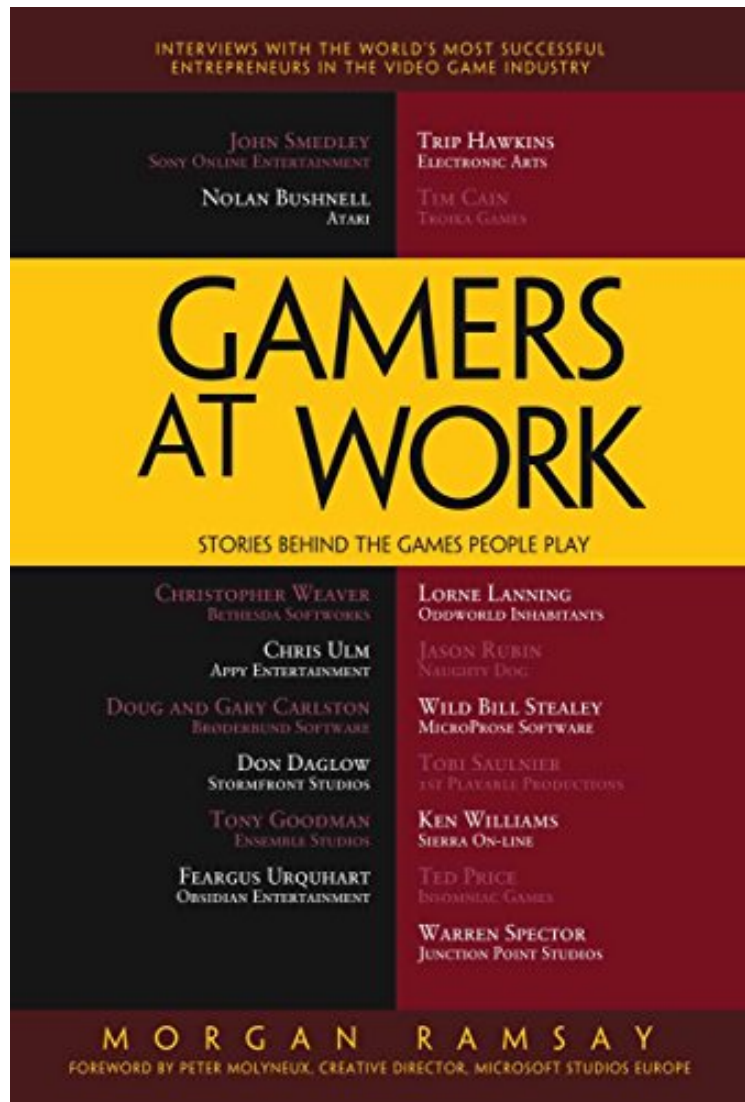


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## Gamers at Work: Stories Behind the Games People Play

Morgan Ramsay

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**Morgan Ramsay : Gamers at Work: Stories Behind the Games People Play** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Gamers at Work: Stories Behind the Games People Play:

3 of 3 people found the following review helpful. A Good Book About the Business of Software, Not Just GamesBy CustomerDon't buy this book thinking it's all about games. It's not.This book is about the business of software and software start ups. Those start ups build games instead of social media connectors (or whatever it is most software start ups do these days).You will find some interesting stories about the early days of video games and the founders of these companies.The real value of this book is the experiences of the entrepreneurs who built these gaming companies. I think there are a lot of great lessons and some good advice in this book.My complaint is (as it is with all these "at work" books) is sometimes, the interviewees say something really interesting and instead of picking up on this an

expanding, the interviewer will ask about something completely unrelated. It's frustrating, but only a minor issue. 2 of 2 people found the following review helpful. Phenomenal insight into your favorite game makers  
By Thomas BA  
As a software developer, I love to read about other developers: how did they solve problems, what was most difficult for them and from their own mouths. This book delivers exceptionally well and might be the best book in it's class. The next best book is probably Racing the Beam, which has lessons for everyone on so many different levels. Gamers at Work fills the role nicely as well. It tells the story of many developers from different eras and their trials as they delivered the marquee games of their generation. This was a great read. 1 of 1 people found the following review helpful. Well written and entertaining  
By Awful Scribbles  
A really nicely written insight into the gaming industry and the people that shaped it. Priceless for anyone that wants to get an insight into the industry!

There are few companies in the video-game industry that have withstood the test of time; most startups exit as quickly as they enter. In Gamers at Work: Stories Behind the Games People Play, the countless challenges of building successful video game developers and publishers in this unstable industry are explored through interviews containing entertaining stories, humorous anecdotes, and lessons learned the hard way. Gamers at Work presents an inside look at how 18 industry leaders play the odds, seize opportunities, and transform small businesses into great businesses. Here, in Gamers at Work, you will find their stories replete with their personal struggles, corporate intrigue, and insights into strategy, leadership, and management. Gamers at Work: Explores the formation of entertainment software companies from the perspectives of successful founders who played the odds. Provides insight into why experienced professionals sacrifice the comfort of gainful employment for the uncertainty and risk of the startup. Shares the experiences and lessons that shape the lives, decisions, and struggles of entrepreneurs in this volatile business.  
Featured Entrepreneurs: Trip Hawkins, Electronic Arts (Madden NFL) Nolan Bushnell, Atari (Pong) Wild Bill Stealey, MicroProse Software (Sid Meier's Civilization) Tony Goodman, Ensemble Studios (Age of Empires) Feargus Urquhart, Obsidian Entertainment (Star Wars: Knights of the Old Republic II) Tim Cain, Troika Games (Arcanum, Vampire: The Masquerade--Bloodlines) Warren Spector, Junction Point Studios (Disney Epic Mickey) Doug and Gary Carlston, Broderbund Software (Prince of Persia, Carmen Sandiego) Don Daglow, Stormfront Studios (Neverwinter Nights, Tony La Russa Baseball) John Smedley, Verant Interactive (EverQuest, PlanetSide) Ken Williams, Sierra On-Line (King's Quest, Leisure Suit Larry) Lorne Lanning, Oddworld Inhabitants (Oddworld) Chris Ulm, Appy Entertainment (FaceFighter, Trucks Skulls) Tobi Saulnier, 1st Playable (Kung Zhu, Yogi Bear) Christopher Weaver, Bethesda Softworks (The Elder Scrolls) Jason Rubin, Naughty Dog (Crash Bandicoot, Jak and Daxter) Ted Price, Insomniac Games (Spyro, Ratchet Clank)