

**Chandler, Heather Maxwell. 2020. The Game Production Toolbox.
Boca Raton: Taylor Francis Group.**

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Seven years have passed since Heather Maxwell Chandler, a game producer with more than 20 years of experience who has enriched the video game world with valuable books on video game creation and localization, contributed to the academic world – as well as video game research and development – by committing her professional experiences to print. In her latest book, Chandler depicts the complex process of producing a video game with all the nuances that feature during the long journey towards creating a successful example of the genre. While the book is primarily aimed at video game producers, it also offers the most up-to-date information on the video game industry as well as localization, which future video game localizers might find useful. The book is divided into six parts each consisting of several chapters.

The first part of the book contains three chapters. The first chapter offers an overview of the game industry. The second introduces the scope of the profession to future producers, as well as all the roles involved in the game-making process that a producer is responsible for. The third chapter discusses the legal issues a producer needs to take into account. Despite this part being focused on intellectual property rights in the United States, it can serve as a good example for the development of video games elsewhere equally as well.

The second part of the book consists of another three chapters probing the creative aspect of game development and is more technical. The fourth chapter starts with the pre-production stage of developing a video game including the goals of the game. The fifth chapter lays a foundation on how to transform an idea into a concept, and the sixth sheds light on converting a concept into a tangible prototype. This part mostly focuses on the responsibilities of a producer and the first stages of the development of a video game before it goes into full production.

The third part of the book focuses on the organizational aspects of the development process, with chapter seven discussing the schedule, which is crucial to having a clear task portfolio needed to be completed before a video game can be published. Chapter eight introduces the vital agent behind the creation of a video game – the budget. The following chapter concludes the part with information on pitching, or presenting, the game in order to gain funding and the support that makes the development process quicker and easier.

The fourth part of the book has four chapters and gives an overview of the human resources key to the development process. Chapter ten describes techniques in hiring talent and the importance of having enough

of the right people to create the game. Chapter eleven dives into the organization of the hired team and offers various options for making the right decisions. Containing an organizational chart, chapter twelve talks about team management, from team building through leadership to motivation. The part concludes with chapter thirteen focusing on the outsourcing of work, often an inevitable part of the development process.

The fifth part of the book moves into the core part of game development, with five chapters to read. Chapter fourteen depicts the basic pipeline of a game as well as the documentation that needs to be created for other teams. Chapter fifteen, co-authored by Celia Hodent, an expert in game-user experience and applied cognitive science, discusses the importance of generating user experience, which is often underestimated. Chapter sixteen then delves into another key part of a game – audio, as well as an overview of the necessary steps that a producer must bear in mind in regards to the sound of a video game. Chapter seventeen focuses on localization, depicting all the nuances necessary for reaching the widest audience possible. The part closes with chapter eighteen bringing quality assessment into the spotlight. It focuses on the polishing process of game development and solving issues arising during game production.

The concluding part of the book discusses the final stage of game development – the launch. It is comprised of two chapters. Chapter eighteen is focused on the relationship between the marketing team and developers, and encompasses a marketing and public relations plan. Chapter twenty finishes the part with a presentation of post-release phases of the development process.

Heather Maxwell Chandler's latest book does not just offer a valuable probe into the world of video game development for producers, but it also provides an insight for researchers in the field of video game localization. The rich information on the game development process gives readers a clearer picture of the processes necessary for making a video game. The book also contains the commentaries of experts and practitioners in game development and represents a great addition to the video game localization library.