

Joel's Fantastical Production Reading List

- There are many, *MANY* Presentations and Exercises in the **Production Planning** subject and **Production** subject
- There will be no time during class to present them, as you will be making your major project with the other streams
- Luckily, most Presentations in the subjects are short (less than 15 slides) and can be completed relatively quickly.
- I've provided a list of the "essential" reading that I recommend you through in your own time. You can complete each on in any order, but I have organized the list as it appears on Canvas.
 - **NOTE:** The Presentations in the **Production** subject are all valuable and recommended, after completing the **Production Planning** list below.
- If non-Designers on your team are struggling, you can refer them to these (suggested that you go through it with them, as they may not have access to it).
 - BE CAREFUL, you will not have a lot of time with your team during class hours. Don't waste time: you should primarily be focused on building your game.
- Note that all Exercises, Videos, and Tutorials for both subjects are recommended in your own time, but less of a priority.

Topic	Title
Freelance	<p>ALL OF IT. This is essential information if you plan to work as a freelancer (or subcontractor for a company). Also, <u>part of your Production assessment is to produce an Invoice</u> for services rendered, so this information is valuable to everyone.</p> <ul style="list-style-type: none"> • Business Basics • Running a Business • Communication with Clients • Marketing Yourself • Legal Essentials for Freelancers • Writing a Business Plan • Invoicing
Teams	<ul style="list-style-type: none"> • Roles in Teams • Team Life Cycle • Commitment and Reputation • Tools for Online Teams • Introduction to Version Control • Version Control Vs. Fileshares • Conflict Management
Continuous Improvement	<ul style="list-style-type: none"> • Time Management • Feedback Early and Often Pt 1 • Feedback Early and Often Pt 2 • Post Mortems and Critical Reflection • SWOT Analysis • What Can Be Learned from Heroki
Concepts and Projects	<ul style="list-style-type: none"> • Introduction to Research
Project Management	<ul style="list-style-type: none"> • Project Management • Software Development Methodologies
The Daily Scrum	<ul style="list-style-type: none"> • The Daily Scrum <ul style="list-style-type: none"> ○ NOTE: this is in Introduction to Game Design topic
Presenting and Pitching	<ul style="list-style-type: none"> • Introduction to Pitching • Forms of Presentation