

Experiment No.09

PART B

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| Class: BE COMP A | Batch: A2 |
| Date of Experiment: | Date of Submission: |
| Grade: | |

B.1 Mention area of expertise and SME Person

SME Person: David Crane

Area of expertise: Game Development

B.2 Background Search for Interview:

1. Perform an initial background check through the means of linkedin to know about the SME's career and research.
2. Scan through the published research to get a fair grasp of the range of their expertise.
3. Find their interviews, articles to gauge their thinking and skip any redundant questions.
4. Check out their personal blog or twitter to get the latest updates about their professional undertakings.

B.3 Steps of Interview

1. Establish a purpose for the interview with an achievable goal.
2. Identify what you already know in advance.
3. Prepare a list of questions in advance.
4. Plan your interview.
5. Who is the best person to interview?
6. How much of their time will you need?
7. Can you call them directly to set up the appointment?
8. Do you need approval and an introduction?
9. Conduct your interview and take notes.
10. Follow-up as needed.

B.4 Questions asked:

1. What game are you most proud of developing and why?
2. What systems do you use to create game concepts and story characters?
3. How do you organize and plan your project work?
4. What are the most challenging issues of video game design?
5. How do you stay up to date with the latest game and software trends?

B.5 Conclusion:

We prepared interview questions for David Crane, a SME in the field of Game Development.