TUM Computer Games Laboratory 2015

*with content from*

ETH Game Programming Laboratory

**Softskills**

N. Thuerey, G. Groh, R. Westermann
Softskills

Making games means working in teams:
Softskills

- Team structure
Softskills

• Meetings
  – Someone should lead the discussion, speak first
  – Structure the meeting, have an agenda, don’t waste time
  – Have a goal to focus the discussion
  – Be prepared and contribute
  – Let everyone speak
  – Accept other opinions, don’t be personal, try to persuade
  – At the end: review the discussion, summarize the outcomes
Soft skills

- Technical stuff can be taught, soft skills not so much
- Even more difficult: Communication across disciplines
Softskills

- Proper communication can be difficult
  - No single strategy work
  - Each person is different
Softskills

- **Humility and Honesty**
  - Know what you don’t know, be critical with yourself
  - Learn from criticism, don’t become angry
  - Embrace people who do know
  - Ask for help, take feedback as a gift, share your opinions
Softskills

• Experience, Trust, and Negotiation
  – Learn to “classify” people, figure out their strengths and weaknesses
  – Learn to delegate
  – Don’t expect something from someone who does not have the skills
  – Employ people for whatever they can do best; Work with what you have
  – Be willing to compromise; Aim for the best you can get