

# Big Ant visit

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Documents for ITECH3000 the visit I made to Big Ant Studios in Melbourne.

## Visit to Big Ant studio

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Grant Meredith and I visited the offices of Big Ant, a Melbourne-based games development studio. We were able to talk to their manager and project leads about their development process, and observe the facilities and tools which they use. We also had a discussion about the skills and knowledge which they look for when hiring employees, and their view on the current state and the future of the Australian computer games development industry.

## SFIA Skills Related to engagement activity.

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This activity related to several aspects of the SFIA skills framework, some specific to the games industry and others relating to IT more generally.

Methods and Tools: Level 5 – we observed the methodologies and tools in the use at the studio, and gained insight into why these were seen as the most appropriate for the task at hand.

Project Management: Level 5 – we had an opportunity to discuss the project management process used by Big Ant. Their projects are of a medium-size, so I would classify this as relating to Level 5 within SFIA.

Animation Development: Level 4 – we observed animators working on 3D models and rigging.

## Evidence of Attendance

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<http://big-ant-visit.jpg>

## Connection to ACS CBoK Knowledge

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This activity covered various aspects of the CBoK. We spoke to project leads who have responsibility for various aspects of project management. These were experienced workers who had many years of experience within the games industry.

We also got to observe the work of employees in a range of areas including programming (seeing the type of languages which were used) and testing, as well as more games-specific tasks such as 3D modelling. Most of these employees had AQF Level 7 training.

## Reflection

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Although I had taught in the area of games development for many years, this was my first chance to observe first-hand the working environment of a games studio, and to observe the interaction between the different skill-sets of the team members.

One aspect of the visit which I found very useful was to hear about the hiring practices of the industry – in particular the importance which is placed on viewing a portfolio of a potential employee's work to assess the quality of work which they are actually able to produce. This is a point which I have since tried to emphasise to my own students – go beyond the basic requirements of your assignments, and work outside of semester to produce a portfolio of policed examples of your capabilities.

## Comments

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