

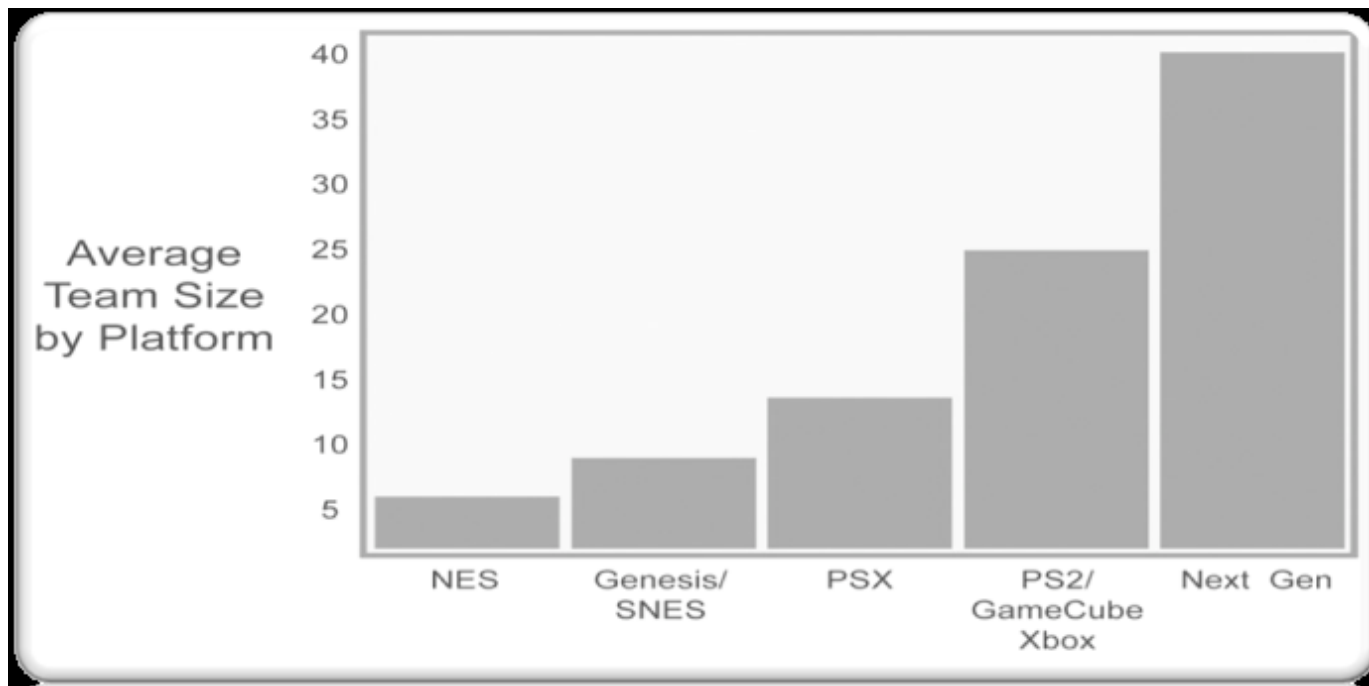
Computer Games Laboratory

Softskills



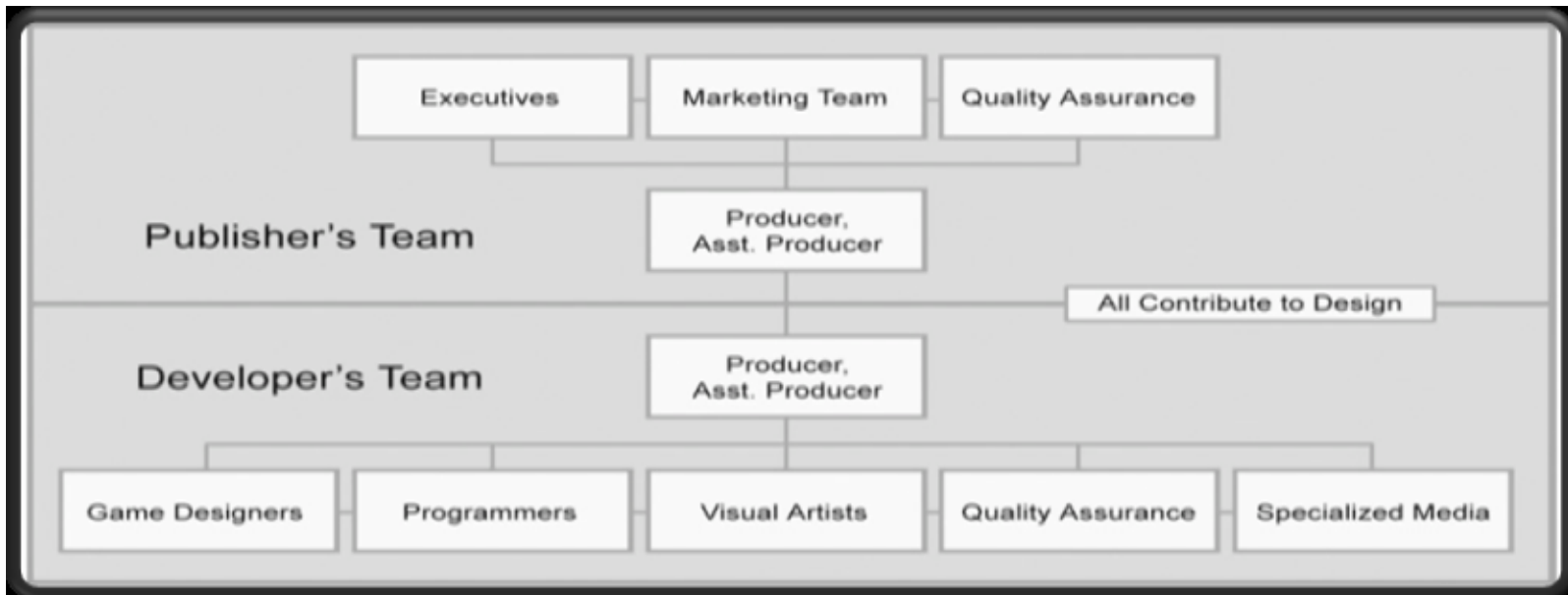
Softskills

Making games means working in teams:



Softskills

- Team structure



Softskills

- Meetings
 - Someone should lead the discussion, speak first
 - Structure the meeting, have an agenda, don't waste time
 - Have a goal to focus the discussion
 - Be prepared and contribute
 - Let everyone speak
 - Accept other opinions, don't be personal, try to persuade
 - At the end: review the discussion, summarize the outcomes

Softskills

- Technical stuff can be taught, soft skills not so much
- Even more difficult: Communication across disciplines



Softskills

- Proper communication can be difficult
 - No single strategy work
 - Each person is different



Softskills

- **Humility and Honesty**
 - Know what you don't know, be critical with yourself
 - Learn from criticism, don't become angry
 - Embrace people who do know
 - Ask for help, take feedback as a gift, share your opinions

Softskills

- Experience, Trust, and Negotiation
 - Learn to “classify” people, figure out their strengths and weaknesses
 - Learn to delegate
 - Don’t expect something from someone who does not have the skills
 - Employ people for whatever they can do best; Work with what you have
 - Be willing to compromise; Aim for the best possible result