



Emerging Career: Video Game Designer

Video Game Designers create computer games.

We said: What is video game designing all about?

She said: Video games provide entertainment. Also, some games can be used for teaching. It is totally cool to learn how to think 3-dimensionally or navigate maps from a video game. I have a friend that designs a flight simulation game for pilots. I spend most of my time developing concepts for the environmental artists. This means that we work together to decide how the landscape will appear on every screen. Our current game takes place on a frozen planet. We don't have much in the way of vegetation, but we have a lot of moving icebergs!



We said: What are the best and hardest parts of being a Game Designer?

She said: The hardest part is guessing how much time it will take to finish each project - the deadlines come at you fast. Right before a game is released the work hours are non-stop. The best part is that I get paid to let my imagination run wild. I can create new worlds and populate them with distorted plants and animals from my real life.

We said: How did you get started as a Video Game Designer?

She said: Believe it or not, my major in college was science fiction literature. Along the way I picked-up a lot of programming skills. I also play a lot of video games. Fantasy quest games are my favorites; combat single-person shooter games, not so much. I started creating video game concepts on my own. Then I collected my ideas and applied for jobs working as part of a game design team.



Secrets of the trade...

- ↳ **Most video games are developed by teams of workers**
- ↳ **Game designers are usually contract workers**
- ↳ **Analytical skills are important**
- ↳ **Long hours of work to meet deadlines are common**
- ↳ **Designing video games is fun and profitable**