**Career Plans**

Andrew’s ideal job is to have a Service Design Lead/Human Centre Designer role in the future.

James’ ideal job is to become a Game Developer.

Similarities

Overall, there are no significant common elements between a Game Developer and that of a Service Design Lead based on the skills and experience outlined in both of the job advertisements. Both are fundamentally different in in their purpose and what they need to achieve.

There are three key elements that they do share in common. They are:

**Agile Delivery**

Agile is a set of principles and values shared amongst a team to form a framework to work together to deliver a solution of value to the customer.

**Problem Solving**

The ability to define a problem and constructively work to develop options to reduce or remove its impact.

**Web Development**

The knowledge and skillset to design and stand-up a website to be used by an end customer.

Differences

The focus of a Service Design Lead is entirely different from that of a Mid-Senior Level Gaming Developer.

As a **Service Design Lead**, the role is heavily research-focused. Working with customers and/or focus groups, you must gather key data points from them to define their problems and identify solutions to the products and services they use.

Applying the principles of design thinking, a Service Design Lead will take the customer through five process stages to develop a solution:

* **Empathy** – Understand the problem from a human context
* **Define –** Research the problem
* **Ideation** – Develop ideas that will to resolve the problem
* **Prototype –** Create basic solutions (wireframes, models)that can be tested quickly
* **Test** – Tests the solution to ensure that it meets the customers’ needs or iterates it further based on their feedback.

A Service Design Lead is not necessarily a technical role. Based on the research gathered, it documents the requirements that a solution architect and developer will use to develop a solution to solve a customer’s problem.

The role of a **Mid-Senior Level Gaming Developer** is quite different in that they are responsible for developing a game's technical elements. They require component skills in several different development languages, architecture structures, and platforms to develop a concept from an idea into a full working gaming solution for general public use.

Based on our understanding and analysis of the ideal careers we wish to have in the IT industry, it is fair to say that the career paths and progression, and thus the plan, would be vastly different from each other. ***Maybe you could add a bit about how you would go about becoming a Service Design Lead here.*** To become a Game Developer, it would be best for James to undertake some study and training regarding game development, develop some small scale games as a hobby and compete in indie game competitions to help build a network and open doors into the industry.