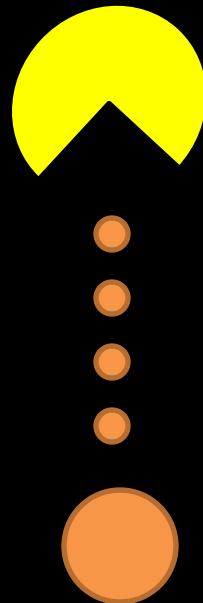
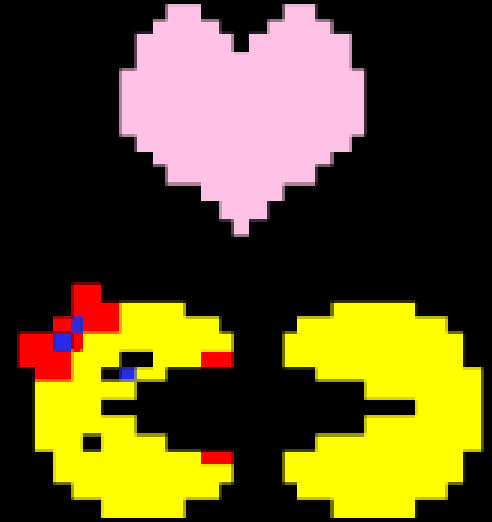


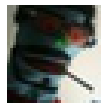
Part 2



Your turn.

Why are you here?

What are you most passionate
about?



mike_acton Mike Acton

What's the one thing you're *most* passionate about in game development?

1 Nov

— in reply to @mike_acton ↑



@BillB

Bill Budge

[@mike_acton](#) Predictably, I am most passionate about building content tools to supply "smart" assets to the game engine.

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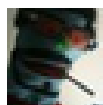


@ChristinaCoffin

Christina Ann Coffin

. @mike_acton searching for ideal data transformations+new techniques to solve gamedev problems using HW ISA efficiently

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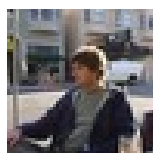


mike_acton Mike Acton

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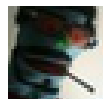


@zebrabox

Warren Keyes

@mike_acton The large bit of the iceberg below the water line i.e toolchains, asset mgt, dev process etc

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mike_acton Mike Acton

What's the one thing you're *most* passionate about in game development?

1 Nov

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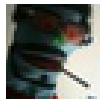


@sheredom

Neil Henning

@mike_acton Making things go fast!

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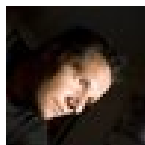


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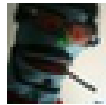


@Matt_D_

Matt D

@mike_acton enabling content creators, solving problems, designing architecture, learning things, delivering awesome functionality, and games!

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mike_acton Mike Acton

What's the one thing you're *most* passionate about in game development?

1 Nov

— in reply to @mike_acton ↑

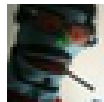


@c_pruett

Chris Pruett

@mike_acton Sneaking opportunities for critical thinking into fun.

1 Nov via Twitter for Android ☆ Favorite ↺ Retweet ↻ Reply



mike_acton Mike Acton

What's the one thing you're *most* passionate about in game development?

1 Nov

— in reply to @mike_acton ↑

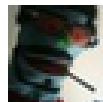


@SnappyTouch

Noel Llopis

@mike_acton Seeing people play the game I envisioned in the first place

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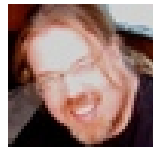


mike_acton Mike Acton

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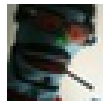


@PeterBjorklund

Peter Bjorklund

@mike_acton asking the question: What is the right thing to do? And then do that.

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mike_acton Mike Acton

What's the one thing you're *most* passionate about in game development?

1 Nov

— in reply to @mike_acton ↑



@darqtiger

Sean Quinn

@mike_acton squeezing as much out of
the hardware as possible

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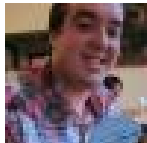


mike_acton Mike Acton

What's the one thing you're *most* passionate about in game development?

1 Nov

— in reply to [@mike_acton](#) ↑



@samhouston

Sam Houston

[@mike_acton](#) connecting fans with the
game developers and involving them in
the process

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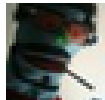


@pat_wilson

Pat Wilson

@mike_acton Solving new problems, or
old ones in new ways.

1 Nov via [Twitter for iPhone](#) [☆ Favorite](#) [↻ Retweet](#) [↩ Reply](#)



mike_acton Mike Acton

What's the one thing you're *most* passionate about in game development?

1 Nov

— in reply to @mike_acton ↑



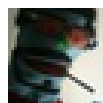
@cbalestra

Christophe Balestra

@mike_acton the team.

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What gets in your way?



mike_acton Mike Acton

Your answers were amazing and inspiring! Now: What's the biggest thing that stops you from dedicating 100% to the pursuit of that passion?

22 hours ago

— in reply to @mike_acton ↑

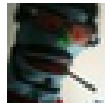


@tekkentool

Stephen Forsyth

@mike_acton Fear of failure, I'd love to get a job as a composer/sound designer for games. But what if i put out bad stuff at the wrong time?

22 hours ago via web ☆ Favorite ↻ Retweet ↩ Reply

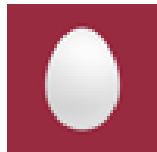


mike_acton Mike Acton

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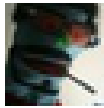


@sopyr

Mykhailo Parfeniuk

@mike_acton Basically I am doing what I am told to do, not what I think is the best or I would like to do.

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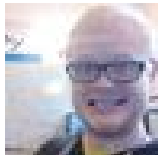


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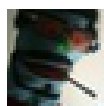


@sheredom

Neil Henning

@mike_acton Horrible class layouts. Virtual upon virtual upon virtual. Very intricate to unravel the web to redesign for performance.

21 hours ago via web ☆ Favorite ↻ Retweet ↩ Reply



mike_acton Mike Acton

@darqtiger Is that problem not solvable? Maybe a tool to help design and build the special versions? Something else maybe?

21 hours ago



— in reply to @mike_acton ↑

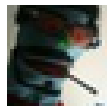


@darqtiger

Sean Quinn

@mike_acton there is always a higher priority fire to fight somewhere.

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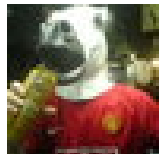


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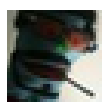


@nonchaotic

Steven Tovey

@mike_acton production staff and
changing designs

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mike_acton Mike Acton

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22 hours ago

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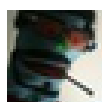


@hedgehoginthfog

Sergey Parilov

@mike_acton management and marketing stops me from pursuing that happiness

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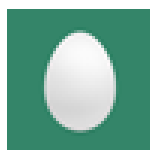


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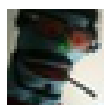


@esmolikowski

Eric SMOLIKOWSKI

@mike_acton The family and Age.

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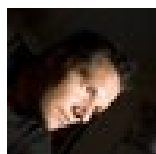


mike_acton Mike Acton

Your answers were amazing and inspiring! Now: What's the biggest thing that stops you from dedicating 100% to the pursuit of that passion?

22 hours ago

— in reply to @mike_acton ↑



@Matt_D_

Matt D

@mike_acton I already do allocate 100% of available time. Any more and one stops having a life! Balance is just as important as passion

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How can you make a bigger
impact?

How can we better reflect the
world?

How can we better reflect the
player?

How can we better reflect our
passions?

How can we overcome our
biases?

How can we use feedback
better?

Where can I make all new
mistakes?

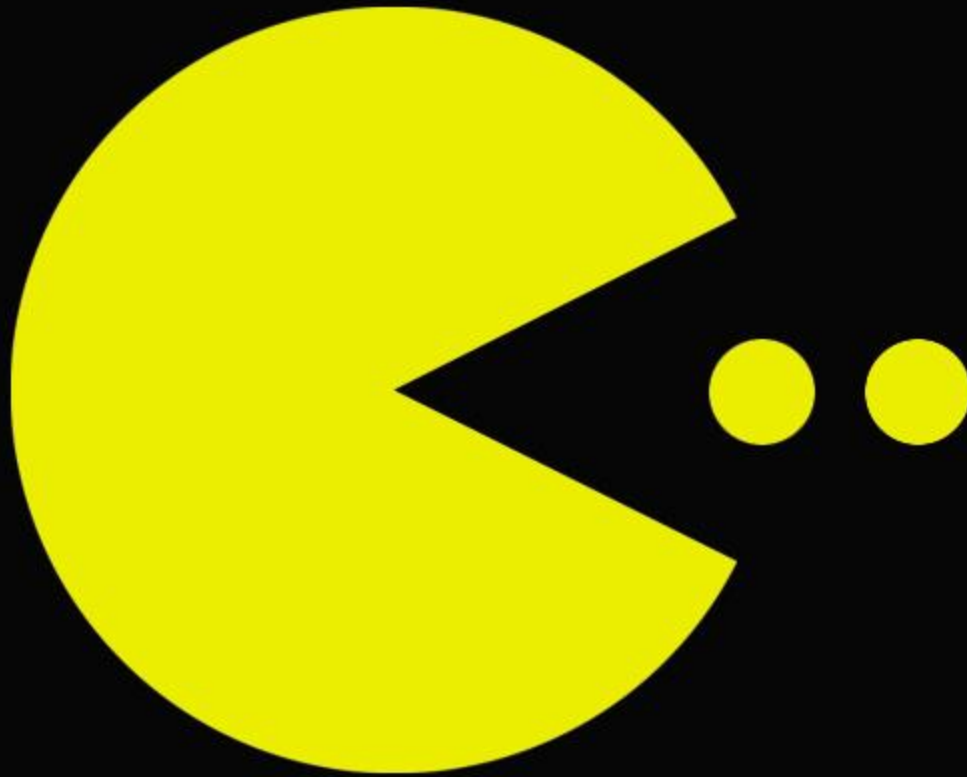
What am I going to focus on?

What else is out there?

How can we use the
unexpected?

How can we have more fun?

How can we better understand
the data?



Mike Acton

macton@insomniacgames.com

Twitter: @mike_acton