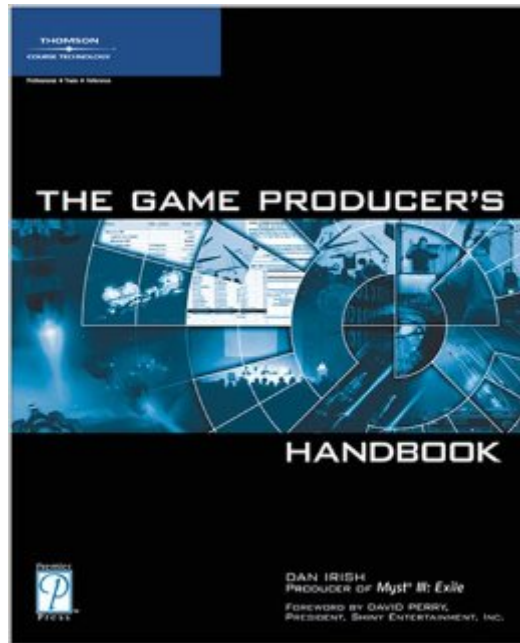


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# The Game Producer's Handbook



## 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

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## 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.

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