# Article information:

Game development software engineering process life cycle: a systematic review | Journal of Software Engineering Research and Development | Full Text  
<https://jserd.springeropen.com/articles/10.1186/s40411-016-0032-7>

# Article summary:

1. The article discusses the multidisciplinary nature of game development processes and how they differ from traditional software development.

2. The study conducted a systematic literature review to assess the state of research on game development software engineering processes.

3. The results suggest that there is a need for further research and attention in the post-production phase of game development, as it has received less research activity compared to the pre-production and production phases.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article titled "Game development software engineering process life cycle: a systematic review" provides an overview of the state of research on the game development software engineering process. The authors aim to identify areas that need further consideration by researchers in order to improve the game development process.

One potential bias in this article is the focus on the positive aspects of game development software engineering. The authors highlight the benefits of using software engineering techniques in game development, such as maintainability, flexibility, lower effort and cost, and better design. However, they do not provide a balanced view by discussing any potential drawbacks or limitations of these techniques.

Another potential bias is the lack of discussion on the challenges and issues faced by game developers in implementing software engineering practices. While the authors mention that game development is a complex task due to its multidisciplinary nature, they do not delve into specific challenges or provide examples from industry practice. This omission limits the depth and applicability of their findings.

The article also lacks evidence for some of its claims. For example, it states that the post-production phase of game development has received less research activity than the pre-production and production phases. However, no data or references are provided to support this claim. Without supporting evidence, it is difficult to assess the validity and reliability of this statement.

Additionally, there are missing points of consideration in this article. The authors briefly mention that game development companies sometimes reduce their development process to be first to market, which can affect game quality. However, they do not explore this issue further or discuss potential strategies for balancing speed-to-market with quality assurance.

Furthermore, there is a lack of exploration of counterarguments or alternative perspectives in this article. The authors present their findings without considering opposing viewpoints or addressing potential criticisms. This one-sided reporting limits the comprehensiveness and objectivity of their analysis.

Overall, while this article provides a general overview of research on game development software engineering processes, it has several limitations. These include potential biases, unsupported claims, missing points of consideration, and a lack of exploration of counterarguments. Further research is needed to provide a more comprehensive and balanced understanding of the challenges and best practices in game development software engineering.

# Topics for further research:

* Challenges faced by game developers in implementing software engineering practices
* Strategies for balancing speed-to-market with game quality in game development
* Limitations and drawbacks of using software engineering techniques in game development
* Industry practices and examples of challenges faced in game development
* Research on the post-production phase of game development
* Criticisms and alternative perspectives on game development software engineering processes

# Report location:

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