

<p><b>3.DESIGN</b>  Game design involves developing the layout, concept and gameplay (which is the players experience in the game) of a video game.  Many game designers have a background in computer science or computer engineering.</p>			
<p><b>Game Design</b></p>	<p>game designers  level design  writing</p>	<p><a href="#">BioWare</a> ,  <a href="#">Dreamgazers Interactive</a>,  <a href="#">Firetoad Software</a> ,  <a href="#">HermitWorks Entertainment</a>,  <a href="#">PixelStorm</a>,  <a href="#">Razberry Design</a>,  <a href="#">Very Big Games</a>,  <a href="#">Wazoo Inc</a>,  <a href="#">XGen Studios</a></p>	<p>careers at Bioware:  <a href="http://www.bioware.com/bioware_info/jobs/">http://www.bioware.com/bioware_info/jobs/</a></p> <p>careers at Dreamgazers:  <a href="mailto:jobs@dreamgazers.com">jobs@dreamgazers.com</a></p> <p>careers at Hermitworks Entertainment:  <a href="mailto:jobs@hermitworksentertainment.com">jobs@hermitworksentertainment.com</a></p> <p>careers at Pixel Storm:  <a href="mailto:jobs@pixelstorm.ca">jobs@pixelstorm.ca</a></p>