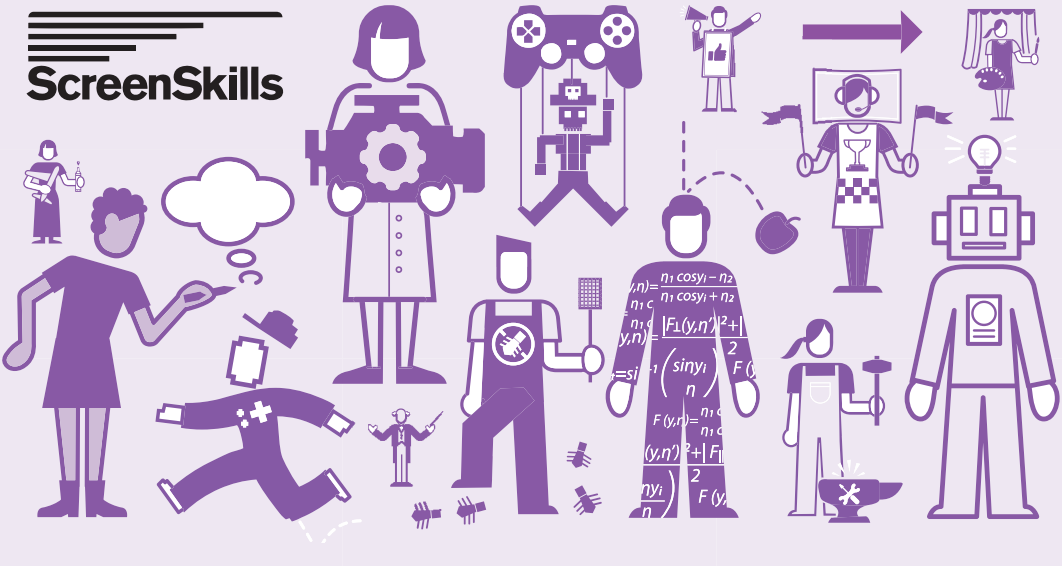
ScreenSkills



Games

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

Gary Lightfoot, senior programmer

The truth
Games employers are looking for people in development and scripting, art and design. Independent and self-published studios, in particular, have skills shortages in marketing and PR.

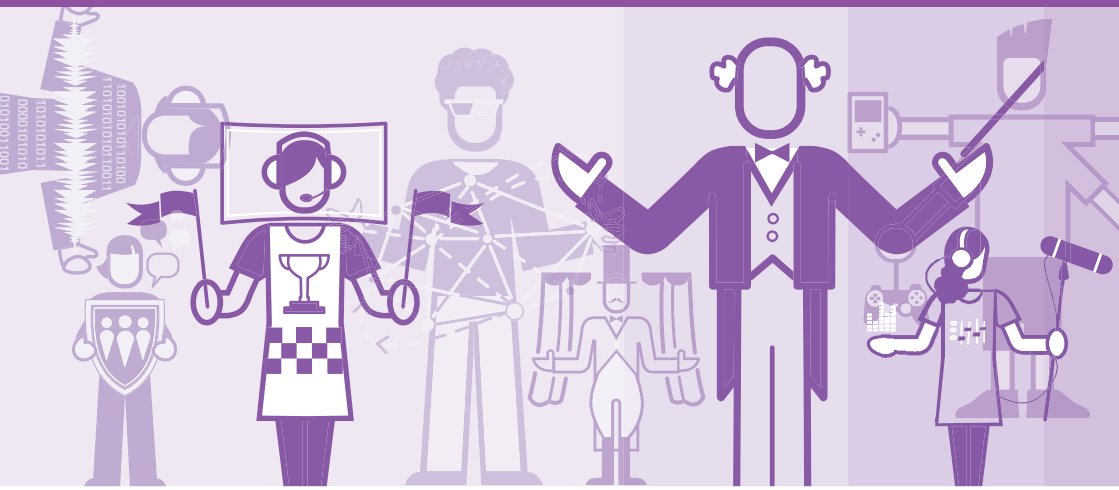
Did you know?
Games development is one of the fastest growing industries in the UK. Most of those looking to enter the industry will enjoy art or coding. However, there are many roles within the industry that don't require these skills. Producers are in charge of project management, and writers plan scripts and puzzles to build the story and the world.

Getting in
Most people in the games industry have a degree. Some roles require computer programming, science or maths and many need art as well. There are also specialist games courses, although the focus on different disciplines will vary.

Research
Find games companies that you're interested in. Look at their websites. Learn what they do.

Go to **gamesmap.uk** to see where they are.

Show off your skills
Try out different software and make some games. Start putting your work together to create a portfolio.



First steps

Look up your favourite games to find out who developed, designed and published them. Do you know what these jobs involve and how to get into them? Find out at **screenskills.com/careers-in-games**

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

Contact local companies and publishers for work experience.* Look on their websites or job websites for apprenticeships or junior roles.

For further information go to: **screenskills.com/careers**

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* If you are under 18 please ask you permission from your parents before contacting companies