

Creative Industry Sectors

Companies

- <http://www.gamedevmap.com/>

Job roles

- To get into game development, you can enter into these areas
 - Designer (what a game looks like and plays – come up with innovative ideas or work from existing concept)
 - Quality assurance tester (QA tester)
 - (Lead) Programmer
 - Level editor
 - Audio Engineer
 - Artist – Lead and Technical and normal
 - Project Manager
 - Writer – for storylines and biographies
 - Special effects technician
 - However the core of game development are these:
 - Story lines
 - Character biographies
 - Design reviews
 - Role-play mechanics
 - Game design progress
 - Sometimes: staff management

Entry level(s) (roles)

- At this time no major organisation offer certification in video game development.
- But having a degree (HND / Foundation) makes it easier in these courses
 - Computer Games Development
 - Computer Games Design
 - Computer Science
 - Multimedia Design
 - Graphic Design
 - Interactive Media
 - Software Engineering
 - Animation
 - It is also good to be good at these subjects – Maths and Physics
- You can also enter via these without needing qualifications:
 - Being a tester (QA tester)
 - Quality assurance technician

Skills needed to work in Games Development

- Programming skills
- Teamwork and communication skills but also being able to work independently and initiatives
- Self-motivation and enthusiasm
- Creativity
- Flexibility
- Punctuality

Events, Festivals, Shows and Exhibitions

- <http://www.gameconfs.com/>
 - “The world’s most comprehensive directory of conferences, trade shows and events related to electronic games.”
- <http://develop-online.net/events>
 - “Comprehensive listing of games industry exhibitions, conferences and networking events.”

Industry Associations, Trade Publications and Websites

- <http://www.igda.org/> - International Game Developers Association
 - “To advance the careers and enhance the lives of game developers by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community.”
- <http://archives.igda.org/breakingin/>
 - International Game Developer Association
- <http://www.gamasutra.com/>
 - “Online Game Developer Magazine. Weekly articles on game design and threads for discussion.”
- <http://www.eurogamer.net/>
 - “Largest independent gaming website in Europe, providing news, reviews, previews and more.”