Table of Contents

In	troduction: Why Game Production Matters? Olli Sotamaa & Jan Švelch	7	
Lā	Labour		
1.	$\label{thm:condition} \begin{tabular}{ll} Hobbyist Game Making Between Self-Exploitation and Self-Emancipation \\ Brendan Keogh \end{tabular}$	29	
2.	Self-Making and Game Making in the Future of Work <i>Aleena Chia</i>	47	
3∙	Should I Stay or Should I Go? The Circulations and Biographies of French Game Workers in a 'Global Games' Era Hovig Ter Minassian & Vinciane Zabban	65	
4.	Intermediating the Everyday: Indie Game Development and the Labour of Co-Working Spaces Pierson Browne & Brian R. Schram	83	
D	evelopment		
5.	Game Developers Playing Games: Instrumental Play, Game Talk, and Preserving the Joy of Play Olli Sotamaa	103	
6.	Game Development Live on Twitch: Observations of Practice and Educational Synergies Mia Consalvo & Andrew Phelps	123	
7.	Unity Production: Capturing the Everyday Game Maker Market Chris J. Young	141	
8.	More Than One Flop from Bankruptcy: Rethinking Sustainable Independent Game Development John Banks & Brendan Keogh	159	

Publishing & Monetization

9. How to Study Game Publishers: Activision Blizzard's Corporate History *David B. Nieborg**	179
oo. Who Creates Microtransactions: The Production Context of Video Game Monetization Lies van Roessel & Jan Švelch	197
11. Regulating In-Game Monetization: Implications of Regulation on Games Production Matthew E. Perks	217
Regional Perspectives	
12. Promises of the Periphery: Producing Games in the Communist and Transformation-Era Czechoslovakia Jaroslav Švelch	237
13. Construction and Negotiation of Entrepreneurial Subjectivities in the Polish Video Game Industry Anna M. Ozimek	257
14. The Development of Greater China's Games Industry: From Copying to Imitation to Innovation Akinori 'Aki' Nakamura & Hanna Wirman	275
Before and After: Towards Inclusive Production Studies, Theories, and Methods Aphra Kerr	293
Complete Bibliography	309
Index	347