

1. Record Nr.	UNISA996418943803316
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Titolo	Game production studies // ed. by Jan Svelch, Olli Sotamaa
Pubbl/distr/stampa	Amsterdam University Press, 2021 Amsterdam : , : Amsterdam University Press, , [2021] ©2021
ISBN	90-485-5173-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (356 p.)
Collana	Games and Play ; ; 5
Disciplina	338.4/77948
Soggetti	Video games industry Video games - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Sommario/riassunto

Video games have entered the cultural mainstream and in terms of economic profits they now rival established entertainment industries such as film or television. As careers in video game development become more common, so do the stories about precarious working conditions and structural inequalities within the industry. Yet, scholars have largely overlooked video game production cultures in favor of studying games themselves and player audiences. In *Game Production Studies*, an international group of established and emerging researchers takes a closer look at the everyday realities of video game production, ranging from commercial industries to independent creators and cultural intermediaries. Across sixteen chapters, the authors deal with issues related to labour, game development, monetization and publishing, as well as local specificities. As the first edited collection dedicated solely to video game production, this volume provides a timely resource for anyone interested in how games are made and at what costs.

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