

Game Design for Engineers

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EA/Maxis

Spore

Not about “How to break into the games industry”

- Plenty of resources for that
 - Work hard
 - Internship
 - Promote yourself (but be humble)
 - Network
- Getting a job is a one-time event

What this talk is about

- What you should know after you get a job
- What engineers should know about design
- How to gain credibility as a designer
- Tips for final project