Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…the health of each of your gamedevs.

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…the sleep of each of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs has
the time with their family that they need

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…motivating each of your gamedevs to come into work every day

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs' personal values are reflected in the actions of the studio

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the mission and purpose of the studio helps each of your gamedevs feel their job is important

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…the things most important to each of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs have the freedom and opportunity to make a difference on the things most important to them as professionals

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…openly communicating the state of the studio with each of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…providing convincing evidence to each of your gamedevs that the studio is heading in the right direction

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the expectations of and for each of your gamedevs are realistic

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…being honest with each of your gamedevs and yourself about the state of the game

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…holding each of your gamedevs accountable for their performance and contributions

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…valuing the work each of your gamedevs do

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for...

...ensuring what you say to each of your gamedevs is trustworthy

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…inspiring each of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…caring about each of your gamedevs as people

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs know
what is expected of them

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for...

...ensuring each of your gamedevs have opportunities to learn and grow

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…talking to each of your gamedevs about their progress

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for...

...encouraging the development of each
of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…giving regular recognition and praise
for each of your gamedevs' good work

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring nobody in the studio is holding any of your gamedevs back from improving themselves in substantial ways

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs' time
at the studio has improved their skills

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for...

...ensuring each of your gamedevs are treated with respect

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the actions or conversations of others in the studio do not make an uncomfortable or hostile environment for any of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…caring about each of your gamedevs as
a person

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…being a champion of continuous development of and for each of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for...

...reminding each of your gamedevs to hold themselves to high quality standards and encouraging them to expect the same

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…reminding each of your gamedevs to hold themselves to high ethical standards and encouraging them to expect the same

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring there is someone in the studio with whom each of your gamedevs can honestly discuss problems they encounter

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the work of each of your gamedevs is made better by those around them

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…making good use each of your gamedevs' skills and abilities

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs have the opportunity to contribute to decisions that affect them

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…encouraging each of your gamedevs to use their own judgment in their work

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for...

...ensuring the opinions of each of your gamedevs count

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs can make meaningful contributions to the best of their ability

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for...

...encouraging and creating an environment where each of your gamedevs is able to help others in the studio improve their work

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…taking measures to at least evaluate any potential problem any of your gamedevs may point out

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…helping each of your gamedevs to do exactly what they want to do with their professional careers

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring each of your gamedevs has
the opportunity to do what they do best
every day

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the personal values of each of your gamedevs are reflected in the game they are working on

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the work of each of your gamedevs is a valuable part of the game they are working on

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the game meets the quality standards of each of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com

Gamedev Studio Leader Responsibility

You have accepted responsibility for…

…ensuring the game meets the ethical standards of each of your gamedevs

Mike Acton @mike_acton macton@insomniacgames.com