

Exercise – The Video Game Industry

Jobs in the Games Industry:

Investigate as many studios as you can and list the job titles for key people in a typical medium sized game company.

List not only the development roles (like designers, programmers and artists) but also the management and auxiliary roles (like producers, managers, marketing and HR).

Hint: you might find more information about the type of jobs in a company by looking in the 'careers' or 'jobs' section of studio web sites.

Specialized Jobs in the Games Industry:

Terms like 'artist', 'designer' or 'programmer' are very broad.

For each of the role above, list as many specializations as you can think of. For example 'level designer', or 'network programmer'.

You may want to do some research on the Internet or collaborate with your classmates. The careers section of studio web sites may be helpful with this exercise also.

Goals of a Company:

List three or more main goals that a company could have.

While some companies may be primarily concerned with maximizing profit, others might make games for other reasons.

Investigate game studios that you know and try to find their mission statement. A company's mission statement often includes the goals of the company.

In addition to any goals you uncover as part of your research, list any goals that you think a company might have that aren't on your list.