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Salem Press Announces
Careers in Gaming

Salem Press is proud to announce the newest addition to the *Careers In* series, *Careers in Gaming*. Merging scholarship with occupational development, this single comprehensive guidebook provides students who are passionate about finding a career in gaming with the necessary insight into the wide array of options available in this evolving and important field.

Gaming has become a legitimate career path at last. Gaming is generally recognized as interactive, skill-based play that relies upon specific indicators of progression and success (like moving to the next level or unlocking a new facet of the game). Today's gamers are finding exciting and rewarding career options that were not available two or three decades ago. A passion and talent for gaming opens up career paths that range from professional player and coach, to game developer and brand ambassador. The types of careers available in the gaming field are truly diverse and run from the highly technical, such as computer and game programming, to the business and marketing side of the industry, to education, and even, in the case of e-sports, playing the games directly.

The next section in *Careers in Gaming* details **27 Profiles** in related occupations, including:

- Cinematographer
- Computer and Video Game Programmer
- E-Sports Player
- Interpreter and Translator
- Movie/Video Game Art Director
- Musician and Composer
- Public Relations Specialist
- Quality Assurance Tester
- Software/Game Developer
- Sound Engineering Technician
- Video Game Designer
- Video Game Writing
- Voice Actor and more

Interesting enhancements, like **"A Day in the Life of…"**, and several charts and tables, add depth to the discussion. A highlight of multiple chapters is the **Conversation With**—a comprehensive interview with a professional in a related job. This section offers insight into specific areas of this career path including a game company director; a professor of digital media; COO and co-founder of Skillshot Media; an associate professor of digital simulation and gaming, and more.

Each chapter begins with a **Snapshot** of the occupation that includes median play, job outlook, typical education requirements, working conditions, and recommended areas of interest. This is followed by these major categories:

- **Career Overview** includes a description of the career in terms of its: duties, examples of titles of positions in that specific career, work environment and work schedules.
- **How to Become…** that explains how to begin and grow a career within a specific career profile by describing important qualities, education, licenses and certifications, and advancement opportunities.
- **Similar Occupations** lists specific jobs that are related in some way to the public administration career profiled.
- **Job Outlook and Job Prospects** describe current and anticipated rate of growth for a specific career and compares to other jobs in the area.

Additionally, this title includes back matter of:

- **Appendix A**: Guide to Holland Code. This discusses John Holland's theory that people and work environments can be classified into six different groups: Realistic; Investigative; Artistic; Social; Enterprising; and Conventional.
- **Appendix B**: General Bibliography. This is a collection of suggested readings, organized into major categories.
- **Appendix C**: Web Resources. Online resources for education, certification, professional development, and networking can be found in this appendix.
- **Subject Index**: Includes people, concepts, technologies, terms, principles, and all specific occupations discussed in the occupational profile chapters.

This ongoing series serves as a stepping stone in understanding specific careers and provides a wealth of information on the education and training needed within each profession along with a look towards the future of the field with an informative employment outlook.

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This single comprehensive guidebook provides students passionate about finding work within the field of gaming with the necessary insight into the wide array of diverse and dynamic options available to them. The book offers guidance regarding what job seekers can expect in terms of training, advancement, earnings, job prospects, and more. *Careers in Gaming* is specifically designed for a high school and undergraduate audience and is edited to align with secondary or high school curriculum standards.