INTERDISCIPLINARY COLLABORATION IN INNOVATIVE COMPUTER GAME DEVELOPMENT

INVITATION TO PARTICIPATE IN A PIONEERING STUDY OF COMPUTER GAME DEVELOPMENT PRACTICES

Interdisciplinary collaboration is crucial to innovation and the computer games industry provides a prime example of how collaboration across disciplinary divides promotes innovation and creativity, making possible the development of ground breaking products and the opening up of new markets.

IKON, the research network based at **Warwick Business School** of the **University of Warwick,** has received funding from the **Economic and Social Research Council** (ESRC), the body that supports research in social and economic subjects on behalf of the **Department for Innovation, Universities and Skills**, to undertake research into the processes used for interdisciplinary collaboration in computer games development.

As part of this project we are contacting you to enquire whether your company would be willing to take part in this research project.

Benefits from participation include:

- *A copy of the resulting report*
- *Invitation to the presentation of the research findings*
- *Access to resources developed during the study*
- *Sharing of expertise and knowledge with professionals and public policy makers with an interest in technology and innovation*
- *Influencing the future direction of research in this field*
- *Collaboration with the **IKON** team to explore regional, national, or European opportunities for the funding of joint academic-commercial research projects*

About the research

In practical terms the research is interested in following the development process for a recent games project, illustrating how the process began, how teams collaborated and interacted with other teams or team members, the tools used, and the challenges and problems encountered and the responses to them.

While some formal interviews are envisaged, other methods of data collection will also be used, such as: researcher observations of the workings of the individuals or teams collaborating; participation in, or observation of, project meetings; analysis of project documentation or archives of past projects; informal discussions with individuals and teams. Fieldwork will take place between October 2008 and March 2009.

The project is led by Prof. Joe Nandhakumar and Prof. Harry Scarbrough, with research support from Dr. Nikiforos Panourgias.

If required by participants, references to them or their organisations can be anonymised in the research.

For further information on the study or to discuss participation contact:

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IKON carries out funded research projects in the fields of innovation, information technology and organization studies, For