Faculty of Arts and Social Sciences
Information Systems

Course Reading

Game producer perspectives on game development

Valid from 09/01/2025

Course Code: ISAD01
Course Title: Game producer perspectives on game development
Credits: 30
Degree Level: Master's level

Books

Keith, C. (2020). *Agile Game Development: Build, Play, Repeat* (2 ed.). Addison-Wesley
https://www.informit.com/store/agile-game-development-build-play-repeat-9780136204749

Articles

Blow, J. (2004). Game development: Harder than you think. *Queue* (February), p. 28-37.
https://dl.acm.org/doi/10.1145/971564.971590

Politowski, C., Terillo, F., Ullmann, G.C., Guéhéneuc, Y.-G. (2021). Game industry problems: An extensive analysis of the gray literature. *Information and Software Technology*, *134* (Article 106538), p. 1-15. https://doi.org/10.1016/j.infsof.2021.106538

Misc.

Ytterligare 6-8 artiklar väljes i samråd med lärare.

Reference material

Fors Brandebo, M., Nilsson, S., Larsson, G. (2018). *Destruktivt ledarskap: Hur uppkommer det? Vilka effekter får det? Vad kan man göra åt det?* (1 ed.). Studentlitteratur