



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 as 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?