

#### The Internal Design Process: Maintaining Good Conflict

**Rebekah Saltsman** CEO+CoFounder, Finji www.finji.co @bexsaltsman

**JUC GAME DEVELOPERS CONFERENCE**<sup>®</sup> | FEB 27-MAR 3, 2017 | EXPO: MAR 1-3, 2017 #GDC17

() UBM



Who am I?

## OVERLAND





#### THE PROBLEM



- Keeping ego out of pitches
  Concrete discussions
  Circle back (unless)
- Trust your experts
- Lean on mentors



#### Keeping ego out of pitches

- •Identify
- Develop
- Present



### Identify



() UBM



#### Develop



#### Present

- Explain Up
- Explain Down
- Engage



#### Engage

Shared goals
Concrete
Game-specific



#### WHY



H

# O DAYS O MILES

WAS A BIG COMIC BOOK NERD GAME CARTRIDGE.

GDC GAME DEVELOPERS CONFERENCE<sup>®</sup> | FEB 27-MAR 3, 2017 | EXPO: MAR 1-3, 2017 #GDC17



# CLETUS L & M

USED TO FIGHT WITH THE SCHOOL BOARD. SCARED OF BEING LEFT BEHIND.









#### Circle Back Unless

- Postpone
- Intermediate Impossibles



#### Postpone



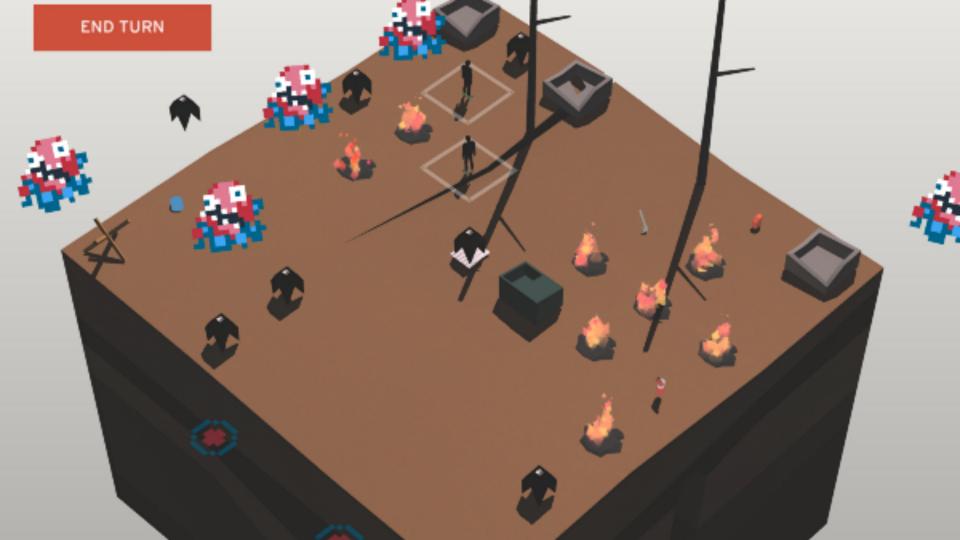
#### Intermediate Impossibles





.

j,









# ?



#### Trust your Experts

- What if nothing worked?
- Lean on Leads
- Trust Team NOT Hierarchy



#### **Trust But Verify**



#### Mentors

- Prototypes
- Business plans
- Studio practice



## Prototype Viability



#### **Business Plans**



#### **Studio Practice**



- Keeping ego out of pitches
  Concrete discussions
  Circle back (unless)
- Trust your experts
- Lean on mentors



#### Thank you

#### Contact Information **Rebekah Saltsman** bekah@finji.co www.finji.co @bexsaltsman

GDC game developers conference<sup>®</sup> | Feb 27-mar 3, 2017 | EXPO: mar 1-3, 2017 #gdc17