



Faculty of Arts and Social Sciences
Information Systems

Course Reading

Game producer perspectives on game development

Valid from 01/18/2027

Course Code: ISAD01

Course Title: Game producer perspectives on game development

Credits: 30

Degree Level: Master's level

Books

Colin Fisher (2025). *The Collective Edge: Unlocking the Secret Power of Groups* (1 ed.). New York: Avery

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>

Henrik Engström (2020). Game Development Research. 1.
https://www.researchgate.net/publication/348446595_Game_Development_Research

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.

Approved by the Faculty Board of Arts and Social Sciences 09/23/2026