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Indie Games The Complete Introduction to Indie Gaming

Mike Diver

Keynote

Indie Games introduces us to the personalities, the passion and the practicalities that have transformed an industry.

Description

Everything you need to know about the exciting new trend of indie gaming...

Independently made video games have become some of the most original, ingenious and successful games available on the market today. Matched against giant tech companies and their mammoth-budget franchises, indies, have demonstrated the extraordinary impact that individuals and small teams can have on the direction of the gaming world.

Mike Diver takes us behind the scenes to explore this incredible movement, where freedom from major studios has allowed for near-infinite possibilities, revolutionizing gaming mechanics and remoulding genres. Including interviews with legendary developers such as Tim Schafer and David Braben as well as the brains behind newer studios such as The Chinese Room, Hello Games and Simogo, *Indie Games* introduces us to the personalities, the passion and the practicalities that have transformed an industry.

Sales Points

- Indie games are video games developed without the blockbuster budgets and support of major studios and publishers, often by a tiny team or a single creator
- Indies have made an incredible impact – *Minecraft* and its publisher recently sold to Microsoft for \$2.5 billion, and many other indies (*Fez*, *Super Meat Boy*, *Monument Valley*, the list goes on) have been pulling profits in the millions
- Since the release of award-winning documentary *Indie Game* (2012), public interest in this revolution has been escalating, with crowd-sourced projects exploding and the massive games developers playing catch-up
- Packed with over 200 stunning images from the games themselves

Reviews

- 'Diver has done a grand job of digging deep into the period to unearth some treasures that may otherwise have passed many gamers by.' - Darren Carle, *The Skinny*
- 'Diver tackles the evolution of the industry, digital marketplaces and mobile, as well as examining broader topics such as horror, emotional empathy and space through an indie-centric lens' - *Edge Magazine*
- 'A finely presented compendium of games' - *Edge Magazine*

Author Biography

Mike Diver is a British music and videogame journalist. He has edited *Clash* magazine's website, contributed to several magazines including *NME* and *Kerrang!*, and appeared on radio shows for the BBC and Xfm. Mike writes his own blog, *From Sinking*. He has also written a number of videogames-related articles for magazines *Drowned In Sound*, *Vice* and *Edge*.

Michael O'Mara.

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