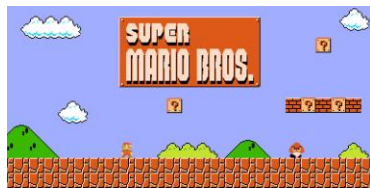


Computer Games Laboratory

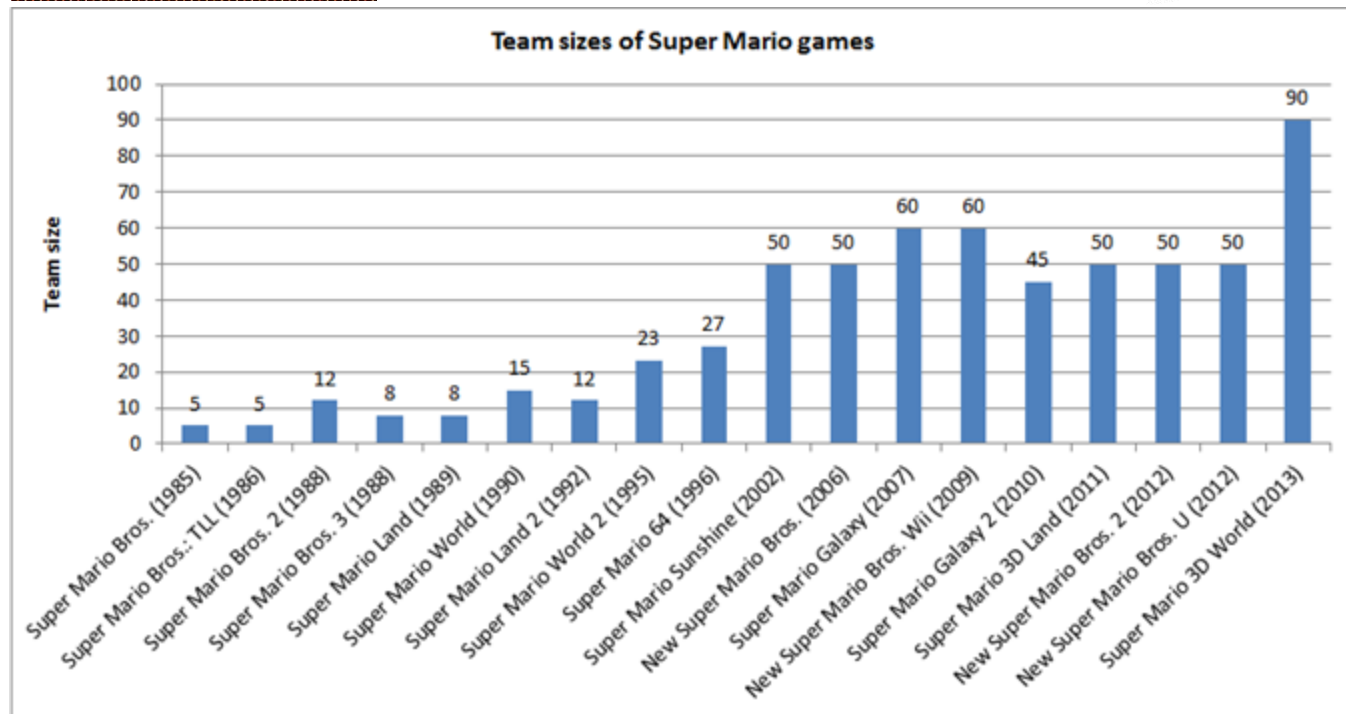
Softskills





Softskills

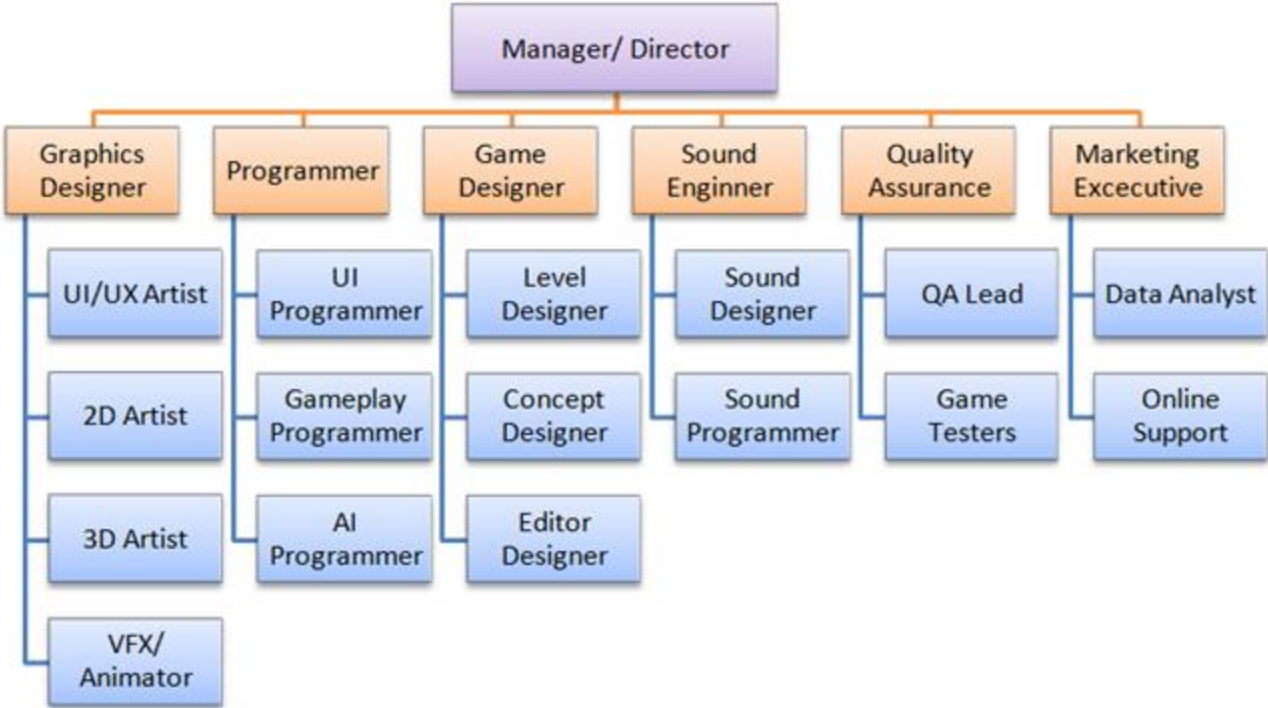
Making games means
working in teams



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

Softskills

Team structure



Meetings

Someone should lead

Start the discussion, speak first

Structure the meeting

Have an agenda and a goal

Be prepared and contribute

Don't waste time

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

Difficulty: Communication across disciplines

Proper communication can be difficult

No single strategy works

Each person is different



Humility and Honesty

Know what you know, and what you don't know

Ask for help, take feedback as a gift, share your opinions

Embrace people who do know

Be critical with yourself, and be open mind for criticism

Learn from criticism

Don't become angry

AT LEAST HE'S HONEST



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?