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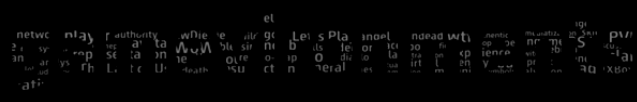
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# ***Game Development Research* by Henrik Engström (2020). A Book Review**

Xenia Zeiler

### **Abstract**

Book review of *Game Development Research* by Henrik Engström (2020).

**Keywords:** Video Game Development, Video Game Development Research, Game Studies, Serious Games, Educational Games, Game Industry, gameenvironments

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The development of video games involves complex processes driven by various factors including but not limited to design, creative and management decisions as well as market and business interests by the companies producing especially larger games. These factors can be rather divergent at the beginning of a game development process and need to be continuously negotiated by the numerous actors contributing to create and release a new game.

With the number of existing works on game development being still surprisingly few, the author of the book reviewed here rightfully claims that these processes “are not well understood from an academic perspective” – among other things also because the so far existing studies come from disciplines and use approaches “that have fundamentally different academic perspectives” (Engström 2020, 1). As an important





