

The importance of leadership and personalized teamwork strategies in a game-oriented software engineering environment.

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1 Introduction

While working on my team game development project, I made an interesting observation of how a lack of leadership in a team can hinder or even completely stop progress on the project. I also noticed how, based on the structure of the team, different strategies should be employed in order to facilitate efficiency and productivity. Currently in the games industry, many studios don't employ any teamwork strategies [1]. Most others however apply models of Agile, which is the most popular method in the games industry [1]. In this essay I will explore how important flexibility [2], good leadership [3] and mutual trust [4] is to the game development process, how it boosts the team's creativity [5, 2] and motivation [6] and how examining your teams' structure [7] to create a personalized teamwork strategy can be highly beneficial for productivity [8] and quality of work produced.

References

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