

Exercise 3

Read the article about a woman called Rosa Perera who works as a video game designer, and then complete the notes.

My work as a video game designer

Video game designers get to play lots of video games. They try out new ideas, develop games and test them. They can also get involved in researching what the latest video games on the market are like. In my case, it was a love of gaming that drew me into the field of game design about 15 years ago.

I also liked the idea of doing something that could make people happy. Video games get criticised a lot. It's thought, for example, that games make some players aggressive, and there may well be some truth in this, which is obviously a worry for me. Recent studies have shown, however, that on the whole, video games do a lot of good.

When I tell people what I do, I get different reactions. While there is some respect and even admiration for game designers, others accuse us of being irresponsible, which doesn't bother me as I know that's wrong. Learning that game design is actually a career can also come as a genuine surprise, and some people don't take the job seriously. This is something I find very hard to deal with.

Video game design has been going for over 30 years now, so it's actually quite well-established as a profession, with some game designers having international reputations and earning lots of money. On the other hand, projects often get cancelled. This can be for all sorts of different reasons, and for people in my industry that can be a real problem.

The process of creating a video game involves lots of people with different skills and responsibilities, so teamwork is a key part of the job. This point appealed greatly when I was trying to decide whether to specialise in game design, as did knowing I'd be sharing similar interests with future colleagues – films, music, graphic art, pop culture in general, as well as gaming.

People working in video game development come from many different backgrounds. For example, I studied literature at university. And although I've acquired some programming and other technical skills, I specialise in developing the storyline of a game and its characters, rather than details of how you play a game. The opportunity to be creative like this was a very important factor when I was considering what sort of employment I should go for.

One typical feature of game development is that individuals will work long hours but can choose when to work to suit different lifestyles. This flexible daily timetable helped convince me to try game design, in fact. Another common aspect of game development is that, unfortunately, project deadlines can be unrealistic – this is something that everyone working on a game, including designers like me, is likely to experience at one point or another.



Question 9

What Rosa dislikes about her work:

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- [3]

[Total: 7]

