

The Game Production Handbook

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She's the author of *The Game Production Handbook*, *Second Edition* and *Fundamentals of Game Development*, also part of the *Foundations of Game Development Series*. [Page 1 of 1](#) [Start over](#) [Page 1 of 1](#) This shopping feature will continue to load items when the Enter key is pressed.

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11 Leavitt Street, Hingham, MA 02043 9781934015407, \$54.95 www.infinitysciencepress.com The second edition of THE GAME PRODUCTION HANDBOOK provides information producers, managers and others need to successfully develop a game.

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The book illustrates clearly the cross-functional role of a game producer as well as outlining the game development process from pre-production to completion. It talks about how a producer interacts with various other roles on the team such as the design team, marketing, and programming.

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She is the author of The Game Localization Handbook (Charles River Media, 2004) and has published several other articles on game development and production, including three chapters in Secrets of the Game Business, Second Edition (Charles River Media, 2005). For more information, please visit www.mediasunshine.com.

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This book is a pretty rigid look at game production. It's probably fairly applicable to large corporate game development. I'd view it as useful to a suit coming from another industry to games and needing to know all the paperwork and processes to stick to "to do it by the book".

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Abstract: "The Game Production Handbook, second edition, will present information that a producer, lead, or studio manager needs to know in order to successfully develop a game from concept to gold master.

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The Game Production Handbook, Third Edition gives producers, leads, and studio managers all the information they need in order to successfully develop a game from concept to release-ready gold master.

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