

Edited by Olli Sotamaa and Jan Švelch  
**Game Production Studies**

Video games have entered the cultural mainstream and now rival established forms of entertainment such as film or television in terms of economic profits. As careers in video game development become more common, so do the stories about precarious working conditions and structural inequalities within the industry. In *Game Production Studies*, an international group of researchers takes a closer look at the everyday realities of video game production, ranging from commercial studios to independent creators. Across sixteen chapters, the authors deal with issues related to labour, production routines, or monetization, as well as local specificities. As the first edited collection dedicated solely to video game production, this volume provides a timely resource for anyone interested in how games are made and at what cost.

**BIOGRAPHY**

Olli Sotamaa is an associate professor of game cultures studies at Tampere University, Finland.

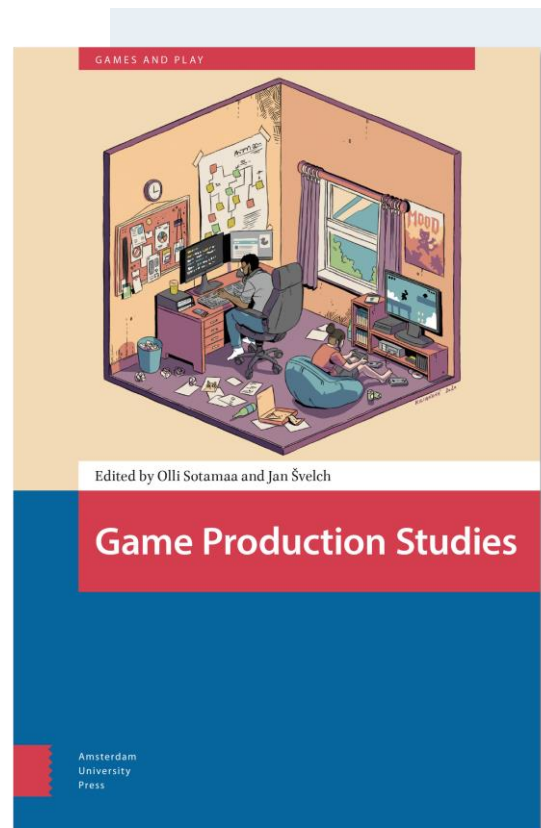
Jan Švelch is a researcher at the Faculty of Social Sciences and the Faculty of Arts at Charles University, Czechia.

*"An excellent and much-needed collection exploring the politics, economics, and cultures of the contexts of games production. Essential reading for anyone interested in the making of games, with chapters engaging in theoretically and methodologically innovative studies spanning diverse geographic contexts and sites of production."*

- Alison Harvey, York University

*"This timely, authoritative and accessible volume is underpinned by a collective concern not only to describe and analyse game production, but also to identify and suggest more equitable and sustainable alternatives to current labour and production practices. As such it will prove a key text in study of games and games production, and the digital cultural industries more generally."*

- Seth Giddings, University of Southampton



Games and Play  
March 2021  
356 pages, 4 b/w illustrations  
Hardback  
156 x 234 mm  
€109.00 / £99.00 / \$136.00  
Open Access

ISBN 9789463725439  
e-ISBN 9789048551736  
BISAC SOC052000 / GAM000000 / TEC041000  
BIC JFD / UGG

**KEYWORDS**  
Video Games, Production Studies, Game Industry

To order this book visit [www.aup.nl](http://www.aup.nl)

Distribution Rest of World via Ingram Publisher Services UK (formerly NBNI Ltd.) | [www.distribution.nbni.co.uk](http://www.distribution.nbni.co.uk)  
Distribution North America via Baker & Taylor Publisher Services | [www.btpubservices.com](http://www.btpubservices.com)

Amsterdam University Press  
Nieuwe Prinsengracht 89  
1018 VR Amsterdam

T +31 (0)20 420 00 50  
info@aup.nl  
marketing@aup.nl

[www.aup.nl](http://www.aup.nl)  
[facebook.com/AUPAcademic](https://facebook.com/AUPAcademic)  
[twitter.com/AmsterdamUPress](https://twitter.com/AmsterdamUPress)

## TABLE OF CONTENTS

**Introduction: Olli Sotamaa & Jan Švelch: Why Game Production Matters?**

### LABOUR

Chapter 1: Brendan Keogh: Hobbyist Gamemaking between Self-Exploitation and Self-Emancipation

Chapter 2: Aleena Chia: Self-Making and Game Making in the Future of Work

Chapter 3: Vinciane Zabban & Hovig Ter Minassian: Should I Stay or Should I Go? The Circulations and Biographies of French Game Workers in a "Global Games" Era

Chapter 4: Pierson Browne & Brian R. Schram: Intermediating the Everyday: Indie Game Development and the Labour of Co-Working Spaces

### DEVELOPMENT

Chapter 5: Olli Sotamaa: Game Developers Playing Games: Instrumental Play, Game Talk, and Preserving the Joy of Play

Chapter 6: Mia Consalvo & Andrew Phelps: Performing Game Development Live on Twitch

Chapter 7: Chris J. Young: Unity Production: Capturing the Everyday Gamemaker Market

Chapter 8: John Banks & Brendan Keogh: More than One Flop from Bankruptcy: Rethinking Sustainable Independent Game Development

### PUBLISHING & MONETIZATION

Chapter 9: David B. Nieborg: How to Study Game Publishers: Activision Blizzard's Corporate History

Chapter 10: Lies van Roessel & Jan Švelch: Who Creates Microtransactions: The Production Context of Video Game Monetization

Chapter 11: Matthew E. Perks: Regulating In-Game Monetization: Implications of Regulation on Games Production

### MARGINS

Chapter 12: Jaroslav Švelch: Promises of the Periphery: Producing Games in the Communist and Transformation-Era Czechoslovakia

Chapter 13: Anna M. Ozimek: Construction and Negotiation of Entrepreneurial Subjectivities in the Polish Video Game Industry

Chapter 14: Akinori Nakamura & Hanna Wirman: The Development of China's Games Industry - From Copying to Imitation to Innovation

To order this book visit [www.aup.nl](http://www.aup.nl)

Distribution Rest of World via Ingram Publisher Services UK (formerly NBNI Ltd.) | [www.distribution.nbni.co.uk](http://www.distribution.nbni.co.uk)  
Distribution North America via Baker & Taylor Publisher Services | [www.btpubservices.com](http://www.btpubservices.com)

Amsterdam University Press  
Nieuwe Prinsengracht 89  
1018 VR Amsterdam

T +31 (0)20 420 00 50  
[info@aup.nl](mailto:info@aup.nl)  
[marketing@aup.nl](mailto:marketing@aup.nl)

[www.aup.nl](http://www.aup.nl)  
[facebook.com/AUPAcademic](https://facebook.com/AUPAcademic)  
[twitter.com/AmsterdamUPress](https://twitter.com/AmsterdamUPress)



Afterword: Aphra Kerr: Before and After: Towards Inclusive Production Studies, Theories, and Methods  
Complete Bibliography  
Index



To order this book visit [www.aup.nl](http://www.aup.nl)

Distribution Rest of World via Ingram Publisher Services UK (formerly NBNI Ltd.) | [www.distribution.nbni.co.uk](http://www.distribution.nbni.co.uk)  
Distribution North America via Baker & Taylor Publisher Services | [www.btpubservices.com](http://www.btpubservices.com)

Amsterdam University Press  
Nieuwe Prinsengracht 89  
1018 VR Amsterdam

T +31 (0)20 420 00 50  
[info@aup.nl](mailto:info@aup.nl)  
[marketing@aup.nl](mailto:marketing@aup.nl)

[www.aup.nl](http://www.aup.nl)  
[facebook.com/AUPAcademic](https://facebook.com/AUPAcademic)  
[twitter.com/AmsterdamUPress](https://twitter.com/AmsterdamUPress)