1. *How do you see the industry? Use at least one source.*

Today’s gaming industry, in many ways, is like the gaming industry of the 80s and 90s minus some ET-esque mistakes; it is popularized more and more every day and is growing faster than most industries out there. The biggest difference between now and 30 years ago is that gaming has become one with medical sciences, construction, visual architecture, animation, VR, and so much more. A notable example is Unreal Engine, it is even publicly traded as a medical company because of their footprint! In fact, this small industry in 2000 worth just $7.98 billion *[2]* is currently being predicted to reap in more than $143 billion with the inclusion of e-sports and surpass the actual sports industry! *[1]*

2. *How do you see the industry growing over the next ten years? Use at least one source.*

In the next ten years, I see the industry blossoming. In terms of age, gaming is still very young in the form it is; there is so much headway to make. Gaming largely influences many areas of life and is the relied form of income for more than publishers, but also mouse and keyboard manufacturers, graphics card makers, and more. Video Games single handedly forced the revolution of graphics cards and continue to do so more than ever. The facts of the matter are that it takes 10 – 12 years to bring a new prescription drug to market *[3]*, and the team at C4X Discovery are already using the Unreal Engine to massively shorten the amount of time take to discover the right dance for the molecules and bring world changing drugs to light. I see the gaming industry being used as therapy. *[4]*

3. (a) *How do you see the industry growing over the next 25 years?* (b) *How will consumers use your media?*

In 25 years, I see the industry being completely through the cross-play rebuttal phase and all games will be about shared experiences. I believe that the industry will begin the stride towards more interactive and personal games with the experience of being there; possibly VR suits or advanced motion tracking built into VR headsets. I believe that we are already seeing the transition with games like Fortnite, PUBG, and Call of Duty Blackout, they are all starting to gear their engines towards shared worlds and shared experiences. Technology is now getting so advanced that the companies see the opportunity to make games more interactive and like with the video cards evolving because of the gaming industry, I believe that server, internet, and online capabilities will begin advancing.

4. (a) *Where do you want your career to be in the next 5, 10, and 15 years?* (b) *What steps are go taking, or do you plan to take, to get there?* (c) *What would you have like to achieve?* (d) *Where do you want to live?* (e) *What would your life look like?*

In five years, I will be working with Epic Games on Fortnite, sharing my ideas with a team of dedicated gamers. I see myself as a part of the biggest thing in the world, because I play it and dissect it and see that I can help change the world with them, that I am a perfect fit. I see myself making a difference. In ten years, I see myself possibly looking to open my own small indie studio that would release games similarly to how CD Projekt Red manages, funds, produces, and develops games like The Witcher. Maybe I could even be an Epic Games Studio of sorts or have Epic as a publisher. Freedom of creativity is crucial to my work environment, and it is advocated at Epic Games. In 15 years, I see myself happy in a respectable job, having found my path in the industry. I know that I will need the first few years to explore what all this industry has to offer and find my niche in all of it, and I am more than excited to do it! Once I am working for Epic, I will be in Cary, North Carolina. That is where the branch that develops Fortnite is working, and that is where I know I will fit right in.

5. *Summarize your plan.*

In summary, I plan to start my journey by exploring my own unknown in the industry to find where I know I should be. I will begin that path and change the fabrics of the industry, change how games are seen and what mechanics can do, and break the trends of the same game every game from a publisher. I will take the industry by storm and make sure to leave a mark on the gaming industry for the better. I will be a game developer and proud to be with the team that changes everything! With an ever-growing and ever-changing industry, I plan to be an ever-changing developer to allow my skills to adapt to the current environment, and enhance as things change.

x. References

*[1]* Takahashi, Dean (2017). Newzoo: Game industry growing faster than expected, up 10.7% to $116 billion 2017; Venture Beat, <https://venturebeat.com/2017/11/28/newzoo-game-industry-growing-faster-than-expected-up-10-7-to-116-billion-2017/>

*[2]* Statista (2018). Total revenues of the video game industry from 2000 to 2014 (in billion U.S. dollars); Statista,[*https://www.statista.com/statistics/268954/revenues-of-global-video-games-industry/*](https://www.statista.com/statistics/268954/revenues-of-global-video-games-industry/)

*[3]* Jones, Simon (2017). Taking Pharmaceutical Discovery to the Next Level in Unreal Engine; Unreal Engine, <https://www.unrealengine.com/en-US/blog/taking-pharmaceutical-discovery-to-the-next-level-in-unreal-engine>

*[4]* Hobbs, David (2017). Game therapy: serious video games can help children with cerebral palsy; The Conversation, <http://theconversation.com/game-therapy-serious-video-games-can-help-children-with-cerebral-palsy-72950>