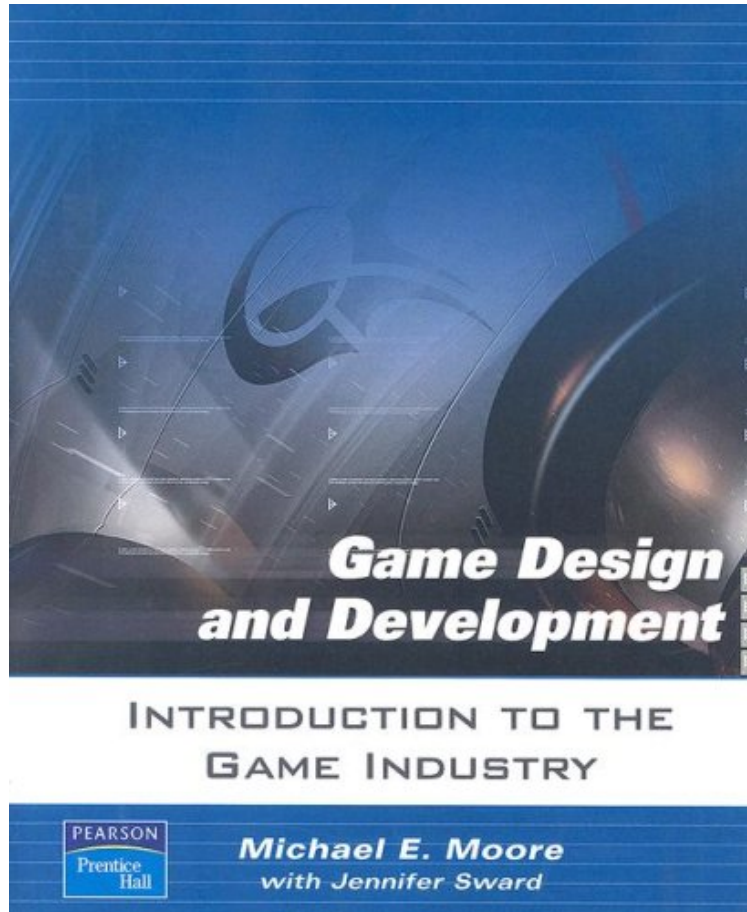


Introduction to The Game Industry

Michael E. Moore, Jennifer Sward

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For Introduction to Game Industry and Introduction to Game Production courses. With coherent coverage of complex topics, this text offers an overview of how the game industry works and describes how games are designed and built.

About the AuthorMichael E. Moore is a 24-year veteran of the game industry. For the first 10 years (1979-1989), he designed, developed, and produced board games (mass market, role-playing, and military simulations). He then moved into computer games as a designer and producer, working for such publishers as Infocom, Activision, and 3DO. In addition, he helped start up several game development companies. Over the years, he designed and produced such games as Circuit's Edge, Shanghai II: Dragon's Eye and BattleTech II: The Crescent Hawks' Revenge for Activision,

SpellCraft for ASCII Entertainment, and The Shadow of Yserbius/Fates of Twinion and Alien Legacy for Sierra. Michael joined the Game Software Design and Production Department at DigiPen Institute of Technology in January 2003 and taught game design and project management to undergraduate and graduate students. He acted as department chair for 3 A1/2 years. Michael was born in Minneapolis, MN, and received a double B.A. in English and Communication Arts from St. Mary's University in Winona, MN. He received an M.A. in Communication Arts from Southern Illinois University, Carbondale, IL. With assistance from Jen Sward, he wrote a college textbook on game production, Introduction to the Game Industry (ISBN 0-13-168743-3).