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Disclaimer:

This pathfinder contains suggested materials on Game Development that are available at the College of Engineering Library II. However, some references were not included.

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PATHFINDER

GAME DEVELOPMENT



What is (Video) Game Development?

Video game development is the process of creating a video game. Development is undertaken by a game developer, which may range from a single person to a large business. Mainstream games are normally funded by a publisher and take several years to develop. Indie games can take less time and can be produced cheaply by individuals and small developers. The indie game industry has seen a rise in recent years with the growth of new online distribution systems and the mobile game market.

The first video games were developed in the 1960s, but required mainframe computers and were not available to general public. Commercial game development began in 1970s with the advent of first generation video game consoles and home computers. Due to low costs and low capabilities of computers, a lone programmer could develop a full game. However, approaching the 21st century, ever-increasing computer processing power and heightened consumer expectations made it difficult for a single developer to produce a mainstream game. The average price of producing a video game slowly rose from US\$1–4 million in 2000 to over \$5 million in 2006, then to over \$20 million by 2010.

Mainstream games are generally developed in phases. First, in pre-production, pitches, prototypes, and game design documents are written. If the idea is approved and the developer receives funding, a full-scale development begins. This usually involves a 20–100 person team of various responsibilities, such as designers, artists, programmers, testers, etc. The games go through development, alpha, and beta stages until finally being released. Modern games are advertised, marketed, and showcased at trade show demos. Even so, many games do not turn a profit.

History of Game Development

The history of game making begins with the development of the first video games, although which video game is the first depends on the definition of *video game*. The first games created had little entertainment value, and their development focus was separate from user experience—in fact, these games required mainframe computers to play them. *OXO*, written by Alexander S. Douglas in 1952, was the first computer game to use a digital display. In 1958, a game called *Tennis for Two*, which displayed its output on an oscilloscope, was made by Willy Higinbotham, a physicist working at the Brookhaven National Laboratory. In 1961, a mainframe computer game called *Spacewar!* was developed by a group of Massachusetts Institute of Technology students led by Steve Russell.

Source:

https://en.wikipedia.org/wiki/Video_game_development



Source: <http://setandbma.files.wordpress.com/2012/03/mobile-games-tool2.png>

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