Computer Games Laboratory
Softskills
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Making games means working in teams

Softskills

Team structure

Manager/Director
- Graphics Designer
  - UI/UX Artist
  - 2D Artist
  - 3D Artist
  - VFX/Animator
- Programmer
  - UI Programmer
  - Gameplay Programmer
  - AI Programmer
- Game Designer
  - Level Designer
- Sound Engineer
  - Sound Designer
- Quality Assurance
  - QA Lead
- Marketing Executive
  - Data Analyst
  - Game Testers
  - Online Support

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
Communication

Technical stuff can be taught, soft skills not so much

Even more difficult: Communication across disciplines

Proper communication can be difficult
  • No single strategy works
  • Each person is different
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
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
Questions?