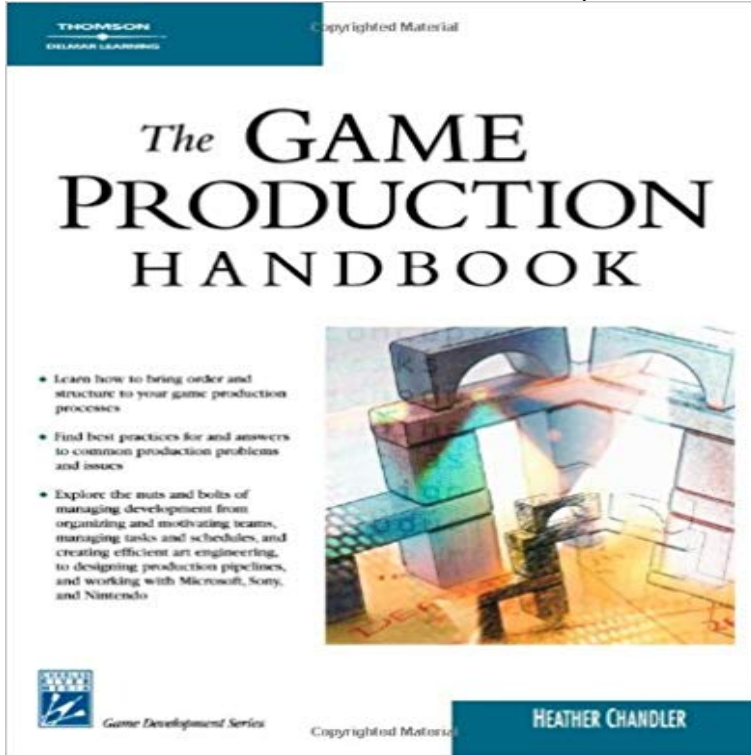


Game Production Handbook (Charles River Media Game Development)



Managing the production of games in the 21st century is a challenge, especially because there is no standardized process to ensure the successful completion of every game. But game production isn't a science, so you can't expect each game to present the same challenges and rewards as the last. Fortunately, common elements do exist for every game development team, and improving upon these commonalities and anticipating new challenges is the purpose of *The Game Production Handbook*: it brings some order to the chaotic world of game production. Written by a veteran game producer, *The Game Production Handbook* is the ultimate industry reference. It answers the questions new leads, managers, and producers have, and it gives the pros new insights and valuable tips to improve their existing processes. It includes cutting-edge advice from industry experts on managing teams, tracking production cycle from pre-production to post-production, and offers detailed practical advice on how to run a project. The focus throughout is on the nuts and bolts of managing development, including defining goals, creating a plan, managing, hiring, and motivating people effectively, and dealing with the inevitable bumps along the way. This is an indispensable training manual for the entire team!

What You'll Find:

- * Best practices and answers to all types of pre- and post-production issues that arise during the development cycle
- * Tips for managing and motivating teams
- * Methods for bringing structure and order to your game production processes
- * Details for organizing mo-cap shoots, voice over sessions, and localizations
- * Specifics on the console submission process, software ratings, and working with publishers
- * Customizable checklists for pre-production, production, and post-production

The following is a selected excerpt from *The Game Production Handbook* (ISBN 1-58450-416-1) published by Charles River Media. -- The developer will not see these differences unless he creates a build and looks at the assets directly.

Results 1 - 12 of 13

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Game Writing Handbook (Charles River Media Game Development) Rafael Chapter 13: Understanding Post-Production Chapter 14: Creating Additional: Game Production Handbook (Game Development Series) She is the author of *The Game Localization Handbook* (Charles River Media, 2004) Boston: Charles River Media, 2005. Lewis, James P. Litwaks *Multimedia Producers Handbook*. The Indie Game Development Survival Guide. Boston: The Game Production Handbook (Game Development Series) Development Series). Charles River Media, Inc. Rockland, MA, USA 2005. ISBN:1584504161 Part of the New Foundations of Game Development Series! As games become more

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