



Agenda 28.2.2025:

- Expectation management
- Teams & formation
- Establishing communications
- Q&A

Turbiini: Game Studio Development Process TX00GA88-3001
spring 2025



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Who am I?

Suvi Kiviniemi, they/them ([LinkedIn](#))

- Support for young studios since 2018
- My own game company (Stupid Stupid Games) 2013-2018
 - Heyday: 9-person team at Katajanokka
- Double bachelor: ICT 2015, communications and marketing 2010
- On my way to a master's (YAMK, MBA on strategy)
 - working on a thesis on worker cooperatives for game dev
- • Personal mission: anything to strengthen the industry I love ❤️

What I do

- LGIN - a support network of game companies and industry mentors
- This course
- Introduction to Game Business -course
- Bit1 student game competition
- IGDA Incubation SIG - Regional Lead, Europe



**LIVING GAME
INTELLIGENCE
NETWORK**

Operated by
TUR IINI

What I'm not

- Not a programmer, artist, or game designer
- I don't have a crystal ball, only road bricks
- I don't have a preference on your decisions - except for "informed"
 - Still, I expect you to own them and communicate them properly
- I suck at remembering faces and names - don't be offended please

What I hope for

- Honesty and feedback
- Questions and discussion
- Communication, always, on everything
- Respectfully, of course

Course goals

You get

- a better understanding of the industry
- stronger teamwork skills
- a good base to build a studio on, if you so choose
- some industry connections
- a game in your portfolio

Credits - 5 or 10?

- 5 credits:
 - You participate actively with a team throughout the course
 - A game gets made to a reasonable level
- 10 credits:
 - You participate actively with a team throughout the course
 - A game gets made to a reasonable level
 - You publish and market the game
- Pivots, team swaps, killed games..?
 - Case by case
- - We can deal with that, don't worry too much.



Internships, projects, theses..?

Good idea!

Most likely possible. Let's talk.

What happens during the course?

Monthly meetings (roughly), which may be

- All of us
 - Your updates and learnings
 - Industry professionals talking about their expertise
 - Workshops about selected topics
- Your team & me
 - More in-depth discussion and support

A channel for questions, updates, and discussion in between

- See: “establishing communications



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Who are you?

What's your name,

pronouns if you're ok sharing,

and why are you here?

(i.e. what's your personal goal)

How serious are you about having your own studio one day?



Do we have teams?

a) Yes? Introduce it!

b) No? Join or form? Let's figure it out!



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Channel for comms between meetings?

Updates, questions, chat, sharing stuff...

Project status updates

What should we use?



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Any questions?

Additional reading

About embracing uncomfortable truths:

<https://elitegamedevelopers.substack.com/p/egd-news-110-surround-yourself-with-truth-tellers>

Learn more about (and from) my bankruptcy:

<https://blogit.metropolia.fi/tikissa/2023/10/13/turning-regrets-into-impact-6-lessons-learned-from-a-bankruptcy/>

Not sure what to do with your life? Design tools can help:

<https://www.goodreads.com/book/show/43196384-designing-your-life>

Before next time...

- Establish a connection with your group / new members
- Join the course comms channel once I invite you to join
- Start or keep working on your project!