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Titolo	Getting paid to make games and apps / / Kristina Lyn Heitkamp
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ISBN	1-5081-7297-8
Edizione	[First edition.]
Descrizione fisica	1 online resource (80 pages) : color illustrations
Collana	Turning your tech hobbies into a career
Disciplina	005.1023
Soggetti	Computer programming - Vocational guidance Application software Computer games - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	All fun and games -- Go to the head of class -- Skills to pay the bills -- Show me your moves -- Future of industry.
Sommario/riassunto	This book offers readers the chance to discover career options in game and app development and the education that will qualify them for those options. Apart from figuring out the creative side, the reader will also discover what is necessary to break into an extremely competitive market as a professional.