



Distributed Game Development: Harnessing Global Talent to Create Winning Games

By Tim Fields

Elsevier Science & Technology, 2010. Taschenbuch. Book Condition: Neu. Neu Neuware; Rechnung mit MwSt.; new item; Bestellungen bis 15 Uhr werden am gleichen Werktag verschickt. ; Game companies have started using a highly distributed development model involving the use of creative terms to work on portions of games, and then compiling at the home company. Game industry veteran Tim Fields teaches video game producers and directors how to challenge conventional wisdom and make use of this model by working collaboratively in teams. Fields interviews a broad spectrum of people in the industry, from producers at top game publishers, to small business owners in the US and UK. Game producers and directors will learn just how to find the best people for any job, and work with them to make successful games using a distributed development model. A supplementary website provides filmed interviews from the book, a forum, and additional tips and tricks.; - Game companies have started using a highly distributed development model involving the use of creative terms to work on portions of games, and then compiling at the home company. Game industry veteran Tim Fields teaches video game producers and directors how to challenge conventional wisdom and make...



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