

LECTURES COMPLÉMENTAIRES

- ▶ The cost of games, Raph Koster, https://www.gamasutra.com/blogs/RaphKoster/20180117/313211/The_cost_of_games.php (en anglais)
- ▶ Conducting a Project Postmortem, Steve Pavlina, <http://archive.gamedev.net/archive/reference/business/features/postmortem/index.html> (en anglais)
- ▶ Post Mortem: « De Evolution à little Big Society », <http://conquerirlemonde.com/blog/2009/02/25/post-mortem-de-evolution-a-little-big-society/>
- ▶ Postmortem: Pinball-RPG hybrid Rollers of the Realm, Sean Thompson, Tony Walsh, Ericka Evans, David Evans, http://www.gamasutra.com/view/feature/233340/postmortem_pinballrpg_hybrid_.php (en anglais)
- ▶ Student Postmortem: SCAD's Project Loyola Alternate Reality Game, Jeff McNab, http://www.gamecareerguide.com/features/525/student_postmortem_scads_project_.php (en anglais)

RÉFÉRENCES

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- ▶ [2] - This Is How Much 'Grand Theft Auto 5' Cost To Make, <https://gamerant.com/grand-theft-auto-5-development-cost/>.
- ▶ [3] - This is How Much The Witcher 3 Cost To Make, <https://www.gamespot.com/articles/this-is-how-much-the-witcher-3-cost-to-make/1100-6430409/>.
- ▶ [4] - Beyond: Two Souls budget was \$27 million - Report, <https://www.gamespot.com/articles/beyond-two-souls-budget-was-27-million-report/1100-6414844/>.
- ▶ [5] - Metal Gear Solid V cost over \$80 million to develop, says Nikkei report, <https://www.psu.com/news/metal-gear-solid-v-cost-over-80-million-to-develop-says-nikkei-report/>.
- ▶ [6] - Level Up! The guide to great video game design, Scott Rogers
- ▶ [7] - The Art of Game Design, Jesse Schell, <https://www.jesseschell.com>