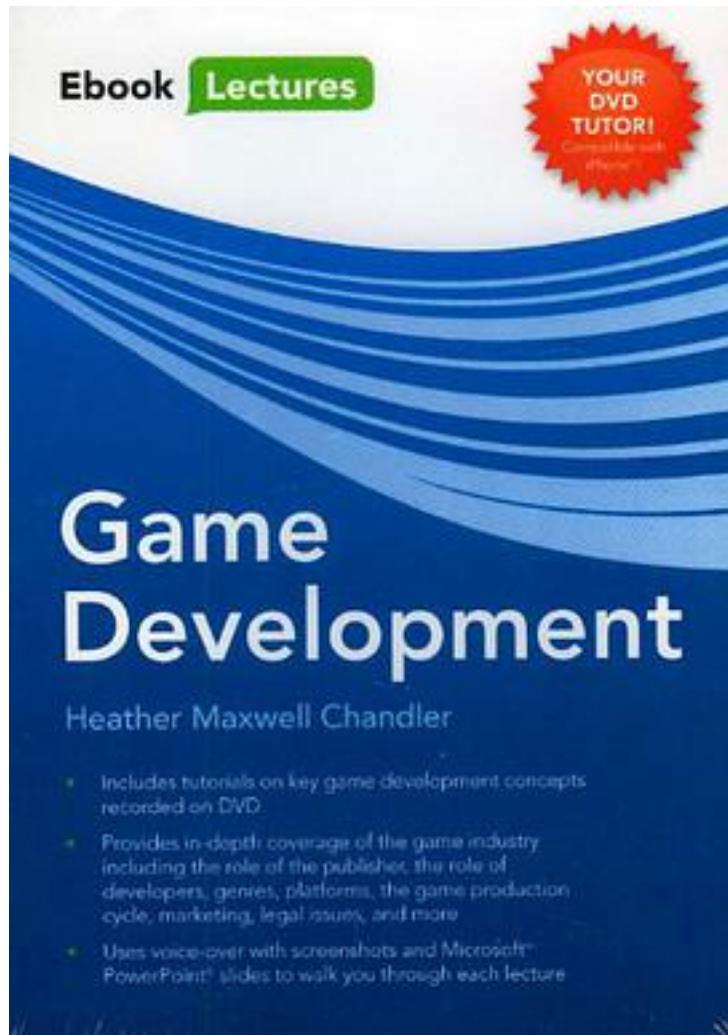


Ebook Lectures



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without the use of printed books, these full-length lectures provide general information on the game development process using Microsoft(r)PowerPoint slides and screenshots from software applications or the WWW. The lectures are geared towards students who are learning about game production and how games are made from concept to release. The lectures provide a broad overview on the game development process, including pre-production, production, testing, and code release, and information on how game developers, publishers, marketing, sales, and PR all work together to release a game. Each of the five lectures is approximately fifty minutes long. Lectures On Key Game Development Concepts Recorded On DVD Microsoft(r) PowerPoint Slides Integrated Throughout Lectures All Lectures Recorded by University Instructors Topics Include: Game Industry Overview. Role of the Publisher. Role of the Developer. Game Development Teams. Pre-Production. Game Production Cycle. Production. Testing. Post-Production. Marketing, Sales, PR, Operations. Legal. Localization.

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