

Research Question

What challenges do postmortems help game developers address in the development process and how does that allow them to be more efficient when creating future projects?



Research Methods

To investigate the impact of postmortems, this study involved an extensive review of research papers and interviews with diverse game developers. The collected information demonstrated the wide-ranging benefits of postmortems beyond enhancing coding efficiency. It revealed their potential for improving marketing strategies and provided valuable insights into other areas of game development.



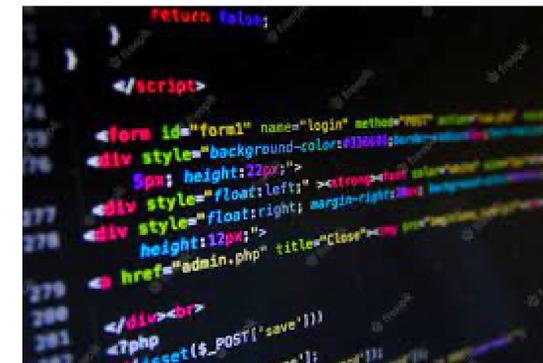
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Review of Results

After conducting my research, I found that postmortems are an effective tool in game development, even outside of coding.



Through this study, I have learned that postmortems serve as an exceptionally effective and invaluable method for learning how to market games successfully.



This study also revealed the significance of postmortems in game development because of the support they provide game developers who may be experiencing issues.

Summary

Postmortems play a vital role in video game development by providing a platform for analyzing completed games and extracting valuable lessons. This project explores the significance of postmortems as a learning tool for developers and industry professionals to evaluate successes and failures during the game development process.

To investigate the impact of postmortems, this study involved an extensive review of research papers and interviews with diverse game developers.

The findings emphasize the crucial role postmortems play in fostering continuous improvement and knowledge sharing within the video game industry.

Overall, this study highlights the immense value of postmortems in video game development, encouraging developers to embrace this practice as a means of driving innovation, quality, and success in their future endeavors.

Limitations of Study

Time Constraints

- We only had around two months for this project; we would be able to provide more results with extended time
- Limited access to interviewees
- We were unable to locate as many game developers as we hoped for
- What I would do if I had more time
- We would have found more game developers to interview, created a game using postmortems, and gathered more information regarding postmortems from more research papers

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References

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