

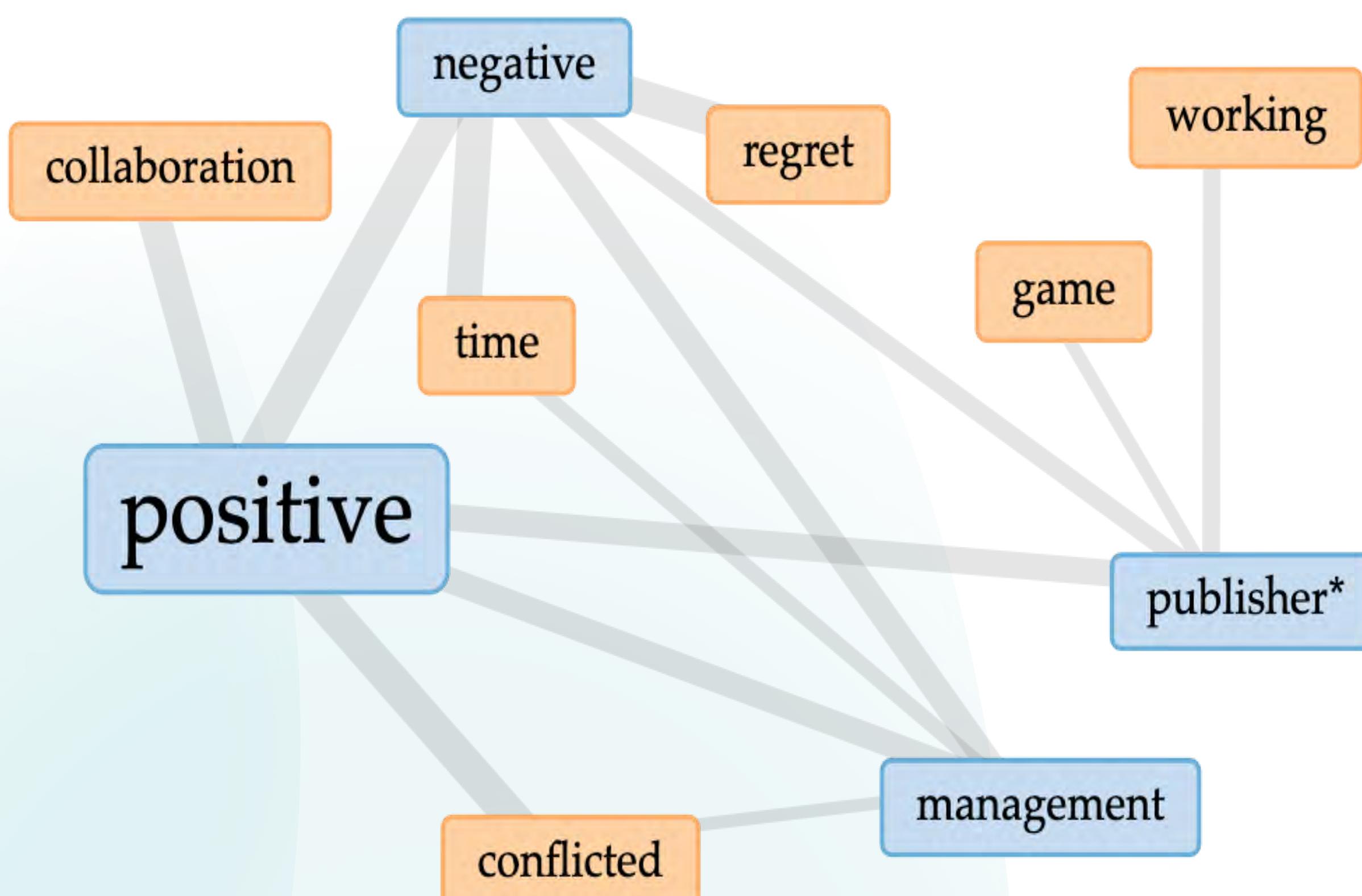
# Comparative Studies of Digital Writing and Feelings

Independent video game developer's collaboration and communication while composing their projects and the value writing post-mortems will bring to professional studies.

## Abstract

This research investigates the relationship between digital media composing practices and feelings, specifically turning to post-mortems published on [gamasutra.com](http://gamasutra.com). A post-mortem is a reflection on the process of creating once the project is published. Our primary purpose was to understand the emotions of digital authors surrounding collaboration during the creation process thereby articulating the ways in which self-publishing and general publishing in professional studies may be more of a positive experience through understanding collaboration.

## Results



- Collaboration is viewed as mostly negative when between team members
- Team members get mostly positive feelings when communication and collaboration expands to the public and peers.
- The findings we present here raise questions about the public work we do in computers and writing studies, as well as digital humanities, to make visible our practices behind a digital media argument. Simply put, what went right? What went wrong? What practices evoked conflicted feelings?

## Implications

Post-mortem documentation has reveals tools, bodies and resources that shape production. Writing post-mortems is important to writing studies because many of the professional writer's publications appear without any indication of process or emotions which leads to many budding professional authors not knowing where to start or what to expect. If we do not consider the act of writing post-mortems in professional studies, this research suggests that collaboration between team members and staff (e.g. authors, editors, publications, readers) may become a more negative experience.

## Lit Review & Method

Gamasutra's post-mortem articles and studies in information technology were useful to us because they revealed a gap in computers and writing studies research and practice. Post-mortem documentation is under-explored as a research inquiry in our field; however, there are exigencies for such a study when we turn to recent studies about scholarly writing processes and digital publishing (see Tulley, 2018; kyburz, 2019; Shivener, 2020). Qualitative methods were necessary for this research.

1. Dr. Shivener and I coded over 90 post mortems
2. Analyzed data through Voyant.com and through searching keywords in the document then reorganizing into groups titled Collaboration, Communication, Negative, Positive and so on.

"I was able to overcome the anxiety of leading something entirely unknown to me at the beginning."

