Breaking into the Industry

More people each year are turning to video games as a form of entertainment. According to The Entertainment Software Association 42% of all homes in the United States have at least one video game console. (The Entertainment Software Association, 2010) With this number so high, the need for game developers is constantly growing. Even so, there are an incredible number of people wishing to join the gaming industry. One area of particular interest is game design. To those with a passion for gaming this could be a dream come true. Game design, defined as "creating a self contained world in which characters can interact with each other and things can happen" (Pardew, 2005) is an exciting career for those with the determination to succeed in the gaming industry. It is a financially rewarding choice. Video game designers can start at approximately $46,000 yearly and the highest paid game designer was reported to have made $180,000 yearly. (www.animationarena.com, 2010) For those with an artistic flair there is the advantage of having a profitable creative outlet. That being said, breaking into the gaming industry requires many qualifications that developers insist on when hiring. The top qualities are a genuine interest in gaming, good problem solving, analytical skills and patience, ability to manage time well, work as a team member and company loyalty. It is true that being happy at work is half the job. This is extremely accurate in the gaming industry. An above average interest in games and how they will be at their highest creative potential. A higher level of creativity is only one advantage of having a passion for gaming. A designer who is excited about his work will be more committed and take pride i looking wfor team members who are going to commit to a long term project. In order to create a winning game team, members need to develop a relationship with the game. Having extensive knowledge of a project insures that aren't working. A team committed to finishing the project together will stay focused and work better as a unit. This is

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important for team morale and smooth production. If a team is excited and committed, the end result will be a better game that developers can take pride in releasing.

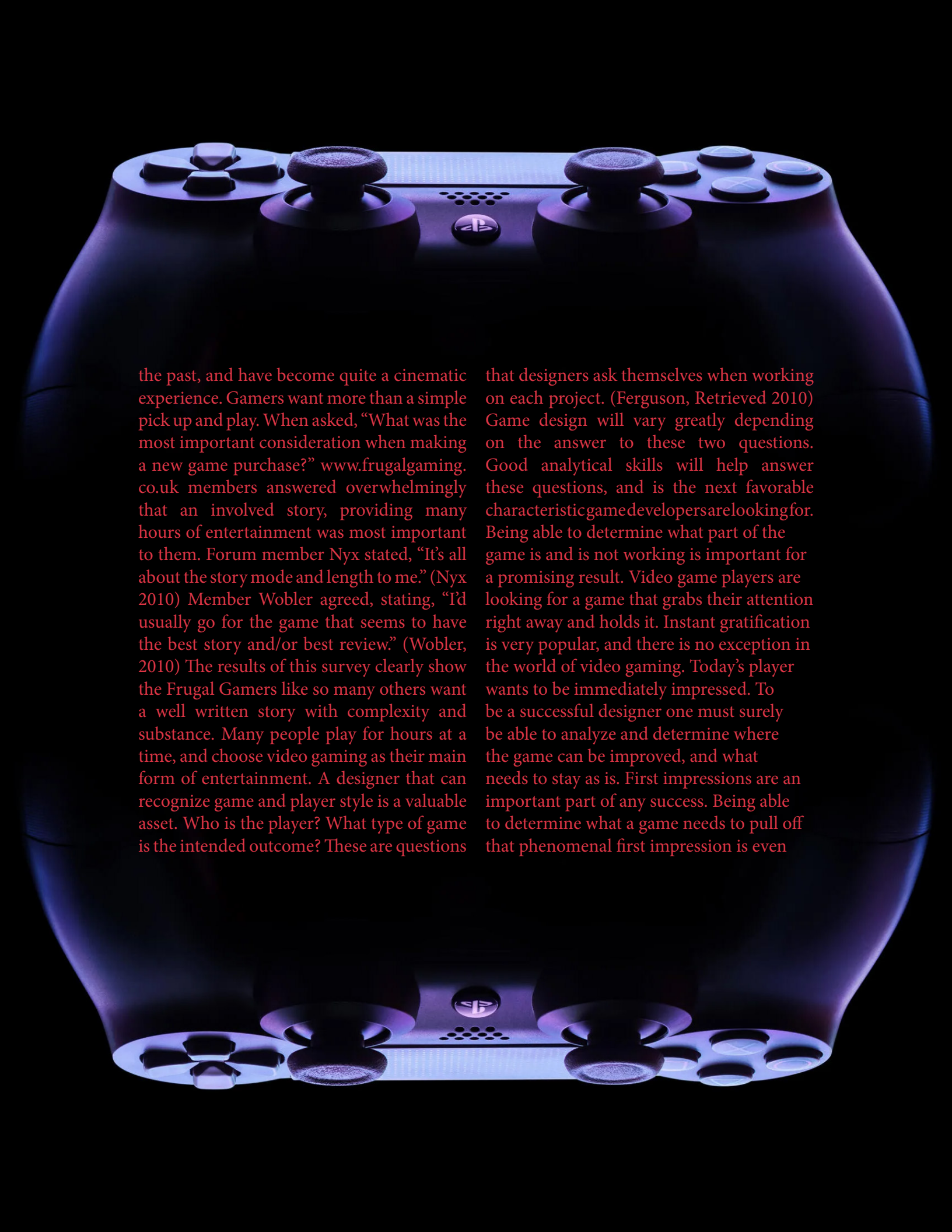The next important quality that a game designer needs is good problem solving skills. Video games are more complex than ever before. This means that the are not warming up to the game, the design team is responsible for finding out what is not appealing, and fix it. (Thibault, 2010) There are many problems that can arise while developing a game, and being able to solve these problems is crucial to the development process.

Another aspect of game design that makes exceptional problem solving ability important

"Image captured from PS4 Pro. 4K images require a 4K display device."

problems that come up could be equally complex. Designers will be faced with bugs or glitches in the coding that cause unexpected problems with game play. Other problems can surface when working on making a large size game fit inside a console's capable memory. (Thibault, 2010) Along with technical problems, the actual design could turn out to be a problem. If players is the fact that the game itself is made up of problems that need to be solved in order to win. Creating these problems is a major part of the job. It is important to be able to create puzzles or problems that are solvable, but not too easily solved. This ensures lasting entertainment for the player. (Brathwaite, Schreiber, 2009) Gamers want to get to know the characters, and feel a connection. Game stories involve many more characters than in

the past, and have become quite a cinematic experience. Gamers want more than a simple pick up and play. When asked, "What was the most important consideration when making a new game purchase?" www.frugalgaming.co.uk members answered overwhelmingly that an involved story, providing many hours of entertainment was most important to them. Forum member Nyx stated, "It's all about the story mode and length to me." (Nyx 2010) Member Wobler agreed, stating, "I'd usually go for the game that seems to have the best story and/or best review." (Wobler, 2010) The results of this survey clearly show the Frugal Gamers like so many others want a well written story with complexity and substance. Many people play for hours at a time, and choose video gaming as their main form of entertainment. A designer that can recognize game and player style is a valuable asset. Who is the player? What type of game is the intended outcome? These are questions that designers ask themselves when working on each project. (Ferguson, Retrieved 2010) Game design will vary greatly depending on the answer to these two questions. Good analytical skills will help answer these questions, and is the next favorable characteristic game developers are looking for. Being able to determine what part of the game is and is not working is important for a promising result. Video game players are looking for a game that grabs their attention right away and holds it. Instant gratification is very popular, and there is no exception in the world of video gaming. Today's player wants to be immediately impressed. To be a successful designer one must surely be able to analyze and determine where the game can be improved, and what needs to stay as is. First impressions are an important part of any success. Being able to determine what a game needs to pull off that phenomenal first impression is even