

Handbook of Board Games

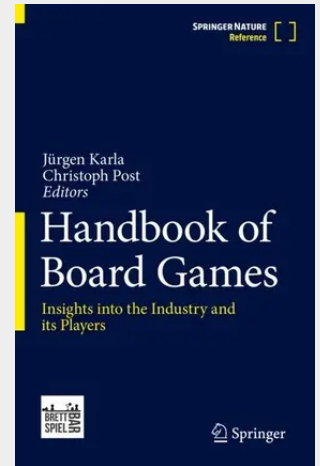
Insights into the Industry and its Players

This edited volume includes written documentation by experts from the board game industry.

The handbook presents the industry and industry structures. Well-known authors explain their approaches to developing board game ideas and passing them on to the editorial teams in publishing houses. Leading experts from various fields of work present their areas of responsibility and explain the processes involved in the creation of board games (editing, illustration, graphics, localization, licensing). The production process is explained, starting with costing, purchasing, different material components, production facilities, quality assurance and product safety. Different distribution channels for board games are considered as well as the media and communication work in publishing houses. The various media segments through which board game-related content is received are examined, as are the awards relevant to the industry. Finally, the handbook is examining board games as a cultural asset from various perspectives.

The handbook is not only of interest to industry insiders, but also to board game enthusiasts.

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