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The GameDev Business Handbook. A faithful companion and how-to guide for your growing studio, featuring interviews with dozens of experienced developers. The GameDev Business Handbook is a deeply researched instructional guide for creating and sustaining your independent video game studio. Designed from the start for both students and experienced developers who want to get a better handle on a totally, completely, super-not-glamorous, mundane, but necessary side of game development.

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Built with love, The GameDev Business Handbook is crafted with guidance from game industry veterans: those who produce games, attend every show, help other developers every day, and aspire to support a better environment for game production. These are the experts who make the games industry a

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Buy The GameDev Business Handbook by Michael Futter (ISBN: 9780999329009) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders.

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The GameDev Business Handbook is an instructional guide for creating and sustaining your independent video game studio. It features interviews with more than 25 prominent members of the video game industry, including Vlambeer's Rami Ismail, Capybara Games' Nathan Vella, Romero Games' Brenda Romero, video game attorney Ryan Morrison, Klei Entertainment's Jamie Cheng, Supergiant Games' Amir Rao, Harebrained Schemes' Jordan Weisman, Ninja Theory's Nina Kristensen and many, many more.

[The GameDev Business Handbook by Michael Futter](#)

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Bithell Games is a British game development studio best known for its breakout indie hit Thomas Was Alone. A story-driven platform puzzle game, Thomas Was Alone won a BAFTA for its star, Danny Wallace. It released Volume as a cross platform stealth game, and collaborated with Google on the Daydream launch title EarthShape. The studio recently saw further success with the release of Subsurface ...

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The GameDev Business Handbook: Michael Futter, Mike ...

The GameDev Business Handbook will build a foundation for readers in the areas of budget and finance, employment considerations, intellectual property, crowdfunding, early access, and more.

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The GameDev Business Handbook was conceived and written as a foundational text. The book is designed for students and startups. The book is designed for students and startups. We want readers to feel confident taking part in conversations about finance, intellectual property, employment, studio management, etc.

Exclusive Interview: The GameDev Business Handbook Writer ...

“The importance of sitting Representatives streaming on Twitch and engaging with and encouraging the youth vote cannot be overstated. AOC is doing something important, and the fact that she is doing it through play is huge,” Mike Futter, author of The GameDev Business Handbook, said.

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