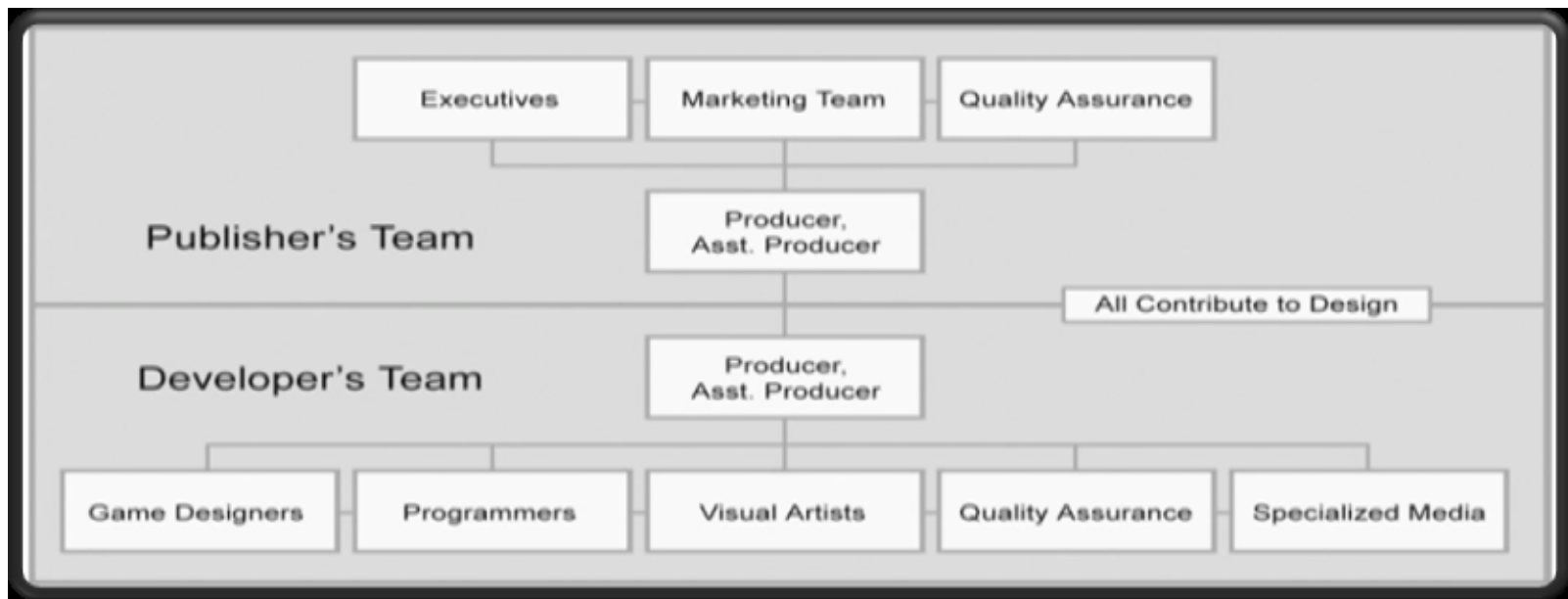TUM Computer Games Laboratory
with content from
ETH Game Programming Laboratory

Softskills

Softskills

- Making games means working in teams, with vastly heterogeneous structure

Softskills

- Team selection
  - Often given by company organization
  - If not, you want to select the best time for the job
    - The smartest
    - The most hard working
    - Bringing skills you don't have
    - Orthogonal feature set

  Did you consider this when selecting your team members?

Softskills

- Meetings – can eat away much time and energy
  - 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 and accept other opinions
  - At the end: review the discussion, summarize the outcomes

Softskills – your role in a team

- 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 – your role in a team

- ## Experience, Trust, and Negotiation
    - Learn to "classify" people, figure out their strengths and weaknesses
    - Employ people for whatever they can do best
    - Be willing to compromise
    - Learn to delegate