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Titolo	Cool careers without college for people who love gaming / / Adam Furgang
Pubbl/distr/stampa	New York : , : Rosen Publishing, , 2017 2017
ISBN	1-5081-7283-8
Edizione	[First edition.]
Descrizione fisica	1 online resource (144 pages) : color illustrations
Collana	Cool careers without college
Disciplina	794.8
Soggetti	Video games - Design Video gamers Computer programming - Vocational guidance
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Reaching the gaming customer -- Get your game on -- Writing the future of games -- An artist's world -- Controlling the look with design -- Ready, set, program -- Get your game design on -- The sound of gaming -- Make your video game a reality -- Make your hobby game a reality.
Sommario/riassunto	This book covers all facets of the gaming industry, including production and sales, and also looks into traditional gaming outside of the multimedia industry. With a particular focus on the practical challenges of breaking into the world of gaming and strategies to help students prepare for working in the field, it aims to provide a range of entry points.