Game Development Essentials
Game Project Management

John Hight & Jeannie Novak

"This book contains the conceptual tools for a class which endeavors to turn out creative and effective managers and designers. (Finally, an in-depth, accurate section on history!) I find myself wishing that this text was available when I was hired for my first Project Management/Art Director position in interactive media."
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Game Development Essentials: Game Project Management is the first and only book to offer a comprehensive introduction to game project management in an informal and accessible style, while concentrating equally on theory and practice. The book offers an engaging and informative overview of the complete game project management process including roles and responsibilities of team members, phases of production, concept development, testing, marketing, scheduling, and budgeting. The fast-growing game industry has fueled rapid upward movement of game production staff into the ranks of management. This timely and insightful book will train readers in the tools and techniques necessary to become effective team leaders.

Look inside for these outstanding features
- Written for the beginning student, this text provides a deep understanding of game-specific project management principles through its focused subject matter.
- Includes thought-provoking review and study questions to reinforce learning.
- Incorporates a wealth of case studies, quotations, tips, and profiles of game developers and producers plus concise author notes and problem-solving exercises to help the reader focus in on issues specific to game project management.
- Covers game project management techniques and documentation associated with design, programming, art, audio, and production planning.
- Discusses project management techniques specific to both game development studios and publishers involving both external and internal producers.

About the Authors

John Hight is the Director of Production, External Development for Sony Computer Entertainment of America. In 1991, John built his first game, *Battleship*, for the Philips CDi player. Since that time he has worked on over 30 games and nine educational products on various platforms. He's been fortunate to serve many different development roles: programmer, artist, designer, writer, producer, and studio executive. John oversees external production for Sony in Santa Monica, where his team has produced *BlastFactor* (one of the first downloadable games on Sony's Network Platform) and *fl0w* (the first indie game published on PlayStation 3). While Executive Producer at Atari, John brought Wizards of the Coast, BioWare, and Obsidian together to develop *Neverwinter Nights 2*. In his role as Executive Producer and Director of Design for Electronic Arts, John led the design and creative production of *Command & Conquer: Red Alert 2, Yuri's Revenge*, and *Nox*. John holds a BSE in Computer Science from the University of New Mexico and an MBA from USC's Marshall School of Business.

Jeannie Novak is lead author and series editor of Cengage Learning's *Game Development Essentials* series. Through Indiespace, an interactive entertainment she founded in 1994, Jeannie consults with creative professionals in the music, film, and television industries to help them migrate to the game industry. Jeannie is the Academic Program Director of the Game Art & Design and Media Arts & Animation programs at the Art Institute Online. She has been a game instructor and course development expert at UCLA Extension, Art Center College of Design, DeVry University, Westwood College, ITT Technical Institute, and the Academy of Entertainment and Technology at Santa Monica College. Jeannie received a BA in Mass Communication from the University of California, Los Angeles, and an MA in Communication Management from the Annenberg School for Communication at the University of Southern California.

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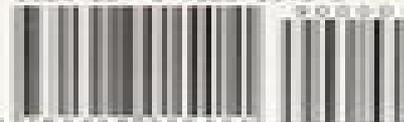- *Game Development Essentials: Video Game Art* / Cantzler / Order # 1-4018-8046-3

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this book you ll have acquired the knowledge and skills that will empower you to create efficient and engaging games What you will learn Structure projects and break down game design into manageable systems Utilize Unity plugins such as the new Input System and Cinemachine Contribute effectively to existing code bases in Unity with C Optimize user interfaces using C for a seamless player experience Manage game data efficiently in Unity with C Enrich your game with third party assets and APIs using C Who this book is for This book is designed for game developers professional gamers and game development enthusiasts who have prior experience with Unity and are comfortable with C programming If you have a basic understanding of Unity s core functionalities such as creating scenes scripting and manipulating objects this book will help you gain the skills needed to master Unity game development **Project Management for Research and Development** Lory Mitchell Wingate,2025-04-03 Research and development R D activities do not fit the traditional project model They may seem difficult to manage because of their inherent ambiguity the need for creative exploration and often the lack of having defined milestones and outcomes However project management methods along with systems engineering as a complementary discipline provide the ability to categorize R D activities bound them and then assess progress along a defined course of action They also provide information about status and progress visibility into opportunities and challenges that might otherwise be missed allowing timely course corrections Project Management for Research and Development Guiding Innovation for Positive R D Outcomes Second Edition provides methods for optimizing results in R D by using structured processes that come from project management and are intertwined with the key complementary discipline of systems engineering It provides processes tools and techniques to assess and manage creative activities in an optimal way The core of the book is a flexible framework which lifts the burden off organizations that do not want to invest heavily in implementing a significant number of often conflicting processes It is a lightweight flexible structure to help organizations and individuals meet their most important goals no matter how complicated or complex these goals may be Each chapter in the book includes Apply Now exercises which allow immediate application of fundamental concepts summarizes key points of concepts and terms and provides templates to apply the ideas from each chapter to a real life situation The book also features unique and creative case studies to demonstrate the application of project management to various R D projects

Game Development Essentials: An Introduction Jeannie Novak,2011-08-17 GAME DEVELOPMENT ESSENTIALS AN INTRODUCTION 3E is an authoritative industry driven introduction to the world of game development with updates that keep readers current and well prepared for a successful career in the field This book not only examines content creation and the concepts behind development but it also give readers a background on the evolution of game development and how it has become what it is today GAME DEVELOPMENT ESSENTIALS also includes chapters on project management development team roles and responsibilities development cycle marketing maintenance and the future of game development With the same engaging writing style and examples that made the first two editions so popular this new edition features all the latest

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Inclusion in the 21st Century Information Society Etim, Alice S.,2020-11-27 In recent years many developing regions across the globe have made rigorous efforts to become integrated into the global information society The development and implementation of information communication technology ICT devices and policies within various fields of service have significantly aided in the infrastructural progression of these countries Despite these considerable advancements there remains a lack of research and awareness on this imperative subject Developing Countries and Technology Inclusion in the 21st Century Information Society is an essential reference source that discusses the adoption and impact of ICT tools in developing areas of the world as well as specific challenges and sustainable uses within various professional fields Featuring research on topics such as policy development gender differences and international business this book is ideally designed for educators policymakers researchers librarians practitioners scientists government officials and students seeking coverage on modern applications of ICT services in developing countries **ECEL 2018 17th European Conference on e-Learning** Klimis Ntalianis,Antonios Andreatos,Cleo Sgouropoulou,2018-11-01 The European Conference on e Learning was established 17 years ago It has been held in France Portugal England The Netherlands Greece and Denmark to mention only a few of the countries who have hosted it ECEL is generally attended by participants from more than 40 countries and attracts an interesting combination of academic scholars practitioners and individuals who are engaged in various aspects of e Learning Among other journals the Electronic Journal of e Learning publishes a special edition of the best papers presented at this conference *Integrated Approaches in Information Technology and Web Engineering: Advancing Organizational Knowledge Sharing* Alkhatib, Ghazi I.,Rine, David C.,2008-11-30 Provides a collection of authoritative articles from distinguished international researchers in information technology and Web engineering **Game Development Essentials: An Introduction (4th Edition)** Jeannie Novak,2022-02-22 The fourth edition of Game Development Essentials An Introduction takes readers on a fascinating journey through the game development process and the industry itself This thoroughly updated highly anticipated new edition includes 12 chapters divided into three parts The chapters in Part I explore game development history platforms genres and player stats Part II delves into content creation and concepts behind story and character development gameplay level design interface design and audio Finally Part III focuses on team roles production management and marketing All the current industry trends and technologies are covered including next generation platforms PlayStation 5 and Xbox Series X S usability and accessibility virtual mixed and augmented reality and development tools and techniques Game Development Essentials An Introduction is the starting point for anyone who s interested in learning everything there is to know about the thriving fast moving game industry High impact game screenshots photos diagrams and illustrations Revealing case studies profiles quotes and tips contributed by industry experts Insightful objectives exercises notes and sidebars that help readers hone their critical thinking skills *Game Development Essentials* Troy Dunniway,Jeannie Novak,2008 Game designers are faced with the challenge of balancing consumer

expectations with strict marketing requirements schedule deadlines and budget limitations With a hands on practical approach Game Development Essentials Gameplay Mechanics shows readers how to approach game design in an efficient way that meets the objectives of the target audience as well as the businesses that find development BOOK JACKET

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