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| **ASSIGNMENT**  **CAREER ANALYSIS**  **LENGTH/FORMAT:** 20-minute presentation using 5-10 slides.3-4 double-spaced pages of text; additional pages may include images such game packaging and/or screen captures from games.  **CONTENT:** Choose a position in the game industry--preferably one you're interested in attaining. Drawing from your textbook, speaker presentations, lecture and discussion, discuss the following areas:  **DESCRIPTION**  Describe the specific position you've chosen to analyze:   * What career area is it associated with? * What other positions are associated with the same career area? * What are the responsibilities and skill areas associated with this position? * Where does this position fit in with the development/business cycle of a game? * What impact does this position have on a game product? (Provide visual or audio examples -- preferably a "before and after" comparison.) * What individuals does this person report to and supervise? * What paths are taken in order to get to this position? * What educational background do people in this position usually have? * How do all of the above differ depending on the size of your company?   **STRATEGY**  Discuss your strategy for attaining this position. Include the following topics:   * Education * Skill-building * Demo (if applicable) * Experience (prior to being hired) * Events * Research * Resume * Contacts * Contributions (e.g., mods, writing, speaking) * Networking * Online marketing (e.g., discussion, web site) * Do you plan to approach a company or start one yourself? * Why particular attributes make you uniquely qualified for this position? | | |
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