



Faculty of Arts and Social Sciences
Information Systems

Course Reading

Monetisation of digital games

Valid from 01/18/2027

Course Code: ISAD02

Course Title: Monetisation of digital games

Credits: 7.5

Degree Level: Master's level

Books

Keith, C (2021). *Agile Game Development: Build, Play, Repeat (2 ed.)*. Boca Raton: Addison-Wesley
<http://www.taylorandfrancis.com>

Articles

Chaminade, C., Martin, R., McKeever, J. (2020). When regional meets global: exploring the nature of global innovation networks in the video game industry in Southern Sweden. *Entrepreneurship & Regional Development*, 33 (1-2), p. 131-146. DOI: 10.1080/08985626.2020.1736184

Dezso, C.L., Grohsjean, T., Kretschmer, T. (2010). The what, the who, and the how: Coordination experience and team performance in the electronic game industry. *Academy of Management Proceedings*, 1, p. 1-6. DOI:10.2139/ssrn.1552396

Lehtonen, M.J., Aunamo, A., Harviainen, J.T. (2020). The four faces of creative industries: visualising the game industry ecosystem in Helsinki and Tokyo. *Industry and Innovation*, 27 (9), p. 1062-1087. DOI: 10.1080/13662716.2019.1676704

Styhre, A., Remneland-Wikhamn, B. (2020). The ambiguities of money-making: Indie video game developers and the norm of creative integrity. *Qualitative Research in Organizations and Management*, 15 (3), p. 215-234. DOI: 10.1108/QROM-02-2019-1733

Misc.

Swedish Games Industry Association (Last year), "Swedish Games Industry: Game Developer Index", - the index reports have been published yearly since 2006.

A further 4-6 articles are selected after consultation with the teacher.

Samples of tutorials on monetisation provided by leading game engine producers.

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