



100 Questions, 97 Answers, 300 Pages

By Brenda Brathwaite

Delmar Cengage Learning EMEA Jul 2011, 2011. Taschenbuch. Book Condition: Neu. 234xx mm. Neuware - Aspiring and professional game developers have a lot of questions: What should be in their portfolios How do they make contacts How do they negotiate salaries How much do game designers make What should they wear to interviews In this fast-paced and humorous guide, the authors answer these questions and many more, including the ones you didn't know to ask. BREAKING INTO THE GAME INDUSTRY: ADVICE FOR A SUCCESSFUL CAREER FROM THOSE WHO HAVE DONE IT, provides aspiring game developers the know-how and confidence they need to make it in the industry. Written in a unique and engaging question and answer format, the book presents a clear, overall sense of what the game industry is and how the professionals operate in it, answering the key questions new developers should be asking as they begin their career. Providing invaluable advice and tips from experienced professionals, you'll learn how to best present yourself and your skills, showcase your work and create a compelling portfolio, and much more, giving you a leg up as you try to break into the competitive and fast-paced game industry. 352 pp. Englisch.



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