1. Based on your readings from Week 1 and class lecture/discussion, identify the primary skills that you might bring to a game design/development team. Are there skills that you wish to develop?
   1. Primary Skills
      1. Public Speaking
      2. Management
      3. Games
      4. Engineering
      5. Communication
   2. Skills I Want to Develop:
      1. Business
      2. Cinematography
      3. Economics
      4. Psychology
      5. Visual Arts
2. Describe three roles/areas that you think would be of most interest to you as part of a game design/development team? (See Fig. 2.3 in Creating Games for a diagram that identifies some teams and functional areas – and don’t forget the management, QA/testing, and other roles...).  You might also reflect on what role/s began to emerge for you during the in-class creative games exercise.  Describe each of your preferred roles and indicate**why** each is of particular interest to you.
   1. Producer/Associate Producer – because I find that I prefer to be someone who helps other people make things rather than make things myself. This career path lets me do that and is the one I am aiming for in my schooling. I like having eyes on everything and making sure that the teams I am on are working at their best
   2. Management – when it comes to working I find that the more invested in a project/company the harder I work. So being a part of management would let me work the hardest, and would help me in making sure that I am making my company the best it can be.
   3. Game Logic – I think I would enjoy this role because you get to be creative in trying to figure out exactly how to implement whatever crazy idea(s) that the designers actually come up with