

## Game Design Teamwork (Student)

### Discussion:

Games are often produced by teams of creative professionals. Video game studios might have multiple teams working together to develop a game. With a variety of creators working on a single project, you might imagine that strong communication is important. The ability to collaborate and work with other team members helps the studio produce video games more efficiently and effectively.

### Activity #1:

Imagine you're building a game studio company that will create mobile video games for smartphones and tablets. Consider careers in the video game industry and the types of teams you'll need to develop game apps.

Answer the following questions about your studio:

- 1) What are the teams that will be involved in producing game apps at your studio? Consider teams that may need to be involved in selling the apps too.

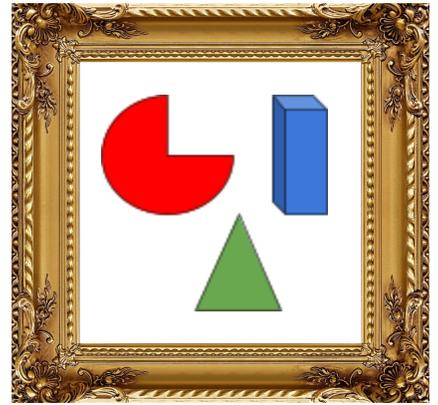


- 2) What positions will you need to fill within the teams you listed? Why will they be needed? Think about various roles and careers in game design and development.

## Activity #2:

Grab a partner, a pencil, and a sheet of paper. One of you will be the "artist" while the other is the "instructor". Sit with your backs to each other. The instructor will use only their voice and basic shapes to describe an object of their choice that the artist should draw. The instructor can't just say the object's name.

For example, a lightbulb might consist of  $\frac{2}{3}$  of a circle that becomes a square at the base. Two, long ovals, the length of the base, are stacked under the rectangle base. Another semi-circle is inside the rectangular base.



The artist will draw on paper the various shapes called out by the instructor to create the object.

This activity relies on clear communication, a skill that's crucial when game production teams collaborate. The instructor's ability to describe the size and position of shapes will be important.

After the instructor is finished providing the artist with the steps to complete their artwork, the artist reveals it to the instructor.

- 1) Did the artist draw an accurate work of art based on the instructor's directions? Why or why not? How close was the artwork to the instructor's imagined art piece?

Reverse the roles and do the activity again with a different object. After the instructor is finished providing the artist with the steps to complete their artwork, the artist reveals it to the instructor.

- 2) Did the artist draw an accurate work of art based on the instructor's directions? Why or why not? How close was the artwork to the instructor's imagined art piece?