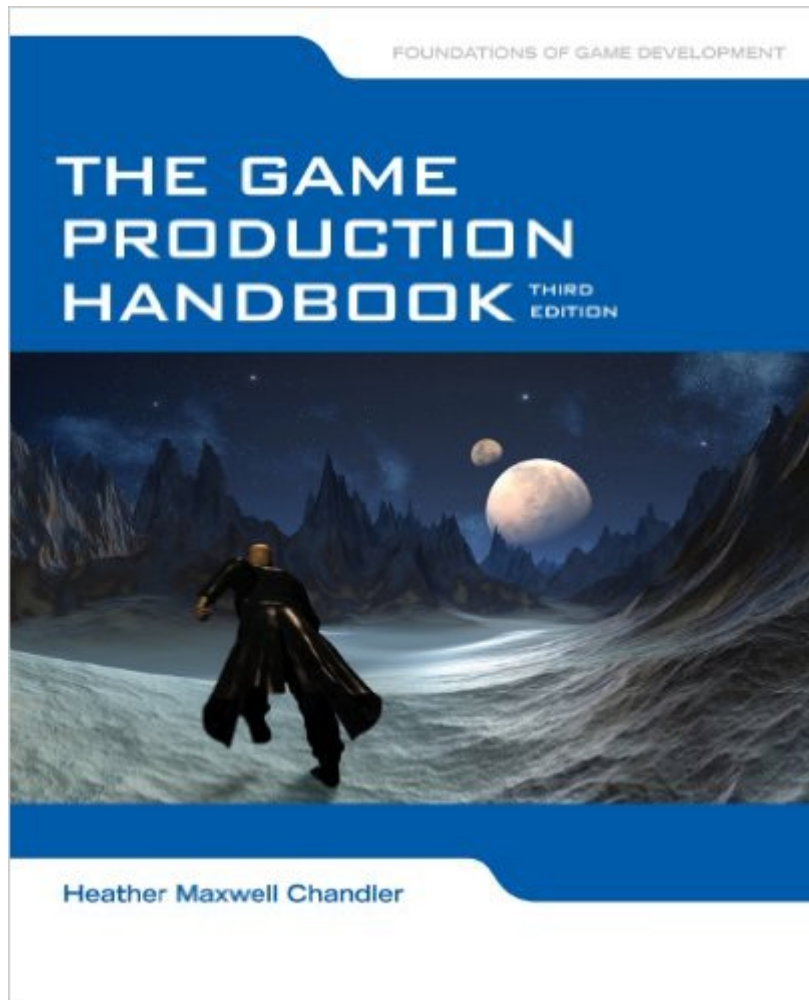


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The Game Production Handbook



Synopsis

The Game Production Handbook, Third Edition gives producers, leads, and studio managers all the information they need in order to successfully develop a game from concept to release-ready gold master. Fully revised and updated to reflect the rapidly evolving game development landscape, the third edition of this definitive and best-selling text covers pre-production, production, testing, and code release, as well as more specific topics including voiceovers, mo-cap shoots, marketing, localizations, managing external contractors, writing documentation, and project management practices. All-new material in the third edition includes new sections on mobile gaming and product management, an overview of useful production tools, and new interviews with industry professionals who offer an insider's view of successful game development as well as highly relevant real-world examples that contextualize the resources provided by the text. A detailed case study of a fictitious game project illustrates the production cycle, documentation, and other key production concepts. Accessible enough for beginners and comprehensive enough for experienced developers, The Game Production Handbook, Third Edition is an invaluable standalone text for students and professionals alike. Prepare students to successfully enter the exciting world of game development with The Game Production Handbook, Third Edition. New to the Third Edition: -Offers new interviews with industry experts who discuss insider knowledge and real world examples of what works and what doesn't work in game development. -Contains new sections on product management, audio as it relates to the production process, financing options, and the latest relevant production tools.

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Customer Reviews

I read this book as a game audio provider looking to understand more about the production process for video game development, and I found this book extremely helpful and insightful. The book illustrates clearly the cross-functional role of a game producer as well as outlining the game development process from pre-production to completion. It talks about how a producer interacts with various other roles on the team such as the design team, marketing, and programming. Furthermore, I had actually reached out to the author for further information and received a warm and helpful response. I highly recommend this book to anyone looking to understand more about how games are made.

This book semi transcends time. This book covers a lot of the behind the scenes of what happens during a game development process. All the paper and the project plans and so on. This is actually a good book to read because it really does give you idea of what all is involved with game development.

Far from the early days when creating a game was basically a one man deal writing a program that would display block characters or perhaps just text, the modern game business is the domain of a big time company. These companies usually have large staffs that are assigned to a game development project. This book talks about these kinds of companies that now produce games. Some of the specific kinds of jobs discussed in the book include the jobs you would expect such as designers, programmers, sound people, even producers and directors. Some of the jobs that you might not expect include sales and sales management, marketing and public relations, legal, corporate management, etc. Then there is localization to present the game in various languages. Then, of course there is accounting, finance, project management, personnel, production, shipping and all the other things that a big corporation has. After all, the game business has become a big business. About sixty pages of the book present a case study of the design and production of a fictitious game project from its first concept through the post production phase. The intent of the book

is to prepare an individual wanting to work in the field with the story of what game production is really like and enable him to get into the business, being productive to a game development company.

excellent

Okay. It could be better. I was hoping it would be the production version of Game Testing all in One

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