GAMES

"Go and experiment, it's not as difficult as it used to be."

Gary Lightfoot
Programmer, Radiant Worlds

There are a lot of job roles within the Games industry. It's common for people to be adept at a lot of aspects of development to allow them to work on whatever is needed. Larger companies will look for specialists in coding, modelling and animation.

Publishers still commission games from studios, but with new platforms many studios self-publish. Games are also commissioned by ad agencies.

Games employers are looking for people in development and scripting, art and design. Companies are also looking for more expertise in publishing and marketing. Independent and self-published studios, in particular, have skills shortages in marketing and PR.

Most of those looking to enter the industry will enjoy art or coding. However, there are many roles within the industry that don't require these skills. Producers are in charge of project management, and narrative designers plan scripts and puzzles to build the story and the world.

Games development is one of the fastest growing industries in the UK, getting in requires dedication.

Most workers have a degree. While science, technology, engineering and maths courses are valued, you'll also need artistic skills and training to get by. There are also specialist games courses, although the focus on different disciplines will vary.

Studios will use different tools, so it's recommended that you try out different development software. You will also want to research into the locations of studios you want to work with. Most studios are in the South, but there are hubs all over the UK.

Don't wait until you've made a playable game to get started on your portfolio. Tech demos can be a deciding factor in an interview, as they can show off your skill and passion.

FIRST STEPS

Look up your favourite games to find out who directed, designed and programmed them. What are these people responsible for? Find out at **screenskills.com**

MOVING UP

Try out free or demo software like **Twine**, **Unity** and **Blender** – try to find young developer communities in your area for support. Play games to understand how their systems work.

GETTING IN

Think about how to climb the ladder. Learn about the junior roles in the department you're interested in and contact local companies and publishers for work experience.