Contents

Acknowledgments ix

Introd	ucti	ion	1
III CI OU	ucc		

- 1 From Videogame Industry to Videogame Fields 17
- 2 Videogame Production in Australia 49
- 3 Getting by in the Videogame Gig Economy 75
- 4 Enrolling Students into the Field 103
- 5 Embedding Gamemaking Skills 133
- 6 Scenes and Communities 155
- 7 From Videogame Field to Videogame Industries 185
 Conclusion: Centering the Field of Videogame Production 209

Notes 219 References 225 Index 243