

games™ launches new industry recruitment section

Well-respected multiformat games magazine introduces the latest edition of games™ Industry from issue 68

On Thursday 20 March, issue 68 of games™ goes on sale across the UK and the world with its brand new industry and business section, games™ Industry. This gives the multi award-winning publication a stronger industry presence than ever before. The 19-page industry and recruitment section provides the latest news, features, and developer profiles, as well as information on university courses to give those wishing to break into the videogame industry the start they need.

games™ Industry is mailed out to every development studio in the UK, reaches over 70,000 gamers per month, and is also received by selected universities and colleges. The section provides an essential advertising opportunity for studio's searching for experienced staff, or universities wishing to promote their courses.

"Recruitment for the videogames industry is a notoriously difficult, time-consuming, and extremely costly business," commented James Hanslip, Head Of Sales at Imagine Publishing. "games™ Industry is a cost-effective solution to this problem and has already been an unrivalled success. Feedback from the industry has led us to deliver a unique platform for everything recruitment from big developing houses looking to attract the cream of developing talent right through to universities that want to attract high-calibre candidates onto their courses. This is just the beginning and we are all excited about where this section can go in 2008."

To advertise in games™ Industry, or to receive a copy, please contact Jordan Quinn on **01202 586419** or email on jordan.quinn@imagine-publishing.co.uk

games™ is highly respected equally within the game industry and gaming fraternity thanks to its accessibility and the way it refuses to bow down to PR pressure, gimmicks, or fads.

Imagine Publishing is one of the UK's fastest growing consumer specialist publishers. Formed in May 2005, it now publishes 20 magazines and 20 websites in the videogames, computing, entertainment and photography markets. An Imagine magazine is purchased every ten seconds.

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