Inside the Video Game Industry Game Developers Talk About the Business of Play 1st edition Ruggill Solutions Manual

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Study Questions

1. Are all game developers also game designers? Explain your answer.
2. Why are excellent communication skills so important for game developers?
3. What are some of the ways in which people indirectly involved in game development (e.g., lawyers, marketers, accountants) have a direct impact on a game's final form?
4. What are some of the major industrial critiques and trends described by the interviewees?
5. How is the game industry like and unlike other creative industries (e.g., filmmaking, television production, music publishing)?
6. What is the most important discipline in game development?
7. The game industry is often referred to as being global. What features of this business are the same the world over and which ones are different? How do you account for these similarities and differences?
8. According to the interviewees, the game industry is constantly evolving. Based on your understanding of games, technology, and cultural trends, what game development disciplines do you foresee as being integral to the industry in five to ten years? Ten to twenty years?
9. The game industry is rightly criticized for its homogenous workforce. What societal factors do you think contribute to this phenomenon?
10. How is it that "crunch" is an undesirable yet unavoidable part of game development?

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