



The Game Producer's Handbook

By Dan Irish

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"The Game Producer's Handbook" offers a behind-the-scenes look at what it takes to succeed in the game industry, answering the question "what does it take to be a successful video game producer?" It is for those who yearn to achieve excellence in their work--individuals whose desire for excellence will define their careers in the entertainment software industry. It is for students who view the video game industry from the outside and want the knowledge and skills to succeed inside this burgeoning future of entertainment. Whatever their current role in the game industry, readers will be fascinated by this insider's glimpse into the role of Game Producer. They'll discover the reasoning behind some of the most common mistakes made in video game development. The author offers tips on how financial aspects of a project govern a producer's decisions and shows readers how to negotiate a good development deal that ensures a win-win situation for everyone. Readers will even learn how to produce an excellent soundtrack and will learn why the music is as important as the graphics.

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Editorial Review

About the Author

Dan Irish has been passionately involved in the video game industry since 1993. He's held various roles at multiple software publishers and developers during that time, including Spectrum HoloByte, Rocket Science Games, SegaSoft, Mattel Interactive, The Learning Company, and UbiSoft Entertainment, and at the award-winning Relic Entertainment. He's consulted for a number of clients in the entertainment software industry including Dreamworks Interactive, Evans & Sutherland, Auran Pty Games Ltd. He is also a published author with several game industry books published by Sybex, Inc. and Prima Games, a division of Random House. Most recently, he was the Executive Producer at Relic Entertainment and responsible for Homeworld2 and the Homeworld franchise. Prior to that he was responsible for the Myst/Riven franchise, including Myst III: Exile, realMyst, Myst Masterpiece. The Myst III: Exile was nominated for several AIAS awards including Best Original Story, Best Original Music Score and Best Adventure Game. Homeworld2 was also nominated for several industry awards including Best RTS Game at E3 2003. Dan remains committed to producing excellent entertainment software for the foreseeable future.

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