

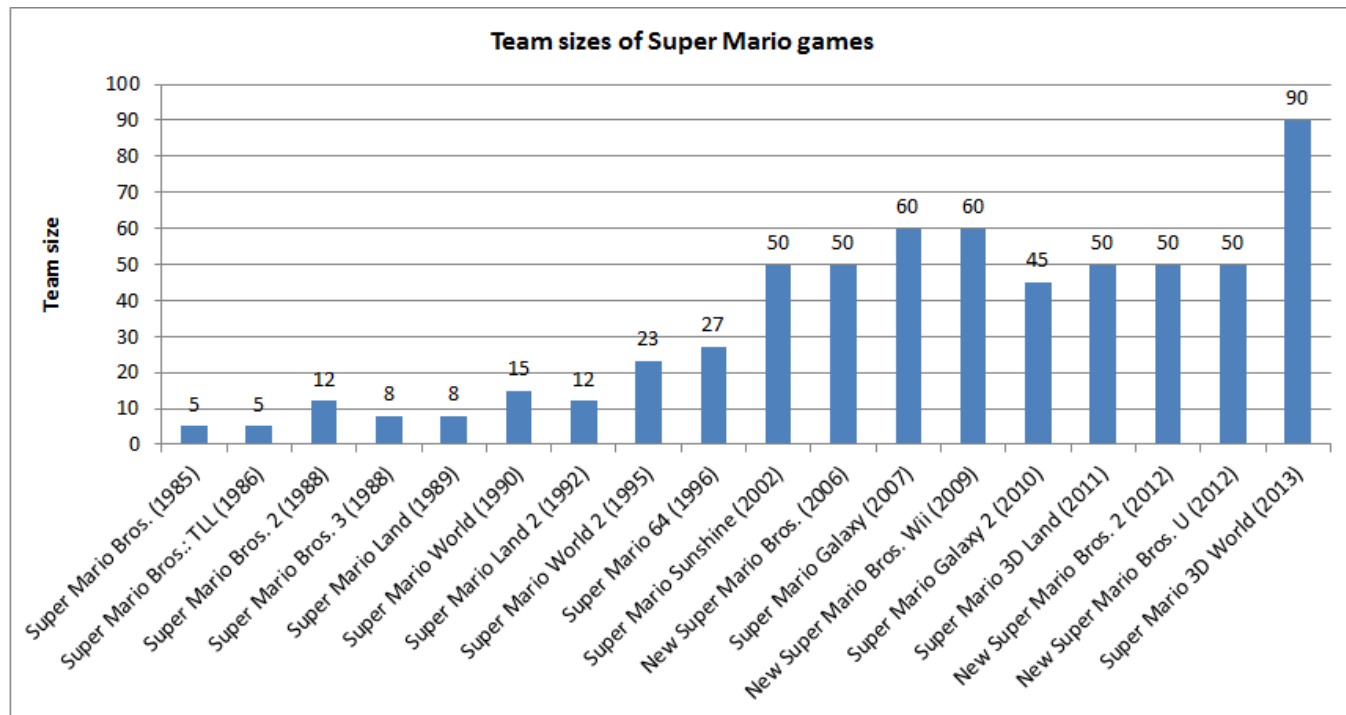
# Computer Games Laboratory

## Softskills



# Softskills

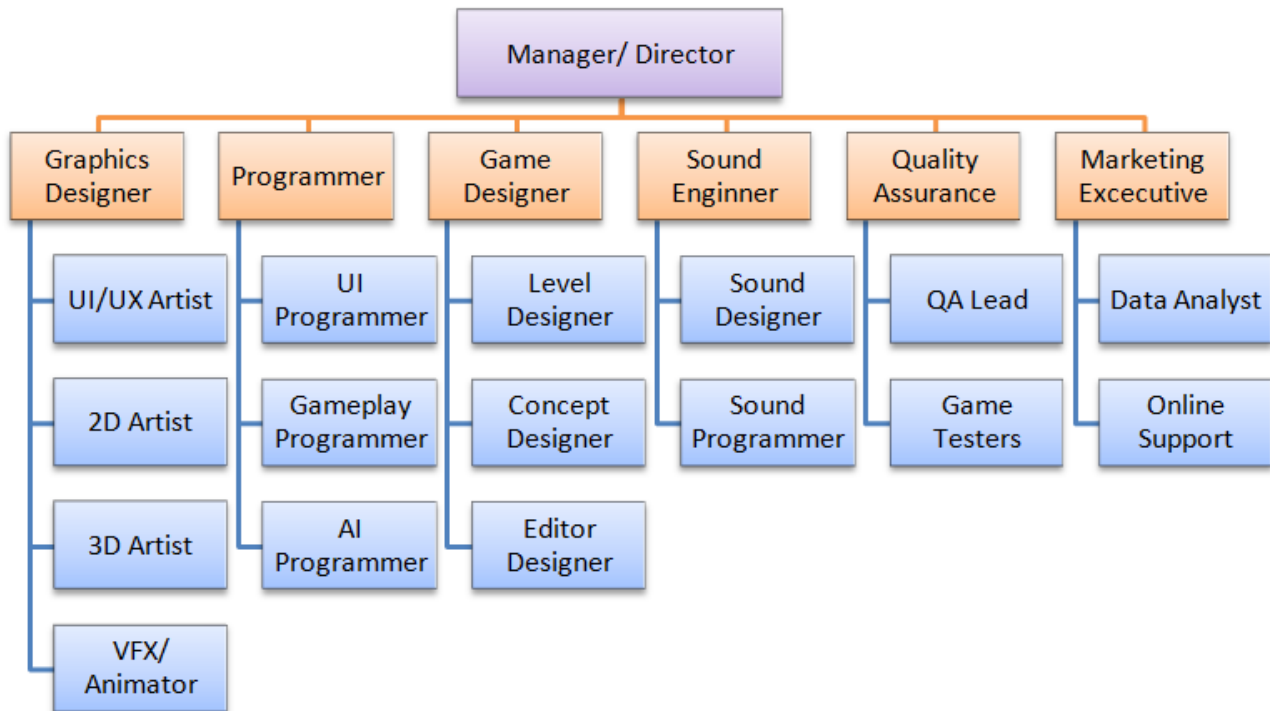
Making games means  
working in teams



<https://www.neogaf.com/threads/breakdown-super-mario-dev-team-size-by-game.881510/>

# Softskills

## Team structure



<https://www.unity3dtechguru.com/2018/01/gdlc-game-development-life-cycle.html>

# 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?