

Lecture4 Game Development as a Craft

1. Soft Skills

Your hard skills, the skills within your chosen discipline, may get you into the game industry, but your soft skills determine how long you remain. The ability to work well with others, to subsume your ego to the needs of the team and project, is what makes an employee truly valuable.

Hiring

- Most good game companies value experience highly when hiring.
- Ideal candidate is an industry veteran who has learned the lessons that come from years of daily work on a game dev team
- Interpersonal skills such as negotiating to a compromise, solving problems collaboratively, and pitching in to help others
- If you're a student, make it your goal to get as much practice collaborating with others as possible during your college years

Collaboration

- Working on a joint project that requires teammates to channel their creativity in directions that advance the project
- Learning to negotiate with others to come to a mutually agreed-upon game design, then working together to implement that concept

Collegiality

- You have to be able to work with them on the common goal of creating the best game you can
- Being able to put aside prior clashes and pull together in the same direction is an important element of being a team player
- It's the team's game you are working on, not your own