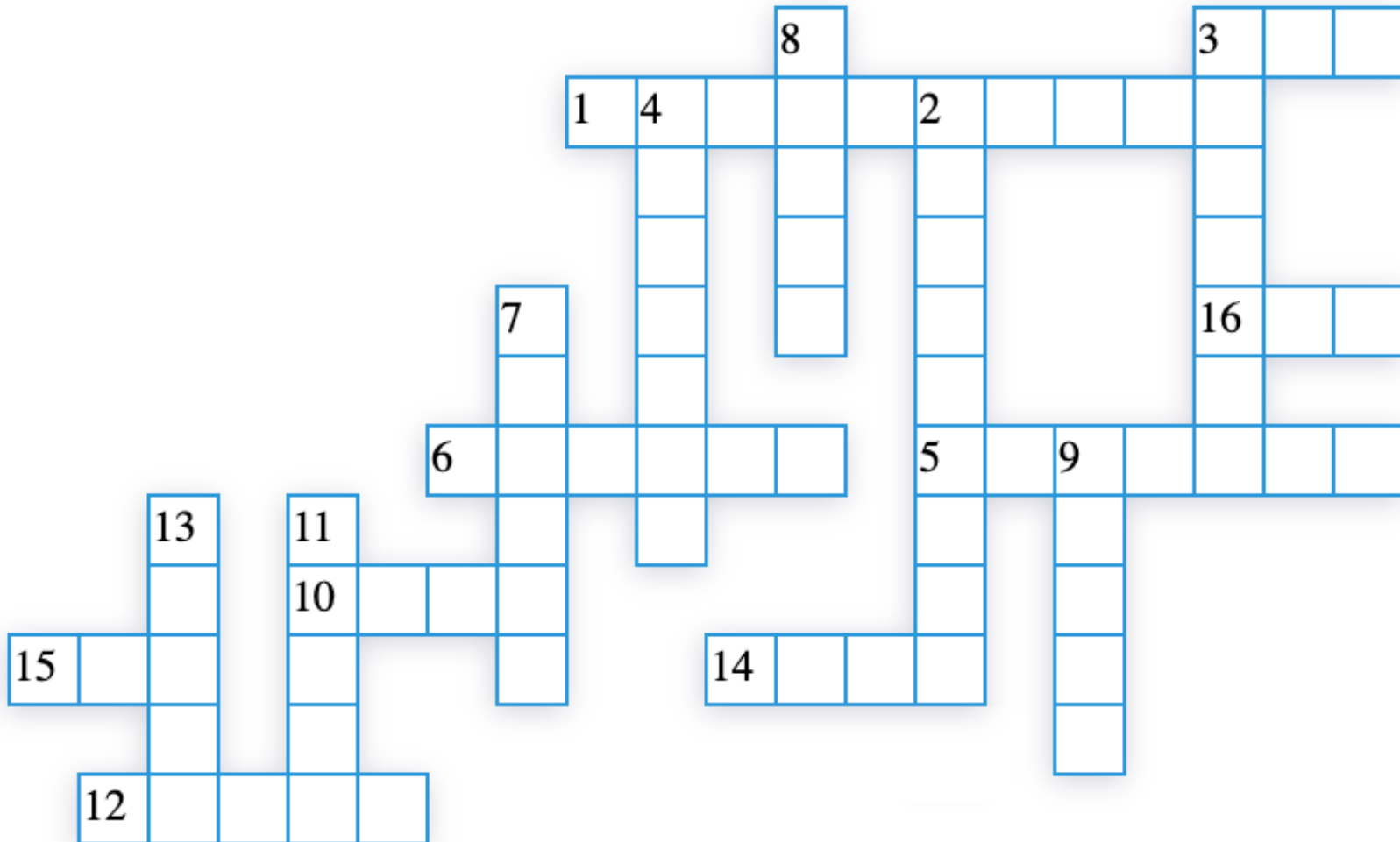


## Playbor and the Global Video Game Industry



## Across

1. Games of Empire: the type of labor that creates "knowledge, information, communication, a relationship, or an emotional response": \_\_\_\_\_
3. Bulut: Nickname for the poorly lit and densely seated room where testers work with their development kits: \_\_\_\_
5. Bulut: "selected from a large \_\_\_\_\_ army of labor, where testers compete for jobs from a large pool of passionate gamers who are willing to work as a temp": \_\_\_\_\_
6. Bulut: the busy time; nice paychecks, long hours; the time during which the immateriality of labor doesn't hold: \_\_\_\_\_
10. Bulut: "Video game testers \_\_\_\_ that their temporary position will serve as a stepping stone into the gaming industry": \_\_\_\_
14. Anon: Anon likens gold farming to this other "black market" trade: \_\_\_\_
15. Bulut: In games, it's the degradation of \_\_\_\_\_. The concept is inspired by Harry Braverman, who theorized about the deskilling of laborers through machinery & managerial control....: \_\_\_\_
16. Anon: if you're a gold farmer, you might also have to compete with one of these: \_\_\_\_

## Down

2. Games of Empire: a secret feature designed into a game awaiting player discovery; Robinett's addition to Atari's Adventure: \_\_\_\_\_
3. Games of Empire: a neologism that perfectly captures the hybrid of work and enjoyment: \_\_\_\_\_
4. Games of Empire: a term which refers to the practice of altering programmed code on PC games to change characters' skins, add weapons, create fresh missions, etc.: \_\_\_\_\_
7. Anon: "gold \_\_\_\_\_ sounds like an occupation straight out of a medieval fever dream....the reality is far less glamorous": \_\_\_\_\_
8. Games of Empire: "working-class hero" of early video game fame: \_\_\_\_\_
9. Games of Empire: first name of the duo that made games at Atari, later founded their own software company: \_\_\_\_\_
11. Anon: country which banned the practice of mining in-game data for cash: \_\_\_\_\_
12. Games of Empire: Sega, Nintendo, Sony commonality: \_\_\_\_\_
13. Games of Empire: Japanese comics characterized by iconic figures, genre conventions, and strong story lines: \_\_\_\_\_