

Indie Video Game Development Work

Innovation in the Creative Economy

This book presents a study of so-called indie video game developers that are widely regarded as the creative and innovative fringe of the video game industry. The video game industry is an exemplary entrepreneurial high growth industry that combines digital media, cinematographic representations and interactive gaming technologies, and uses global digital distribution channels to reach local gaming communities. The study examines a number of issues, concerns, challenges, and opportunities that indie developers are handling as part of their development work. The love of gaming and video games more specifically is the shared and unifying force of both so-called Triple-A developers and the indie developer community. Still, issues such as how to raise financial capital or otherwise fund the development work, or how to optimize the return on investment when video games are released on digital platforms are issues that indie developers need to cope with. The study is theoretically framed as a case of an innovation-led sector of the economy, yet being anchored in the Swedish welfare state model, wherein e.g., free tertiary education and social insurances and health care at low cost are provided and supportive of enterprising.

This book will be valuable reading for academics working in the fields of knowledge management, innovation, and the creative economy.

This book presents a study of so-called indie video game developers that are widely regarded as the creative and innovative fringe of the video game industry. The video game industry is an exemplary entrepreneurial high growth industry that combines digital media, cinematographic representations and interactive gaming technologies, and uses global digital distribution channels to reach local gaming communities. The study examines a number of issues, concerns, challenges, and opportunities that indie developers are handling as part of their development work. The love of gaming and video games more specifically is the shared and unifying force of both so-called Triple-A developers and the indie developer community. Still, issues such as how to raise financial capital or otherwise fund the development work, or how to optimize the return on investment when video games are released on digital platforms are issues that indie developers need to cope with. The study is theoretically framed as a case of an innovation-led sector of the economy, yet being anchored in the Swedish welfare state model, wherein e.g., free tertiary education and social insurances and health care at low cost are provided and supportive of enterprising. This book will be valuable reading for academics working in the fields of knowledge management, innovation, and the creative economy.



149,79 €

139,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783030455446

Medium: Buch

ISBN: 978-3-030-45544-6

Verlag: Springer

Erscheinungstermin: 14.06.2020

Sprache(n): Englisch

Auflage: 1. Auflage 2020

Produktform: Gebunden

Gewicht: 453 g

Seiten: 246

Format (B x H): 153 x 216 mm

