing your capabilities to potential employers Realworld example Many successful game developers started with small personal 2 projects gradually building a portfolio showcasing their skills and creativity The Importance of Networking Networking within the gaming industry can significantly boost your chances of securing a position Attend industry events join online communities and connect with professionals on platforms like LinkedIn Realworld example Many successful game developers leverage LinkedIn to network find jobs and stay uptodate with industry trends Online communities and game development forums are another essential element for networking Building a Compelling Portfolio A wellcrafted portfolio is vital It demonstrates your understanding of game design principles and your abilities Consider showcasing personal projects prototypes or even short game demos that highlight specific technical skills Case Study Illustrative A portfolio showcasing a mobile game with engaging gameplay userfriendly interface and appealing visuals would stand out significantly over a less polished portfolio Navigating the Job Market Roles and Responsibilities The game industry encompasses a diverse range of roles Role Description Game Designer Conceptualizes the gameplay mechanics and overall experience Programmer Develops the games core logic and functionality often using highlevel languages like C or C Artist Designs characters environments and assets using tools like Maya or Blender Audio Designer Creates sound effects music and sound design that enhances the gaming experience Level Designer Creates the games environments ensuring a seamless and engaging player journey Game Tester Identifies bugs and glitches to ensure the games smooth functionality Chart Approximate Salary Ranges 2024 Role Approximate Salary Range USD Senior Game Designer 80000 150000 3 Lead Programmer 90000 180000 Senior Artist 70000 140000 Lead

Audio Designer 85000 160000 Note Salary ranges are estimations and can vary based on experience location and specific skills Conclusion Breaking into the game industry requires dedication perseverance and a genuine passion for gaming By acquiring the essential technical skills building a strong portfolio and proactively networking you can position yourself for success in this vibrant and rewarding field Embrace the challenges continuously learn and you will discover a world of creative opportunities awaiting you Advanced FAQs 1 How can I leverage free resources to learn game development skills 2 What are the best online communities for game developers to connect and share knowledge 3 What tools and software can significantly enhance my portfolio creation process 4 What are the most effective strategies for creating a compelling game demo that showcases my abilities 5 What advice would you give to someone who wants to start a game development business This comprehensive guide provides a solid foundation for your journey into the exciting and lucrative game industry Remember to research and tailor your efforts to specific game genres and companies that resonate with your passions The door is open and your chance is waiting Breaking into the Game Industry A Comprehensive Guide The game industry is a vibrant and dynamic sector brimming with opportunities for creative minds and talented individuals From programming and art to design and sound numerous roles exist demanding a diverse skill set and a passion for games This guide provides a roadmap for aspiring game developers outlining steps to successfully break into this exciting 4 field along with crucial considerations and common pitfalls to navigate I Understanding the Landscape Before diving into the specifics its crucial to understand the diverse roles and skill sets required within the game industry Game development encompasses various disciplines including Game Design Crafting the core gameplay loop mechanics and overall experience Example Level designers narrative designers game producers Programming Developing the games logic algorithms and technical aspects Example C programmers Unity developers C programmers Art and Animation Creating visual assets and animations for characters environments and UI Example 3D modelers texture artists animators Sound Design and Music Crafting the audio elements that enhance the gameplay experience Example Sound designers composers Foley artists Testing and Quality Assurance Ensuring the games functionality and user experience Example QA testers game testers II Building a Strong Foundation Breaking into the game industry demands a solid base of skills and knowledge Mastering Core Skills Depending on your desired role acquire proficiency in relevant software and languages Learn programming languages like C C or Java 3D modeling software Blender Maya 3ds Max game engines Unity Unreal Engine and design software Figma Adobe XD Portfolio Development Create a compelling portfolio showcasing your abilities This could include personal projects game demos or contributions to opensource projects For example a portfolio showcasing a prototype of a firstperson shooter with detailed character animation and realistic environments will stand out Networking Attend industry events join online communities and connect with professionals through platforms like LinkedIn and Discord Actively participate in discussions share your work and ask questions III Practical Steps for Entry Internships and EntryLevel Roles Seek internships or entrylevel positions at game studios Gain hands on experience and develop your skills in a professional environment Example Volunteer for game jams or participate in hackathons to showcase your skills and network Freelancing and Contracting This is a great way to build experience and demonstrate your 5 skills to potential employers Focus on specific niches such as 2D character design or level prototyping Personal Projects Develop your own game projects to showcase your skills and learn about the entire game development process IV Best Practices and Avoiding Common Pitfalls Focus on Specialization While breadth of knowledge is important specialization in a particular area will set you apart Choose a focus early on Continuous Learning The game industry is constantly evolving so stay updated with new technologies and trends Follow industry blogs and online courses Time Management and Organization Game development often involves tight deadlines so develop strong organizational and time management skills Effective Communication Clear and concise communication is crucial for collaborating effectively with a team Professionalism Maintain a positive and professional

attitude even during setbacks V Common Pitfalls to Avoid Lack of Portfolio A strong portfolio is essential for getting noticed Poor Communication Fail to communicate effectively with team members Unrealistic Expectations The industry is competitive and success takes time Ignoring Feedback Neglecting feedback leads to stagnation in skill development Lack of Adaptability The industry changes rapidly adapt to new technologies and processes VI Summary Breaking into the game industry requires dedication passion and a willingness to learn Building a strong portfolio networking with industry professionals and focusing on specialization are key steps towards a successful career By understanding the industrys needs and developing relevant skills aspiring developers can increase their chances of securing their place within this dynamic world VII FAQs 1 What is the typical career path for game developers The path often starts with entrylevel positions followed by internships freelance work and eventually more senior roles 2 How can I showcase my skills without prior experience Participate in game jams personal projects and opensource contributions 3 How important is a degree in game development While a degree can be helpful experience and passion are often more important 6 4 How can I overcome rejection Treat rejection as feedback Analyze what went wrong and adjust your approach 5 What is the current demand for game developers The industry is constantly growing creating numerous opportunities for skilled individuals This guide aims to provide actionable insights and inspiration for those seeking a fulfilling career in the exciting realm of game development Remember that dedication and perseverance are key to unlocking your potential within this dynamic and rewarding industry

The Video Game IndustryInteractive EntertainmentHistory of the Japanese Video Game IndustryGender Divide and the Computer Game IndustryInside the Video Game IndustryGender Considerations and Influence in the Digital Media and Gaming IndustryEnter the Arena: Embracing a Career in the Gaming IndustryRace, Culture and the Video Game IndustryThe Chinese Video Game IndustryThe Future Of The Video Game Industry, How Advanced Technologies Can Revolutionize The Video Game Industry, And Why Esports Have Become Popular As A Type Of Spectator Sport In The 21st CenturyBreaking Out of the Games IndustryGlobal Game Industries and Cultural PolicyInnovation and Entrepreneurship in the Indie Video Game IndustryThe Videogame Industry Does Not ExistGame Development and ProductionGovernment and the Transformation of the Gaming IndustryTeam Leadership in the Game IndustryKorea's Online Gaming EmpireExploring Gaming Industry CareersSurviving Game School...and the Game Industry After That Peter Zackariasson Brent Rabowsky Yusuke Koyama Prescott, Julie Judd Ruggill Prescott, Julie Pasquale De Marco Sam Srauy Feng Chen Dr. Harrison Sachs Matthew M. White Anthony Fung Devon Gidley Brendan Keogh Erik Bethke Richard McGowan Seth Spaulding Dal Yong Jin Sherry Howard Michael Lynch

The Video Game Industry Interactive Entertainment History of the Japanese Video Game Industry Gender Divide and the Computer Game Industry Inside the Video Game Industry Gender Considerations and Influence in the Digital Media and Gaming Industry Enter the Arena: Embracing a Career in the Gaming Industry Race, Culture and the Video Game Industry The Chinese Video Game Industry The Future Of The Video Game Industry, How Advanced Technologies Can Revolutionize The Video Game Industry, And Why Esports Have Become Popular As A Type Of Spectator Sport In The 21st Century Breaking Out of the Games Industry Global Game Industries and Cultural Policy Innovation and Entrepreneurship in the Indie Video Game Industry The Videogame Industry Does Not Exist Game Development and Production Government and the Transformation of the Gaming Industry Team Leadership in the Game Industry Korea's Online Gaming Empire Exploring Gaming Industry Careers Surviving Game School...and the Game Industry After That *Peter Zackariasson Brent Rabowsky Yusuke Koyama Prescott, Julie Judd Ruggill Prescott, Julie Pasquale De Marco Sam Srauy Feng Chen Dr. Harrison Sachs Matthew M. White Anthony Fung Devon Gidley Brendan Keogh Erik Bethke Richard McGowan Seth Spaulding Dal Yong Jin Sherry Howard Michael Lynch*

the video game industry provides a platform for the research on the video game industry to draw a coherent and informative picture of this industry this book describes and defines video games as their own special medium

a comprehensive book about the video game industry the book discusses in detail the life cycle of a video game from conception to distribution including analysis of how game production marketing and sales teams work together to launch a successful product in addition the book provides informative chapters on intellectual property and contractual regulatory and other legal issues topics covered are genres and platforms publishing and industry economics ancillary opportunities industry trade organizations regulation legal affairs and forming and running a games company

this book is the first one to describe the entire history of the video game industry in japan the industry consists of multiple markets for pcs home consoles arcades cellular phones and smart phones and it is very difficult to see the complete picture the book deals comprehensively with the history of the japanese game industry from the beginning of the non computer age to the present the video game industry in japan was established in the arcade game market when space invaders was released by taito in 1978 game markets for both pcs and home consoles followed in the early 1980s the platform that occupies a central market position started with the arcade and shifted in order to the home console handheld consoles and smart phones in the video game industry in the twentieth century each platform had a clear identity and the relationships among platforms were interactions in the twenty first century with the improvement of computer performance the platform identity has disappeared thus the relationship among platforms is highly competitive since the crash of 1983 in the united states the japanese game industry has one of the largest market shares in the world and has developed without being influenced by other countries it reached its peak in the late 1990s and then its relative position declined due to the growth of foreign markets and the failure of emerging markets such as online pc games even today japan s gaming industry holds a dominant position in the world but it is not the superpower it once was since the beginning of the twenty first century game research has become active worldwide among game researchers there is a large demand for research on games in japan but there is still little dissemination of research in english the original version of this book published in japan is highly regarded and received an award for excellence from the society of socio informatics in 2017

this book takes a look at the games industry from a gendered perspective and highlights the variety of ways in which women remain underrepresented in this industry provided by publisher

inside the video game industry offers a provocative look into one of today s most dynamic and creative businesses through in depth structured interviews industry professionals discuss their roles providing invaluable insight into game programming art animation design production quality assurance audio and business professions from hiring and firing conventions attitudes about gender disparity goals for work life balance and a span of legal psychological and communal intellectual property protection mechanisms the book s combination of accessible industry talk and incisive thematic overviews is ideal for anyone interested in games as a global industry a site of cultural study or a prospective career path designed for researchers educators and students this book provides a critical perspective on an often opaque business and its highly mobile workforce additional teaching materials including activities and study questions can be

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occupational segregation is an important issue and can be detrimental to women there is a strong need for more women in science engineering and information technology which are traditionally male dominated fields female representation in the computer gaming industry is a potential way to increase the presence of women in other computer related fields gender considerations and influence in the digital media and gaming industry provides a collection of high quality empirical studies and personal experiences of women working in male dominated fields with a particular focus on the media and gaming industries providing insight on best methods for attracting and retaining women in these fields this volume is a valuable reference for executives and members of professional bodies who wish to encourage women in their career progression

in a world where imagination reigns supreme and technology knows no bounds enter the arena embracing a career in the gaming industry beckons you to embark on an extraordinary journey into the realm of game development this comprehensive guide unlocks the secrets of crafting immersive games that captivate players and leave an indelible mark on the world whether you aspire to become a game designer programmer artist or producer this book will equip you with the knowledge skills and strategies to navigate the ever evolving landscape of game development delve into the core disciplines of game design programming art and production gaining practical insights and expert guidance to excel in your chosen field beyond technical expertise explore the art of storytelling the psychology of player engagement and the business strategies that drive the industry s success learn how to create games that not only entertain but also inspire challenge and connect with players on a profound level traverse the rich history of gaming from its humble beginnings to its current status as a global phenomenon discover the pioneers who shaped the industry and the iconic games that revolutionized the way we play gain a deep understanding of the latest trends and technologies that are pushing the boundaries of interactive entertainment whether you re a seasoned professional seeking to refine your craft or a newcomer eager to break into the industry this book serves as your compass guiding you through the intricate maze of game development unlock your potential unleash your creativity and leave your mark on the world of gaming join the ranks of visionaries who are transforming the way we experience entertainment with enter the arena embracing a career in the gaming industry you ll gain the knowledge skills and inspiration to create games that ignite imaginations transcend boundaries and leave a lasting legacy embrace your passion unlock your potential and embark on a journey that will forever change the way you see the world of gaming if you like this book write a review

a detailed and much needed examination of how systemic racism in the us shaped the culture market logic and production practices of video game developers from the 1970s until the 2010s offering historical analysis of the video game industries console pc and indie from a critical political economic lens this book specifically examines the history of how such practices created enabled and maintained racism through the imagined gamer the book explores how the cultural and economic landscape of the united states developed from the 1970s through the 2000s and explains how racist attitudes are reflected and maintained in the practices of video games production these practices constitute a vicious circuit that normalizes racism and the centrality of an imagined gamer identity it also explores how the industry from indie game developers to larger profit driven companies responded to changing attitudes in the 2010s where racism and lack of diversity in games was frequently being noted the book concludes by offering potential solutions to combat this vicious circuit a vital contribution to the study of

video games that will be welcomed by students and scholars in the fields of media studies cultural studies game studies critical race studies and beyond

the recent and dramatic development of china's economy and international political muscle is especially pronounced in the country's video game industry now the largest of its kind in the world by gross revenue the chinese video game industry impacts every player in the global game market and has begun to directly influence the nature of the video game medium itself from its conceptualization of the player as a category and commodity to its approach to the design development and marketing of products and services the chinese game industry is engaging in a complex innovative and fascinating reimagining of the video game as a cultural and industrial force the purpose of the chinese video game industry is to help introduce and investigate this industrial and cultural powerhouse the book's contributors array the industry across its history economics organization politics and cultures documenting its rise exploring its operational cultural and aesthetic characteristics and capturing its context vis à vis the global media landscape in so doing the contributors provide a robust resource for anyone interested in studying building or even simply appreciating games

this essay sheds light on the future of the video game industry explicates how advanced technologies can revolutionize the video game industry and demystifies why esports have become popular as a type of spectator sport in the 21st century the future of the video industry will not only be characterized by dynamism as it continues to metaphorically evolve but will also be eminently auspicious for competitors in the video game industry technological advancements have profoundly changed the video game industry and have rendered it all the more technology driven by sophisticated technologies the video industry shows no signs of contracting anytime in the imminent future the future of the video game industry is apt to be more sublime than envisioned especially as technological advancements are made which can further revolutionize the behemoth video game industry in 2024 it is possible to play video games in an ultra high definition 4 000 pixels resolution in other words the future of the video game industry will not be solely limited to shovelware mobile games pervading the video game industry the global gaming market was valued at 151 550 000 000 in 2019 and is expected to reach a value of 256 970 000 000 by 2025 registering a compound annual growth rate of 9.17 over the forecast period of 2020-2025 game developers across emerging economies are continually striving to enhance gamers' experience launching and rewriting codes for diverse console platforms such as playstation xbox and windows pc which are incorporated into one product provided to the gamers through the cloud platform the emergence of cloud gaming gaming market growth n d has helped to substantially drive growth in the video game market in the coming years cloud gaming mobile gaming pc gaming and console gaming are apt to become all the more prevalent as entertainment options among customers recent advances in advanced cloud technology have turned the idea of cloud gaming into reality in cloud gaming the server where all the games are stored does all the computation work which includes game scene rendering game logic processing video encoding and video streaming gaming market growth n d the rising popularity of esports gaming live streams and gameplay videos have also contributed to the growth of the behemoth video game industry it stands to preponderantly reason that the future of the video game industry will not only allow the video game industry to reach an unprecedented size but will also attract more competitors to enter the sizable video game industry in the coming years similarly to video streaming subscription services such as netflix and hulu customers are apt to have more video game streaming subscription services available to them with a broader selection of video games to choose from playing in other words for a monthly subscription fee customers will be able to have the option to stream a myriad of video games on their video game home consoles and/or computers in the coming years video game streaming subscription services is apt to offer a plethora of

video game streaming services this new sector is also seen as a serious competitor for the game market the impact of 2019 the console video game segment is no longer the utmost lucrative segment of the sizable video game market in the coming years the future of the video game industry is apt to offer far more to customers than merely just new home console video games and new virtual reality and augmented reality koss 2020 video game experiences in 2019 the video game industry generated over 6 300 000 000 in revenue koss 2020 from augmented reality and virtual reality koss 2020 video games much to the relief of gamers companies are busy making virtual reality experiences more consumer friendly and it is only a matter of time before both the weight and price of virtual reality headsets drop koss 2020 modern virtual reality video games are a far cry from the outmoded retro virtual reality video games of the 20th century in stark contrast virtual reality video games augmented reality video games do not require the usage of a bulky headset to play and allow gamers to interact with reality and not be removed from it koss 2020 when playing an augmented reality video game

this book offers a perspective into a phenomenon becoming more and more common aaa developers going indie written through the personal story of the author finding his way into the aaa games space only to retreat back to indie games and consulting work and finding a new old life making games for himself and finding fulfillment in doing so it is both a word of warning to creatives seeking a corporation and a call for disillusioned developers to break free and do something wild creative and unexpected it is critical of common industry issues such as structural crunch health issues work life balance and more but is also a personal story of mismatched needs in doing creative work key features under explored viewpoint of the games industry someone who worked for years to break in then worked for years to break out offers a unique look at making an indie game life both financially and mentally feasible encourages developers sitting on the fence to take the plunge

this is the first book that sheds light on global game industries and cultural policy the scope covers the emerging and converging theory and models on cultural industries and its development and their connection to national cultural policy and globalization the primary focus of the book is on asian cultural policy and industries while there are implicit comparisons throughout the book to compare asia to other global markets this book is aimed at advanced undergraduates graduate students and faculty members in programs addressing cultural policy and digital games it will also be of interest to those within the cultural policy community and to digital games professionals

the indie video game industry attracts an enormous amount of enthusiasm and curiosity blending cutting edge tech a creative industries environment and a certain rebellious energy it is idealised as a world where creative and technical ability is given free reign and can yield enormous financial and reputational rewards but what is it really like to enter and work in this space and how do the universal aspects of organisation including teamwork leadership and competition manifest in this unique environment by embedding himself in just such a hub the author was able to explore the experiences and interactions of ten indie game companies four mentors various funders and two interns over a one year period the narrative is structured around six critical events the introduction of newcomers change in organizational rules departure of a dominant social actor self inflicted crisis introduction of a powerful manager and external crisis a process view shows how these events can hinder or accelerate creative production going beyond success stories or failure statistics this book analyses the organizational and entrepreneurial strength of this approach which combines aspects of the incubator and accelerator models for start up development at its

heart though this book attempts to give a fleshed out and analytical picture of what it is really like to work in the indie video game industry and offers practical lessons for indie game developers

understanding the precarious reality of videogame production beyond the corporate blockbuster studios of north america with insights from 400 game developers the videogame industry we re invariably told is a multibillion dollar high tech business conducted by large corporations in certain north american european and east asian cities but most videogames today in fact are made by small clusters of people working on shoestring budgets relying on existing freely available software platforms and hoping often in vain to rise to stardom in short people working like artists aiming squarely at this disconnect between perception and reality the videogame industry does not exist presents a much more accurate and nuanced picture of how the vast majority of videogame makers work a picture that reveals the diverse and precarious communities identities and approaches that make videogame production a significant cultural practice drawing on insights provided by over 400 game developers across australia north america europe and southeast asia brendan keogh develops a new framework for understanding videogame production as a cultural field in all its complexity part time hobbyists aspirational students client facing contractors struggling independents artist collectives and tightly knit local scenes all have a place within this model but proponents of non commercial game making don t exist in isolation keogh shows how they and their commercial counterparts are deeply interconnected and codependent in the field of videogame production a cultural intervention the videogame industry does not exist challenges core assumptions about videogame production ideas about creativity professionalism labor diversity education globalization and community its in depth complex portrayal suggests new ways of seeing and engaging in the videogame industry that really does exist

a handbook for game development with coverage of both team management topics such as task tracking and creating the technical design document and outsourcing strategies for contents such as motion capture and voice over talent it covers various aspects of game development

during the 1990s the gambling industry transformed its image by referring to itself as the gaming industry while critics of the industry scoffed at this transformation as merely a meaningless name change it has had profound effects on the business and public policies that face the newly transformed gaming industry the book is divided into three parts the first part focuses on the historical and cultural forces that have shaped the new gaming industry emphasis is placed on the two types of games agon games of skill and alea games of chance it is shown that the types of games a society embraces have a significant impact on whether gambling is permitted to enter the mainstream of the entertainment industry the second part of the book analyzes how each segment pari mutuel betting lotteries and casinos competes in the new industry the political and social implications of gaming are the focus of the final part which concludes with a series of recommendations that will enable the industry public policy officials and anti gambling activists to construct policies that mitigate some of the problems associated with gambling the book will be of particular interest to students practitioners and scholars in public policy it will also be pertinent to readers in economics political science and business

this book provides game industry professionals management and leadership skills and tools to help them become better leaders focusing specifically on the

unique challenges of the game industry the book features examples case studies and successful strategies directly from the industry experts publisher

the rapid growth of the korean online game industry viewed in social cultural and economic contexts in south korea online gaming is a cultural phenomenon games are broadcast on television professional gamers are celebrities and youth culture is often identified with online gaming uniquely in the online games market korea not only dominates the local market but has also made its mark globally in korea s online gaming empire dal yong jin examines the rapid growth of this industry from a political economy perspective discussing it in social cultural and economic terms korea has the largest percentage of broadband subscribers of any country in the world and koreans spend increasing amounts of time and money on internet based games online gaming has become a mode of socializing a channel for human relationships the korean online game industry has been a pioneer in software development and esports electronic sports and leagues jin discusses the policies of the korean government that encouraged the development of online gaming both as a cutting edge business and as a cultural touchstone the impact of economic globalization the relationship between online games and korean society and the future of the industry he examines the rise of korean online games in the global marketplace the emergence of esports as a youth culture phenomenon the working conditions of professional gamers the role of game fans as consumers how korea s local online game industry has become global and whether these emerging firms have challenged the west s dominance in global markets

careers in the video game industry have skyrocketed since the advent of home gaming and opportunities continue to expand as new consoles games and other technology hit the market even organizations such as the military make use of gaming skills and hardware if you are interested in graphic design programming video game development writing and related professions you can begin your journey into the gaming world today exploring gaming industry careers looks at the evolution of the gaming industry and provides insight into the future of the field such as what jobs are available how much hiring outlooks are expected to boost and potential salaries for professionals in this practical guide find out how to make the most of your classes and extracurriculars what further education you might need and more to turn your high scores into paychecks

surviving game school speaks about what to expect in a top game design or game development college program and what to expect once students get out making games is not at all the same as playing games uncommonly blunt the book reveals the rigors and the joys of working in this industry along the way the book touches on themes of time management creativity teamwork and burnout the authors explore the impact working in the game industry can have on personal relationships and family life the book closes with advice about life s goals and building and keeping a sensible balance between work and everything else

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