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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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