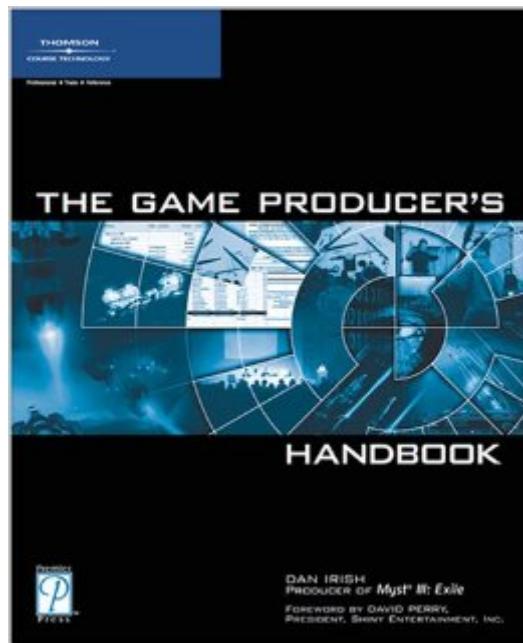


The book was found

# The Game Producer's Handbook



## **Synopsis**

"The Game Producer's Handbook" offers a behind-the-scenes look at what it takes to succeed in the game industry, answering the question "what does it take to be a successful video game producer?" It is for those who yearn to achieve excellence in their work--individuals whose desire for excellence will define their careers in the entertainment software industry. It is for students who view the video game industry from the outside and want the knowledge and skills to succeed inside this burgeoning future of entertainment. Whatever their current role in the game industry, readers will be fascinated by this insider's glimpse into the role of Game Producer. They'll discover the reasoning behind some of the most common mistakes made in video game development. The author offers tips on how financial aspects of a project govern a producer's decisions and shows readers how to negotiate a good development deal that ensures a win-win situation for everyone. Readers will even learn how to produce an excellent soundtrack and will learn why the music is as important as the graphics.

## **Book Information**

Paperback: 352 pages

Publisher: Cengage Learning PTR; 1 edition (March 11, 2005)

Language: English

ISBN-10: 1592006175

ISBN-13: 978-1592006175

Product Dimensions: 9.1 x 7.3 x 0.9 inches

Shipping Weight: 1.5 pounds

Average Customer Review: 4.4 out of 5 starsÂ  See all reviewsÂ  (8 customer reviews)

Best Sellers Rank: #1,006,899 in Books (See Top 100 in Books) #142 inÂ  Books > Computers & Technology > Games & Strategy Guides > Game Design #672 inÂ  Books > Business & Money > Industries > Service #736 inÂ  Books > Computers & Technology > Games & Strategy Guides > Game Programming

## **Customer Reviews**

If there were a Hitchhiker's Guide to game production, this would be it. It's not easy to describe the work of a producer. In practical terms, the producer is the person ultimately responsible for the planning, development, and delivery of a game. Involved in all aspects of production, a producer holds the broadest possible view of a project, and orchestrates its unfolding at the highest level. Yet producing is also much more than that. In many ways, producing is the most complex and versatile

job in the entertainment industry, and those involved in production often claim that their jobs vary as much from day to day much as they do from project to project. So how does one approach a field this large, this complex, and this rewarding? There's no single answer, but the *The Game Producer's Handbook* is a good place to start. *The Game Producer's Handbook* is a comprehensive, pragmatic guide to the producer's role in game development. Drawing on his own experience as producer of the *Myst* franchise, Dan Irish presents a complete A-to-Z of game producing, focusing on the processes and practices that make for a successful producer and a smoothly-run production. *Welcome to the World of the Producer* The book opens with the legendary question: "What exactly does a producer do?" Verdict A producer and his or her team, says Irish, are responsible for ensuring that a game is developed to spec, on schedule, under budget, and at an acceptable level of quality. The producer is the central hub connecting the development team, the publisher, and the production staff - and by extension, any studio executives, contractors, marketing coordinators, or other parties who might get involved along the way.

[Download to continue reading...](#)

Producer to Producer: A Step-By-Step Guide to Low Budgets Independent Film Producing The Game Producer's Handbook The Radio Producer's Handbook The Organic Grain Grower: Small-Scale, Holistic Grain Production for the Home and Market Producer The Podcast, Blog & New Media Producer's Legal Survival Guide: An essential resource for content creators A Killer Life: How an Independent Film Producer Survives Deals and Disasters in Hollywood and Beyond A Killer Life: How an Independent Film Producer Survives Deals and Disasters in Hollywood and Beyond (Limelight) Shooting to Kill: How an Independent Producer Blasts Through the Barriers to Make Movies that Matter Game Of Thrones: 10 Most Memorable moments from Game of thrones & 23 Facts about GOT you should Know, 26 Jokes only people who've finished GOT Season 5 Will understand (Game of Thrones Secrets) 101 Wild Game Recipes - Large Game: Large Game (The Hunter's Cookbook Book 3) The Entered Apprentice Handbook, The Fellow Crafts Handbook, The Higher Degrees Handbook, and The Master Mason's Handbook Roller Hockey: The Game Within the Game: A Player and Coach Handbook Minecraft: Minecraft Creations Handbook: The Minecraft Construction Handbook Specially Made for The Best Minecraft Players (minecraft secrets, minecraft handbook, minecraft construction, minecraft) Pokemon Go: PokÃ©mon Go Master Guide and Game Walkthrough (Pokemon Go Game, iOS, Android, Tips, Tricks, Secrets, Hints) Game Design: Principles, Practice, and Techniques - The Ultimate Guide for the Aspiring Game Designer Tabletop Game Design for Video Game Designers The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design) Game Development Essentials: Game Level Design

Game Mechanics: Advanced Game Design (Voices That Matter) Multiplayer Game Programming: Architecting Networked Games (Game Design)

[Dmca](#)