

The Game Production Handbook

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She is the author of The Game Localization Handbook (Charles River Media, 2004) and has published several other articles on game development and production, including three chapters in Secrets of the Game Business, Second Edition (Charles River Media, 2005). For more information, please visit www.mediasunshine.com.

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Abstract: "The Game Production Handbook, second edition, will present information that a producer, lead, or studio manager needs to know in order to successfully develop a game from concept to gold master.

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The Game Production Handbook, Third Edition gives producers, leads, and studio managers all the information they need in order to successfully develop a game from concept to release-ready gold master.

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