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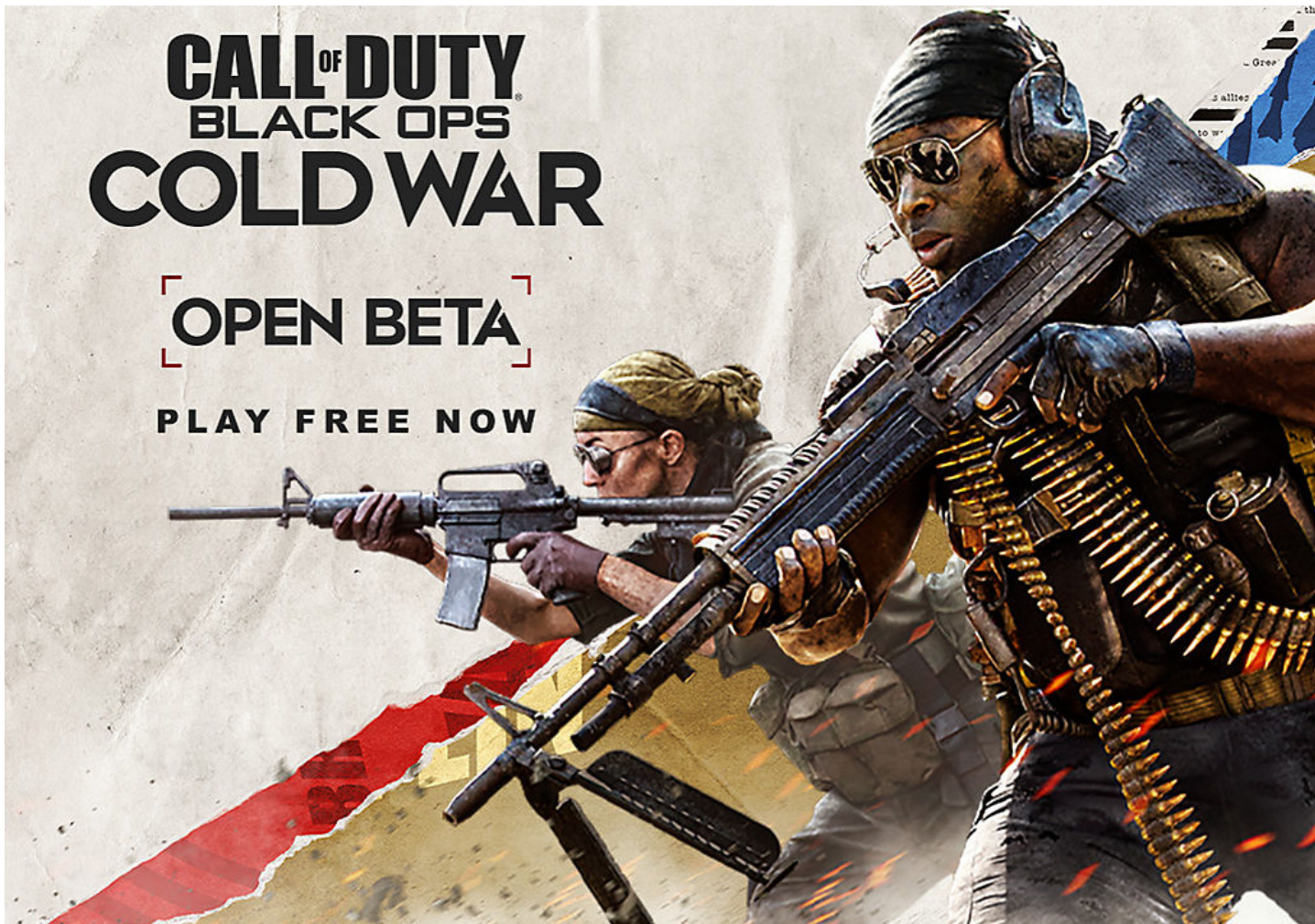


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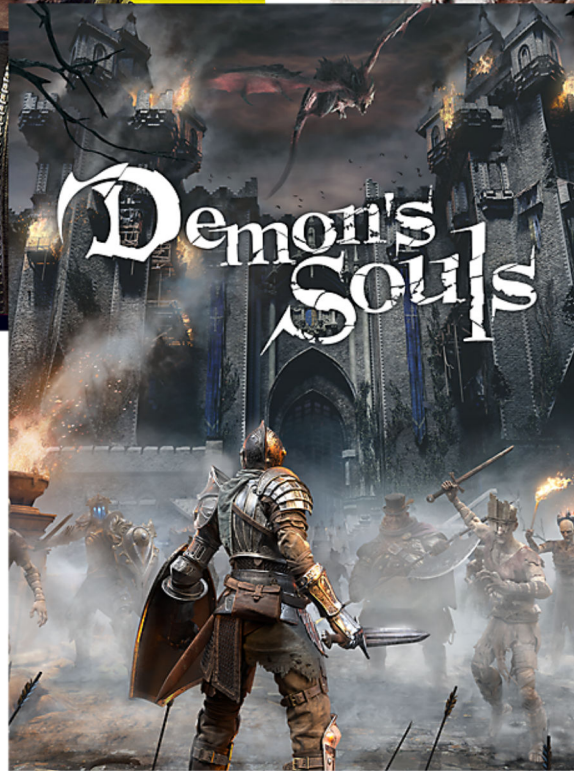
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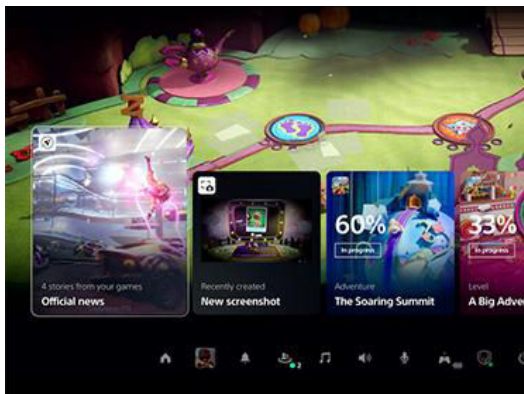
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Sega takes flak for releasing Golden Axe prototype made 'under crunch conditions'

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Blizzard workers in France called to strike over closure of Versailles office

Video: How Criterion Games improved its studio leadership

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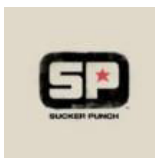
Game rental shop GameFly acquired by Alliance Entertainment group

With the acquisition, GameFly sees a bolstered rental catalog as well as new business in console, accessory, and collectable sales.



Get a job: Join Sucker Punch Productions as a Producer

The Producer will work with the production team and team leads across all areas of the project to manage the development process, including team scheduling, milestone planning and more



GameStop's Microsoft partnership reportedly lands it a cut of digital Xbox revenue

GameStop and Microsoft's freshly forged partnership brings more to the brick and mortar retailer than a preference for Surface tablets and the ability to offer financing options for next-gen Xbox boxes.



Don't Miss: The undying allure of the Metroidvania

In this timeless 2015 feature, Gamasutra's Christian Nutt speaks to a swath of devs about the "Metroidvania" genre -- what drew them to it, and its potential.



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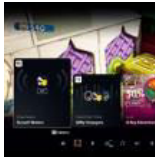
Video: How Criterion Games improved its studio leadership

In this 2018 GDC talk, Criterion Games' Steve Cuss breaks down how the studio began to rethink the concept of leadership, how that helped producers better support the developers who rely on them.



The PlayStation 5 user interface is an instant hub that prioritizes gameplay

Sony has finally shown off the PlayStation 5 user interface in a new State of Play video, detailing a range of functions that make use of the console's new SSD.



Blog: Networking into the games industry as a new grad

Struggling as a new grad? I definitely was! Nonetheless, I managed to have some success despite 2020 being 2020 and I want to share my internship experience at UX is Fine.



Sega takes flak for releasing Golden Axe prototype made 'under crunch conditions'

Sega has been called out for releasing a canceled *Golden Axe* prototype that was created under crunch conditions.



How to get on the good side of media & streamers

Analyzing a Twitter thread asking 'content creators' & media folks about the game promo-related practices that devs and publishers should stop doing. Plus lots more game discovery goodness!



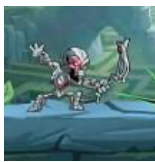
Get a job: Join Dreamlit Entertainment as a (remote!) Generalist UE4 Engineer

As a Generalist Engineer, you will collaborate with other engineers to help develop and implement various systems and features for the game in C++ and UE4.



Don't Miss: How Brawlhalla built a fighting game community from the ground up

"We just try to be active everywhere we can, we try to take every opportunity we can with our partners, & that's how we've driven it," *Brawlhalla* dev Zeke Sparkes says about the F2P brawler's success.



Blog: How to Judge Game Design With Achievement Analytics

Studying Game Design factually is difficult to do, but for today's piece we're going to use achievements to see if we can learn more about fan engagement and use it to accurately judge a game's quality.

From the Community

The IAP Merchandising Playbook, Part 1: Special Offers that Sizzle

by Matthew Emery



In mobile games, IAP Merchandising is an area where best-practices are well established. Here's your...

How to get on the good side of media & streamers

by Simon Carless

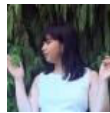


Analyzing an interesting Twitter thread asking 'content creators' and media folks about the...

This is Fine, 2020: Networking into the Games Industry as a New Grad

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10mg: invading Steam with microgames to make a point

by Simon Carless



As games continue to flood onto platforms like Steam, many developers are trying to make their games...

Game Composers and the Importance of Themes: Interactivity in Game Music (Pt. 5)

by Winifred Phillips



Let's explore what happens when musical themes are employed within more complex interactive music...

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Education

Postmortem: Eastshade

Danny Weinbaum reflects on the development and reception of *Eastshade*, an open-world adventure game featuring a unique painting mechanic.



Video: An accessibility Q&A with EA's Karen Stevens

In this 2020 GDC Summer AMA, EA Sports' Karen Stevens discusses game development best practices, workplace best practices, and how supporting those with disabilities leads to better products for all.



Key Features Of Stealth Games



Ludovic Servat highlights the gameplay elements and task loops that make stealth games appealing and impactful for players.

How To Measure Fun For Game Designers



Can fun be measured on a quantitative scale? Roman Szomolai explains how player enjoyment can be tested and estimated during the design process.

10mg: invading Steam with microgames to make a point

As games flood onto Steam, some devs are trying to make their games even more complex. Not so the 10mg (Ten Minute Games) project, a series of 10 microgames which each take 10 minutes to complete.



Contractors

Twisted Hand Studio.,Ltd

We are a 40-people game art production studio based in China, we've been serving the global game dev industry for more than 10 years, providing 2D Concepts, Illustrations, UI graphics, 3D Modeling, Texturing, Rigging, Animation (Key-frame & Spine).



Renderer Game Studios

We provide high-quality AAA Video Game Art Assets and Animation service at low rate!



Streamline Studios

Streamline specializes in tech art and creative execution for video games through its integrated 2D, 3D and Animation services.



Motion Logic Studios LLC

Motion Logic Studios is a Los Angeles based company dedicated to providing high-end Art and Animation services to the video game industry.



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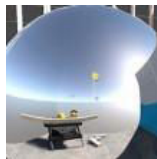
Blizzard workers in France called to strike over closure of Versailles office

Blizzard France employees are preparing to strike over the company's decision to close its office in Versailles.



Blog: How do you know when you need ray-tracing?

Developing your game in Unity? Then you need to pay attention to five signs that reveal you should to move into ray-tracing.



Virtuos acquires CounterPunch Studios and opens Montreal branch

Development and 3D art production company Virtuos has acquired CounterPunch Studios and opened a new concept studio in Montreal.



Tencent-owned Sharkmob opens triple-A studio in London

Tencent-owned developer Sharkmob has cut the ribbon on a new triple-A development studio in London.

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Blog: Game composers and the importance of themes - Part 5

This is the last installment of the five-part article series on the use of thematic content in video game music composition.



MyGames buys minority stake in hyper-casual studio Mamboo Games

My.Games has purchased a minority stake in hyper-casual mobile developer-publisher Mamboo Games for an undisclosed fee.



Beamable, once known as Disruptor Beam, files for bankruptcy

Beamable, the studio that once helmed projects like *Star Trek Timelines* as developer Disruptor Beam, has filed for bankruptcy.



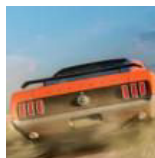
Get a job: Join Remedy Entertainment as an Animation Director

As the Animation Director you will provide a clear vision for the cinematic and gameplay animation within the project and ensure that the vision is delivered to the highest possible standard.



Don't Miss: How Playground imports real skies into *Forza Horizon* 3

In this classic feature, *Forza Horizon 3* art director Benjamin Penrose explains how Playground Games went all the way down under to get real skies to put into their wide-ranging racing game.



Apple touts the new iPhone 12 and its 5G as a game changer for mobile games

This latest line is split across four models of varying size, but all promise access to 5G networks and Apple's shiny new A14 Bionic chip.



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