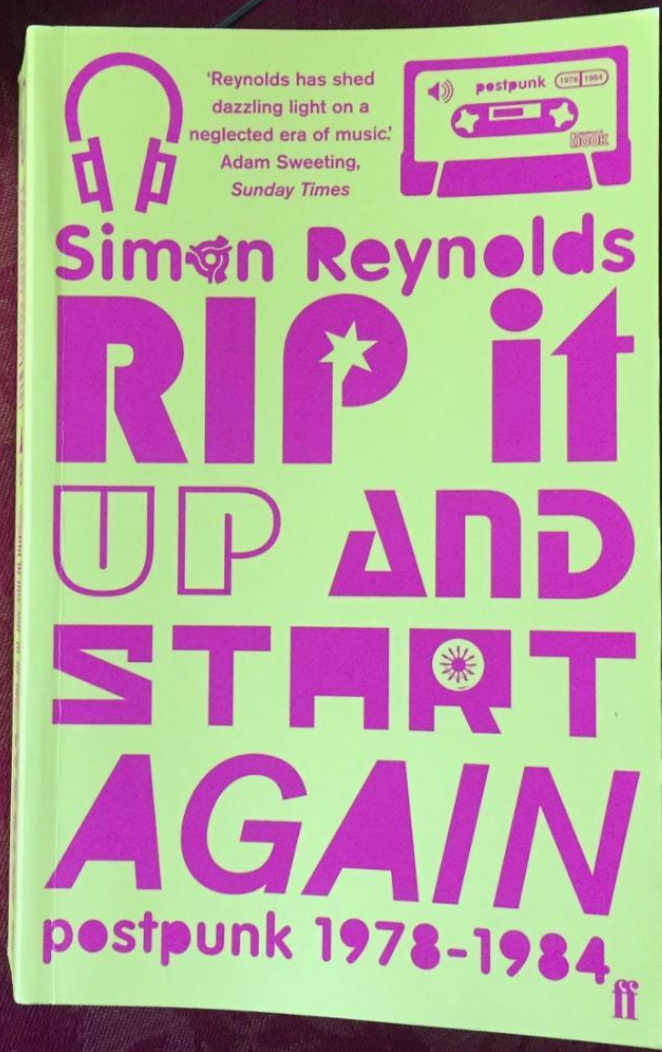
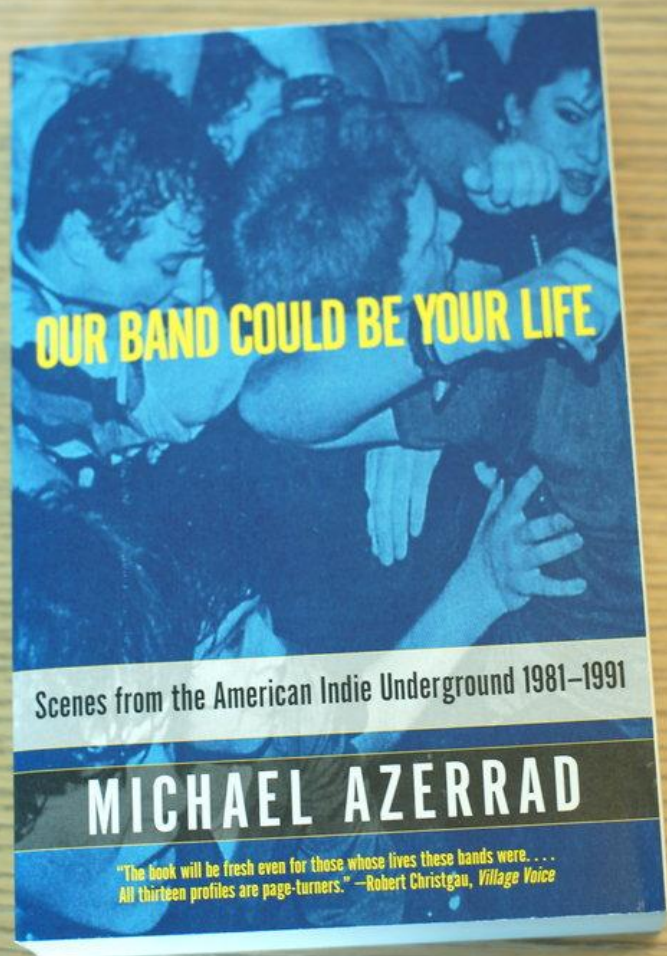


A cartoon illustration of an office scene. On the left, a brown and white mouse with large ears and a blue shirt is smiling and gesturing with its right hand. In the center, a woman with long dark hair and glasses, wearing a green jacket, looks on with a neutral expression. The background features a desk with two computer monitors. The monitor on the right displays a news website with headlines like 'NEW STUDY SHOWS PEOPLE ONLY READ HEADLINES' and 'TOP 10'. Above the monitors, a sign reads 'YOUR green juice SELFIE'. A cup of boba tea sits on the desk to the left.

LIZ RYERSON
@ELLAGURO

You don't care if people read your work
or not. That's what's so brave about you.



KEYNOTE – VIDEO GAMES AS PUNK ROCK: A HISTORY OF INNOVATION (PRESENTED BY AMAZON)

Sponsor Speaker: **Rich Hilleman** (Amazon Game Studios)

Topic:  Design

Format: Sponsored Session



The Life and Death of an Amazon Warehouse Temp

What the future of low-wage work really looks like.

BY DAVE JAMIESON ART BY DAVIDE BONAZZI

On Jan. 18, 2013, as the sun went down, Jeff Lockhart Jr. got ready for work. He slipped a T-shirt over his burly frame and hung his white work badge over his broad chest. His wife, Di-Key, was in the bathroom fixing her hair in micro-braids and preparing for another evening alone with her three sons. Jeff had been putting in long hours lately, and so the couple planned a breakfast date at Chazy's farm-to-table cafe. "You better have your hair done by

EMERGENCY

'Colony of Hell': 911 Calls From Inside Amazon Warehouses



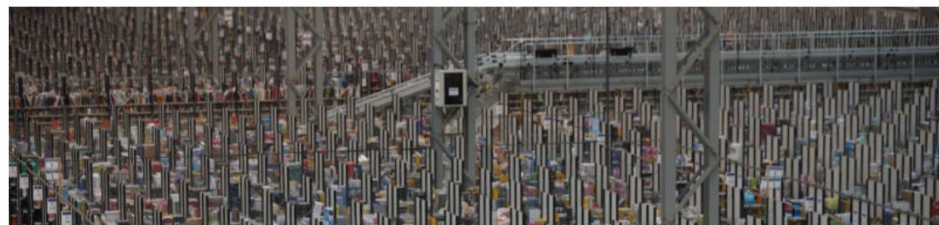
Amazon Is a Time Thief, by an Amazon Employee



Hamilton Nolan

04/30/14 11:35AM Filed to: AMAZON

 163.50K





— **SEET** RECORDS



“The conversations changed after 1991. Before that, people talked about ideas and music. And then after that, people talked about money and deals”

- Ian Mackaye
(Minor Threat,
Fugazi, Dischord
Records)









Business

Minecraft creator Notch says his billions have made him miserable



THE ARCADE DE REVI EW

Criticism on
Experimental
Videogames

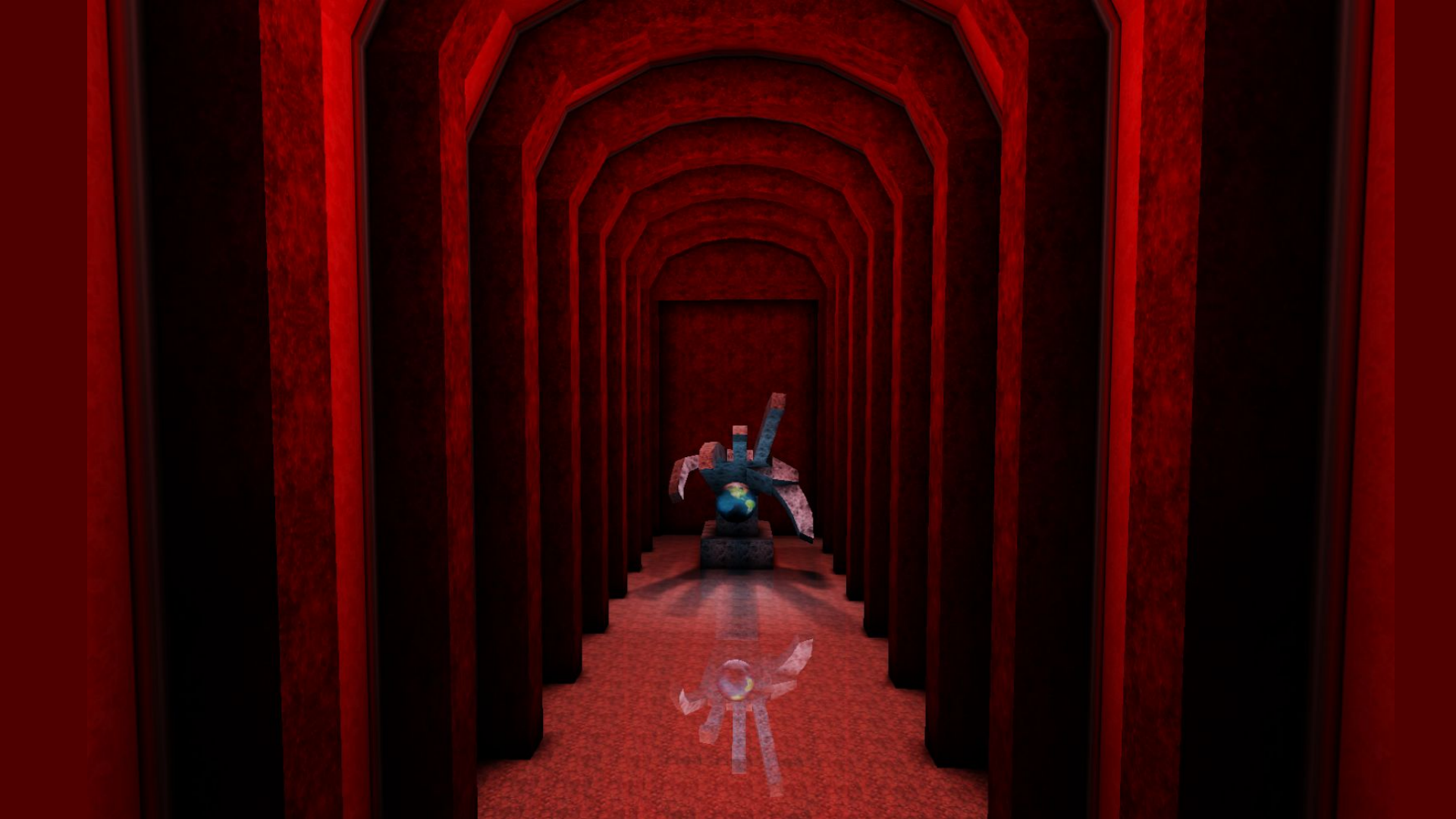
ISSUE ONE
ISSUE TWO
ISSUE THREE

For a year, The Arcade Review has been the premier site for incisive and forward-thinking arts criticism on experimental games. Between freeware games, art games, non-games, old obscure works, and small indie games, the magazine has provided a space for

NIGHTMARE MODE

Talk beyond play

boingboing
offworld





Jessica Price

@Delafina777

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I used to mentor younger women in games. It's been increasingly difficult to justify it ethically over the past few years, to the point where now I can't.

12:19 PM - 11 Mar 2019



Jessica Price

@Delafina777

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There are game companies that treat their employees well. Not many, but some. But with the industry the way it is right now, even if you manage to get into one of them, there's no guarantee that it won't have layoffs or go under, or be bought and see its culture change.

12:23 PM - 11 Mar 2019

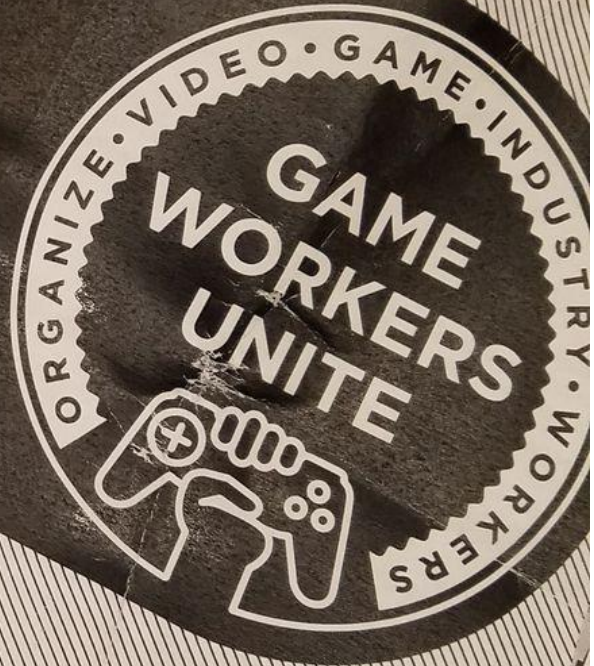
STAY ALIVE
IN THE INDUSTRIAL
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WORKERS
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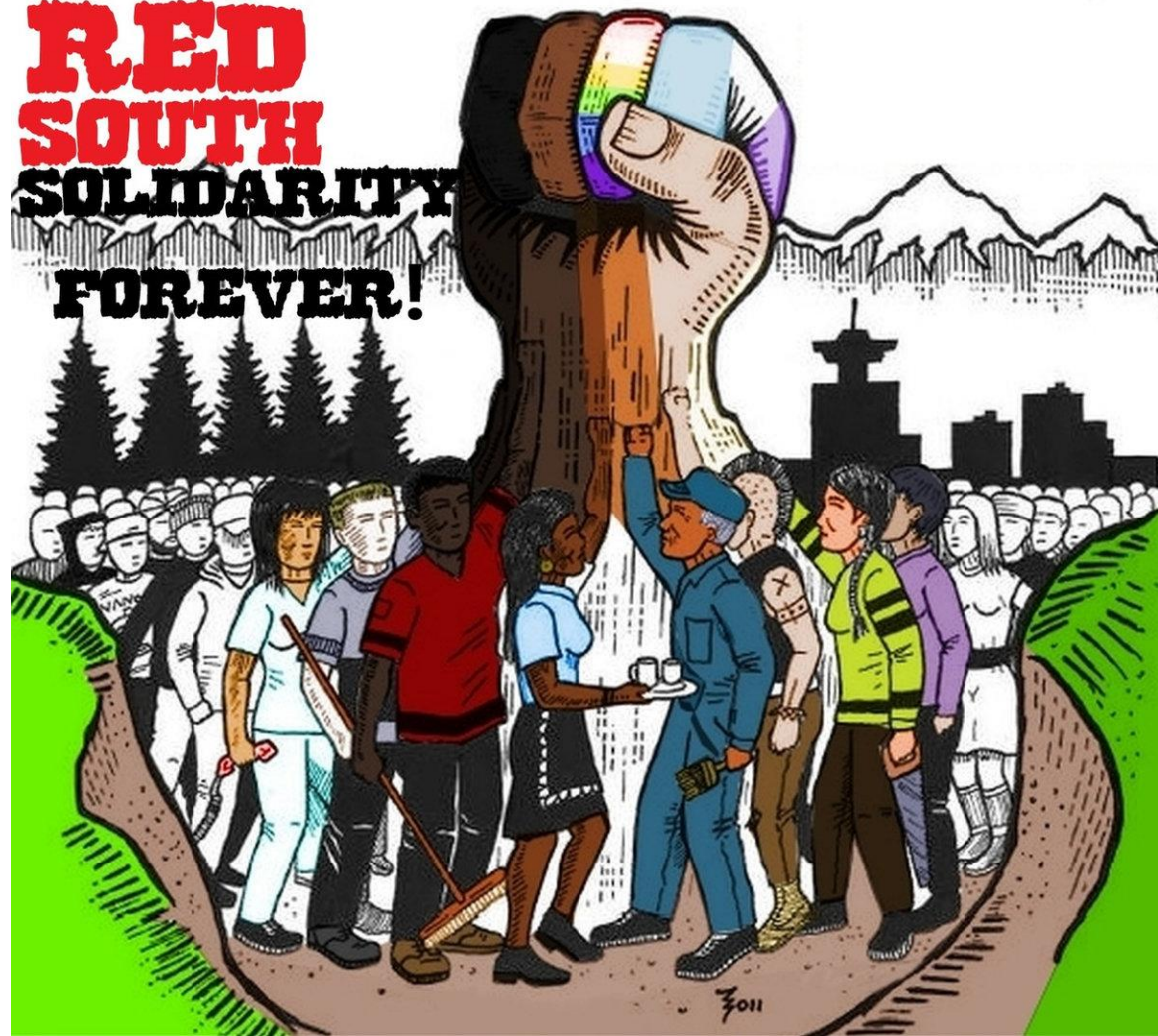
TIPS FOR
BEATING
ALL THE
BOSSES

FR



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ABOLIT

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Game GODS

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Vol. 6 No. 9 • SEPTEMBER 1999



WHAT DOES IT TAKE TO GET A JOB IN THE GAME INDUSTRY?

CLIFF: "Well, there's two ways that people usually get in — the QA (Quality Assurance) or customer support way — and then people who just make content, promote it on the web, or actually just start making it, and they're contracted to do it. In three words Tim Sweeney [Epic Games' lead programmer] summed it up: Make cool shit. I mean, if you have talent, you will get hired because it's hard to find talent. It's not like there's a big surplus of people floating around."

ED: "It's hard to find non-jaded talent..."

CLIFF: "Yeah, that too."

ED: "...People who haven't developed way too big of an ego for their talent or are so burnt on this industry that 50 percent of what they produce is just bitterness."

KEN: "Find somebody who's great and stick to them like glue. Like I was fortunate to have Doug Church, who is one of the unsung geniuses of the industry and created *Ultima Underworld* and *System Shock*. I got put in a room with him for six months to start

ing music, I mean just everything and anything I could get my hands on I would take over and do the best thing I could with it. That's the other thing — lose your need for sleep. For the first year and a half that I was there, I wouldn't sleep more than four or five hours a day. Just go."

STEVIE: "Be there longer than everyone else."

AMERICAN: "Be there when they get there and be there when they go home."

KEN: "Be there when the opportunity's going to come up."



Front row (left to right):
 AMERICAN MCGEE
 Electronic Arts
 STEVIE CASE
 Ion Storm
 ALEX GARDEN
 Relic Entertainment
 Back row (left to right):
 BRAD MCQUAID
 Verant Interactive
 CLIFF BLESZINSKI
 Epic Games
 ED DEL CASTILLO
 Liquid Entertainment
 KEN LEVINE
 Irrational Games
 ROBIN WALKER
 Valve Software

70 PC GAMER November 2000

PHOTOS BY KAREN MOSKOWITZ



GAME DEV. WORLD

June 21-23, 2019 | EVERYWHERE

What is gamedev.world?

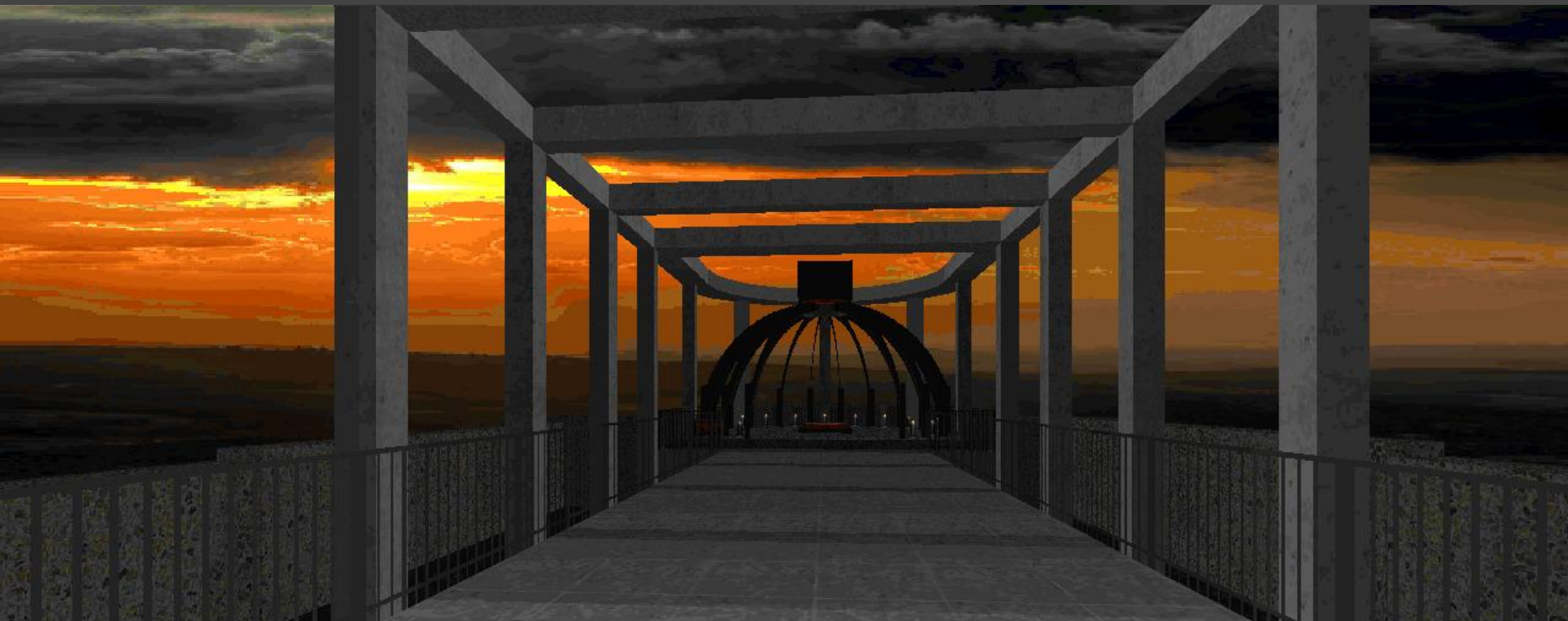
gamedev.world is the global game developer conference. Featuring 30+ speakers from all over the planet, all talks will be close-captioned and translated into Arabic, Chinese, English, French, Japanese, Portuguese, Russian, and Spanish.

Broadcast live on gamedev.world from June 21st – June 23rd, join us for the first-ever global games conference. Learn from top developers around the planet in talks and interactive Q&As, meet other developers speaking your language, and gain a global perspective on the art & business of game creation.



巨神族の神殿

システム



LIZ RYERSON

@ELLAGURO