

The GDC logo is centered at the top of the slide. It consists of the letters "GDC" in a bold, white, sans-serif font. The letters are positioned over a large, solid red triangle that points downwards. The background of the entire slide is a dark blue. There are several decorative elements: a small red square with three white squares to its right in the top-left corner; a small red square with three white squares to its right in the top-right corner; a small red square with three white squares to its right in the bottom-left corner; and a small red square with three white squares to its right in the bottom-right corner. Additionally, there are thin red lines forming a large 'X' across the slide and a large blue triangle pointing upwards in the center.

# Fix Your Broken Meetings

**GAME DEVELOPERS CONFERENCE**

MARCH 18–22, 2019 | #GDC19

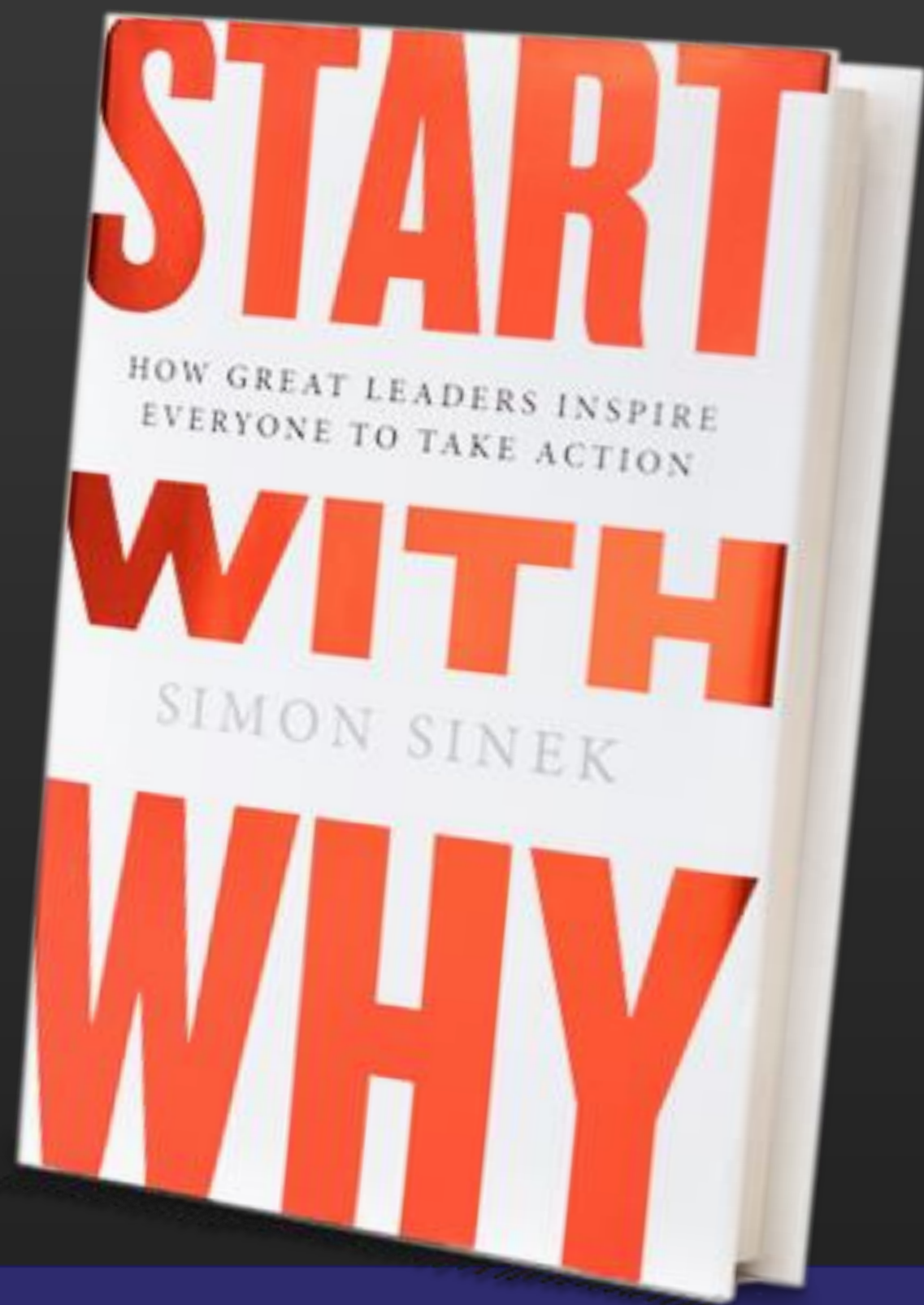


# Fix Your Broken Meetings

*Keith Self-Ballard*  
*Principal Artist*  
*Volition*

**GAME DEVELOPERS CONFERENCE**

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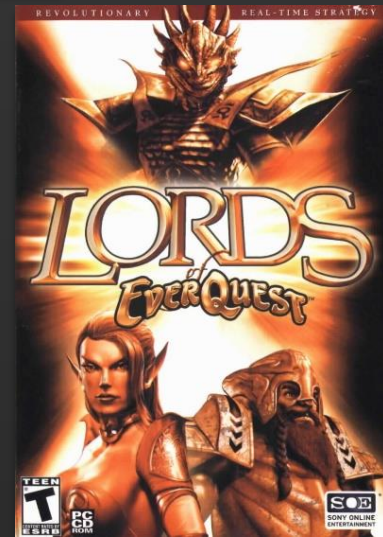
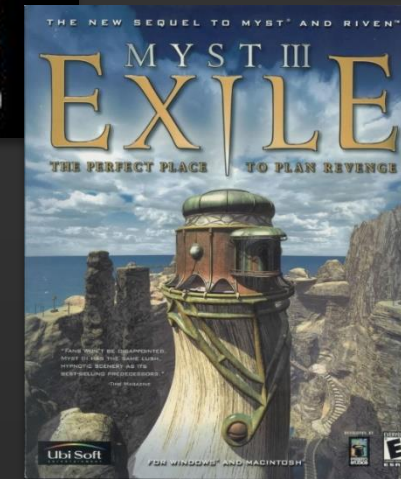


*PRODUCTION ARTIST / LEAD ARTIST – 1998 to 2007*

*STUDIO ART MANAGER / DIRECTOR– 2007 to 2011*

*ENVIRONMENT ART MANAGER / TRAINING MANAGER – 2011 to 2014*

*ENVIRONMENT ART DIRECTOR / PRINCIPAL ARTIST – 2014 to PRESENT*



















“With great power, comes great responsibility...”







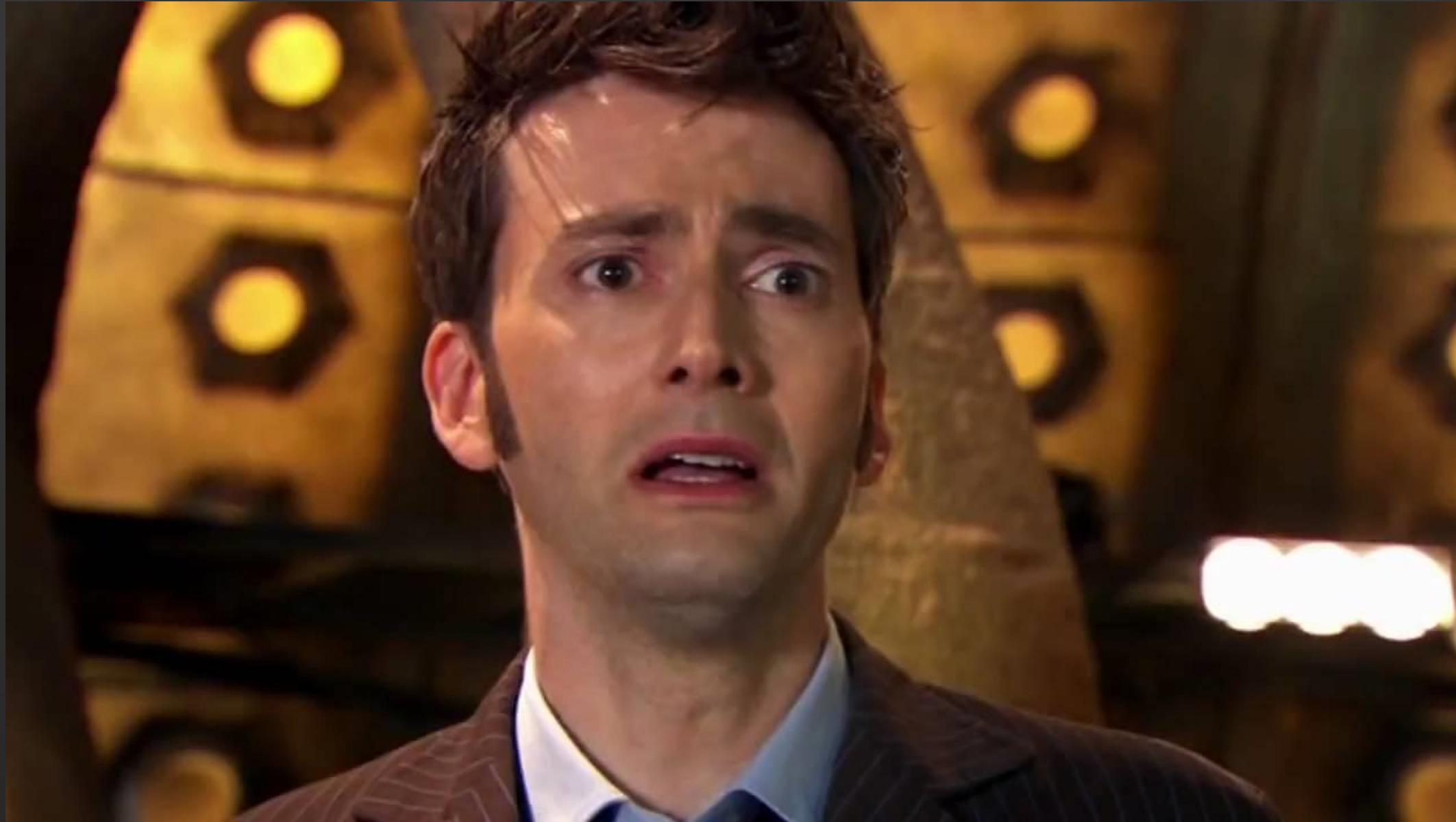
Meetings shouldn't feel like this...





**END ALL MEETINGS!!!**





*People want to feel useful and have their time respected*



~~Before~~ the digital office space...



I've survived another meeting  
that should  
have been an  
email.

someecards  
user card





***IM***



***EMAIL***



***DIALOG***



***MEETING***



AUDIENCE



COMPLEXITY



FOCUS



SPACE

RESPONSE

GDC

GAME DEVELOPERS CONFERENCE

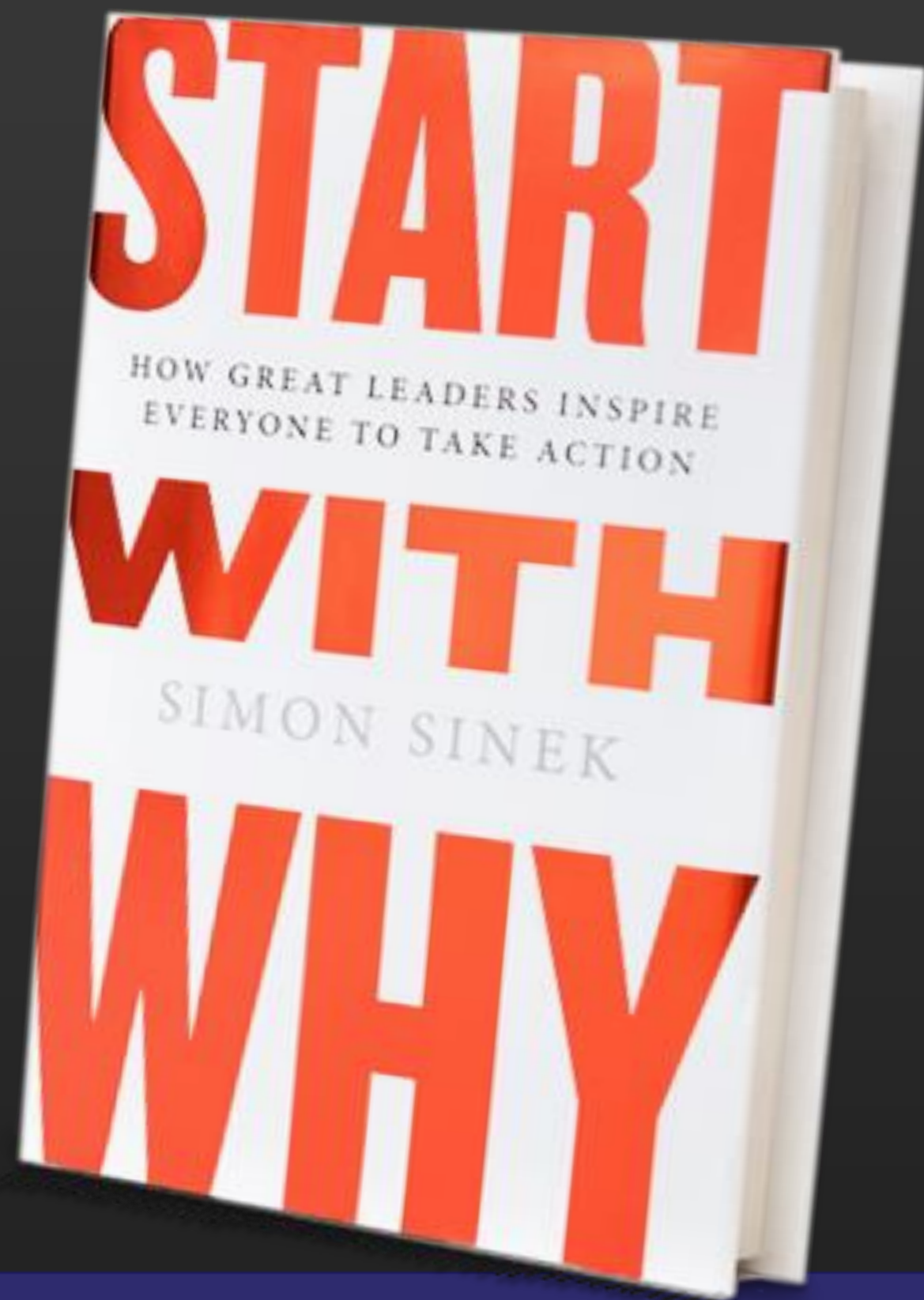
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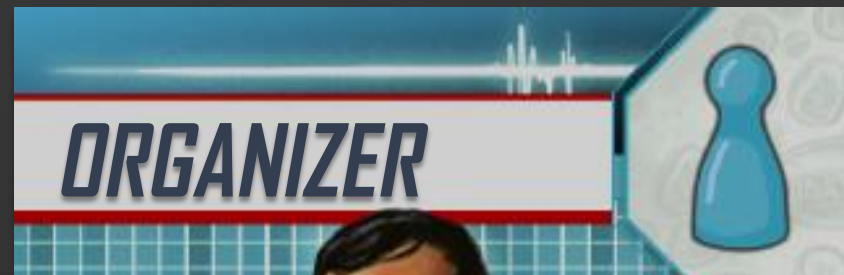


# Who (and Why)



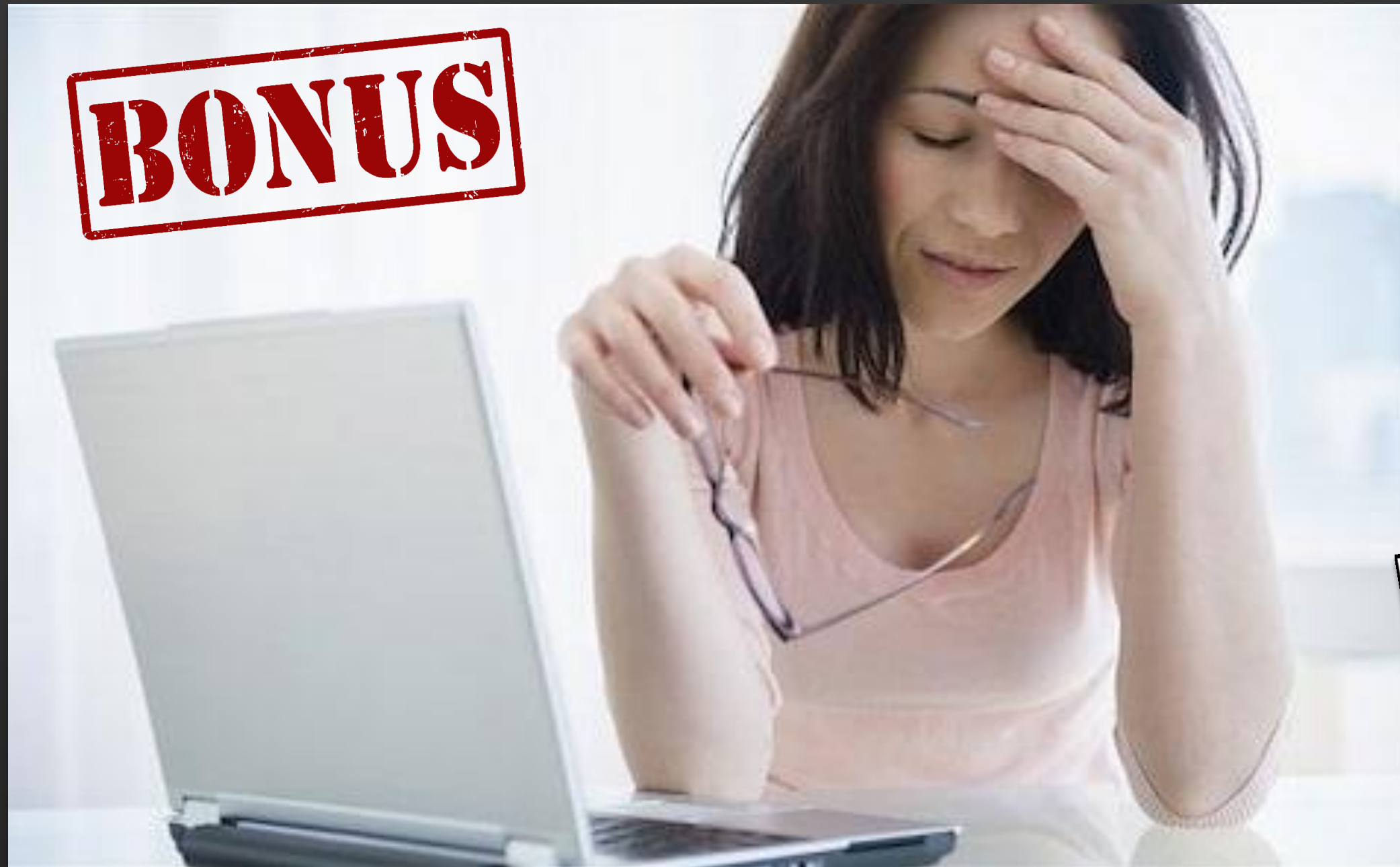


# Who (and Why)





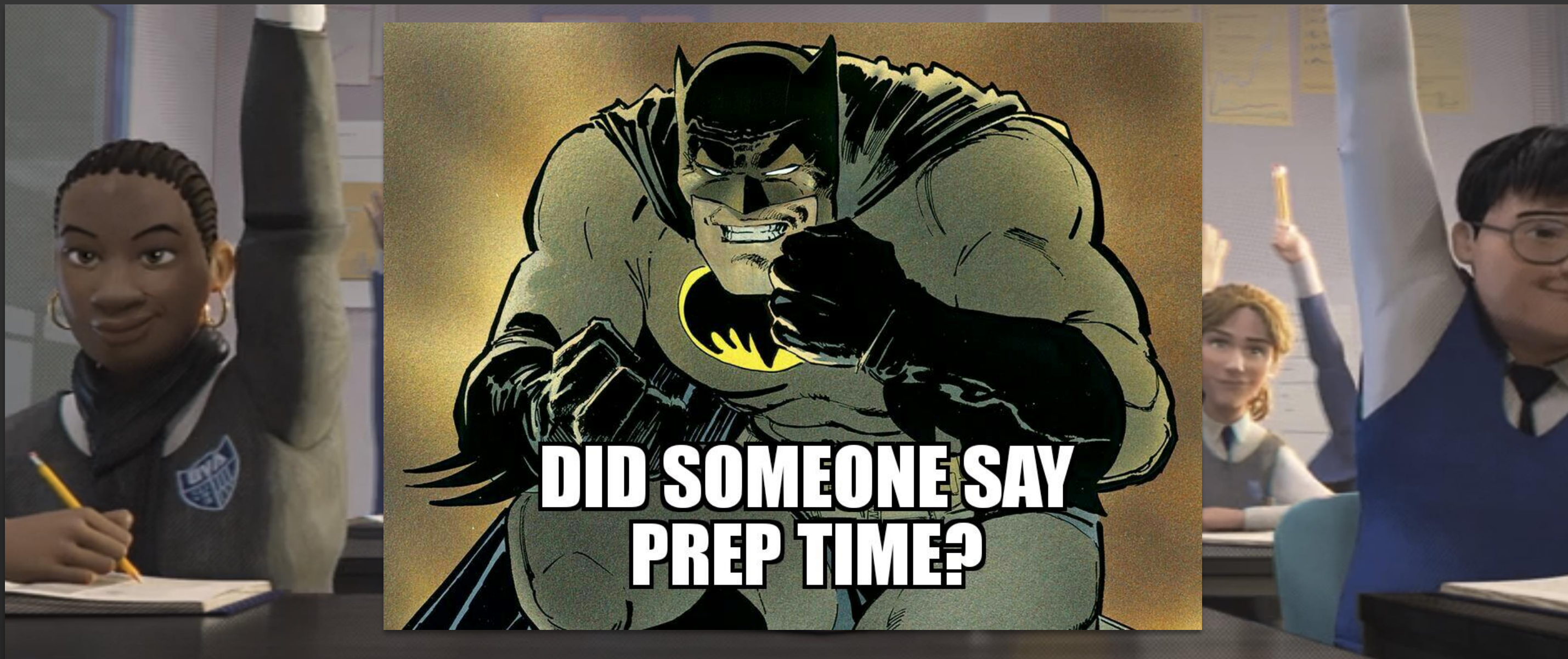
# Who (and Why)



**DANGER**  
**EXPECTATIONS**

Not this again...





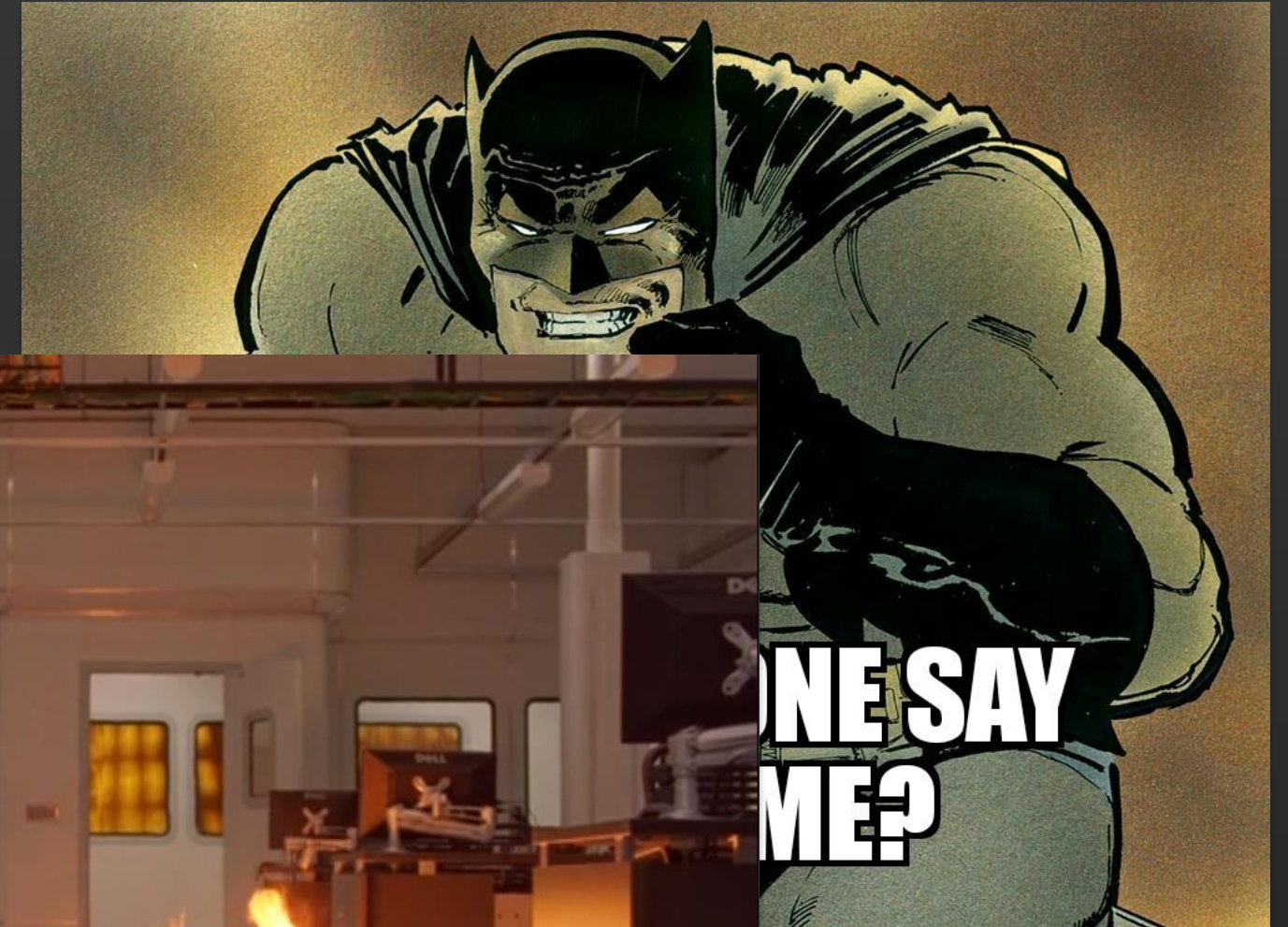


# *When (and Why)*





# *When (and Why)*



# When (and Why)

◀ ▶ April 1, 2016

Champaign, Illinois ▾

☀ Today  
39° F / 31° F

☁ Tomorrow  
34° F / 26° F

☁ Sunday  
29° F / 3° F

Search Calendar (Ctrl+E)

FRIDAY

1

8 AM

9

Engineers; Andrew's Desk; Keith Self-Ballard

ors & Leads - How can we be better?

Conference Room (Room #9); Anoop Shekar

outh Conference Room (Room #225); Nick Owens

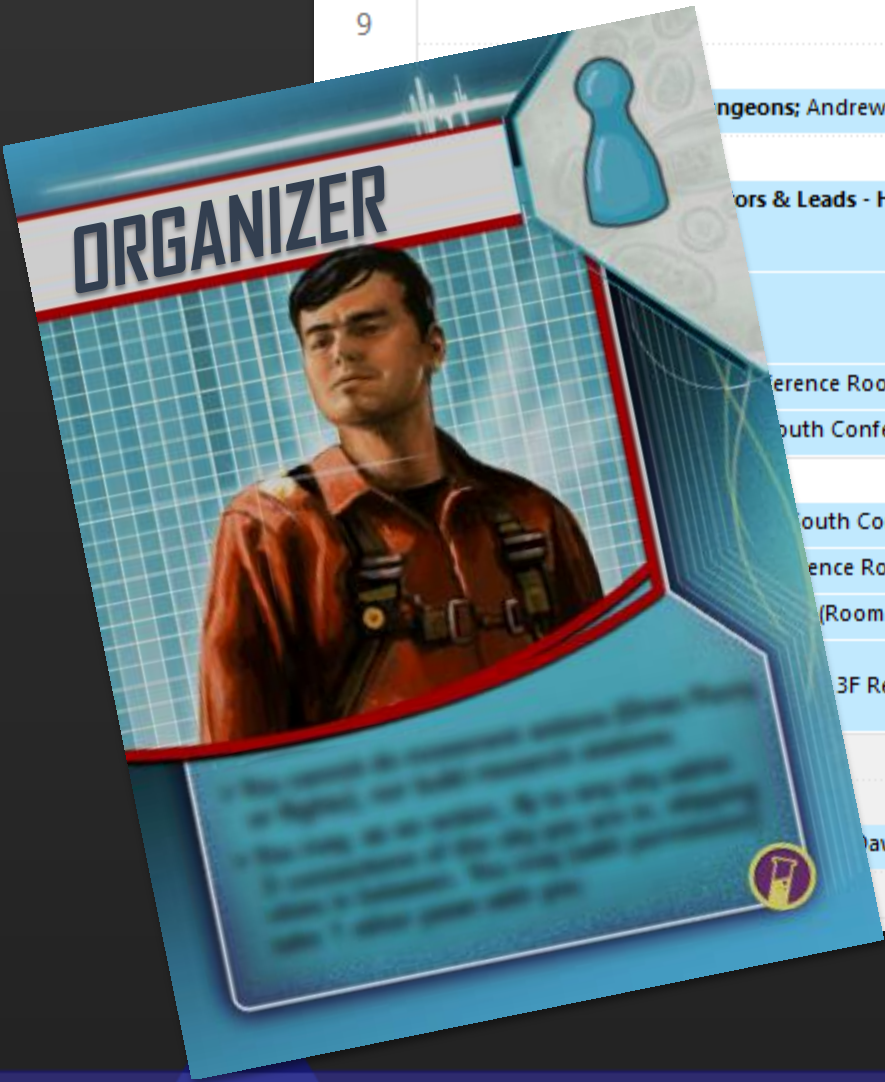
outh Conference Room (Room #225); Lorcan Murphy

ence Room (Room #225); Josh Cooper

(Room #249, Color Calibration Priority); Brian Traficante

3F Red B North Conference Room (Room #16)

David Cubberly





# When (and Why)



**ZZZZNNZZZZAAAA!!!.....**



# *When (and Why)*

**URGENT vs. IMPORTANT**



**SPACE**  
*(Between Meetings)*



**ENERGY LEVELS**



**TIME**

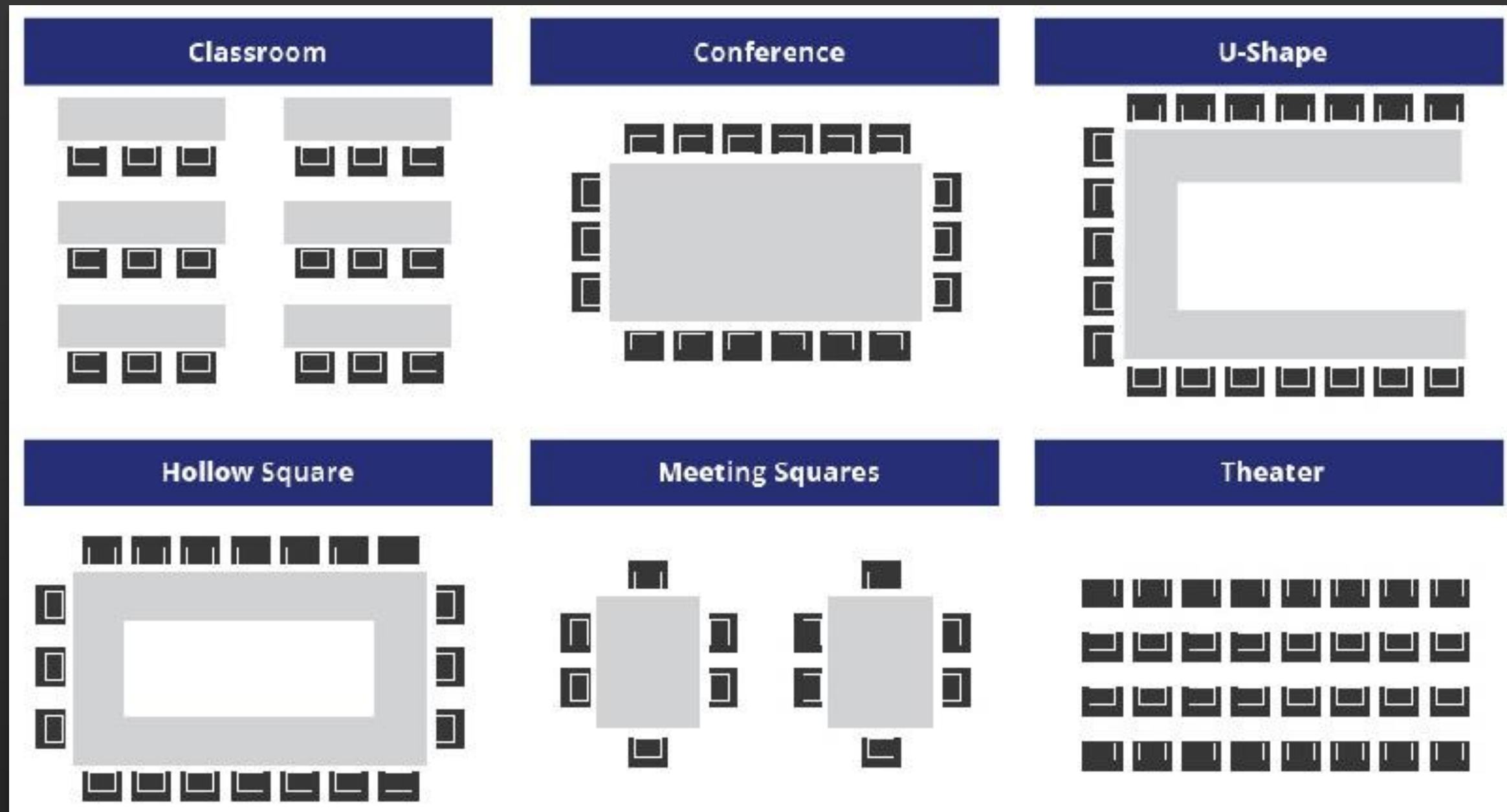




# *Where (and Why)*



# Where (and Why)





# *Where (and Why)*





# Where (and Why)

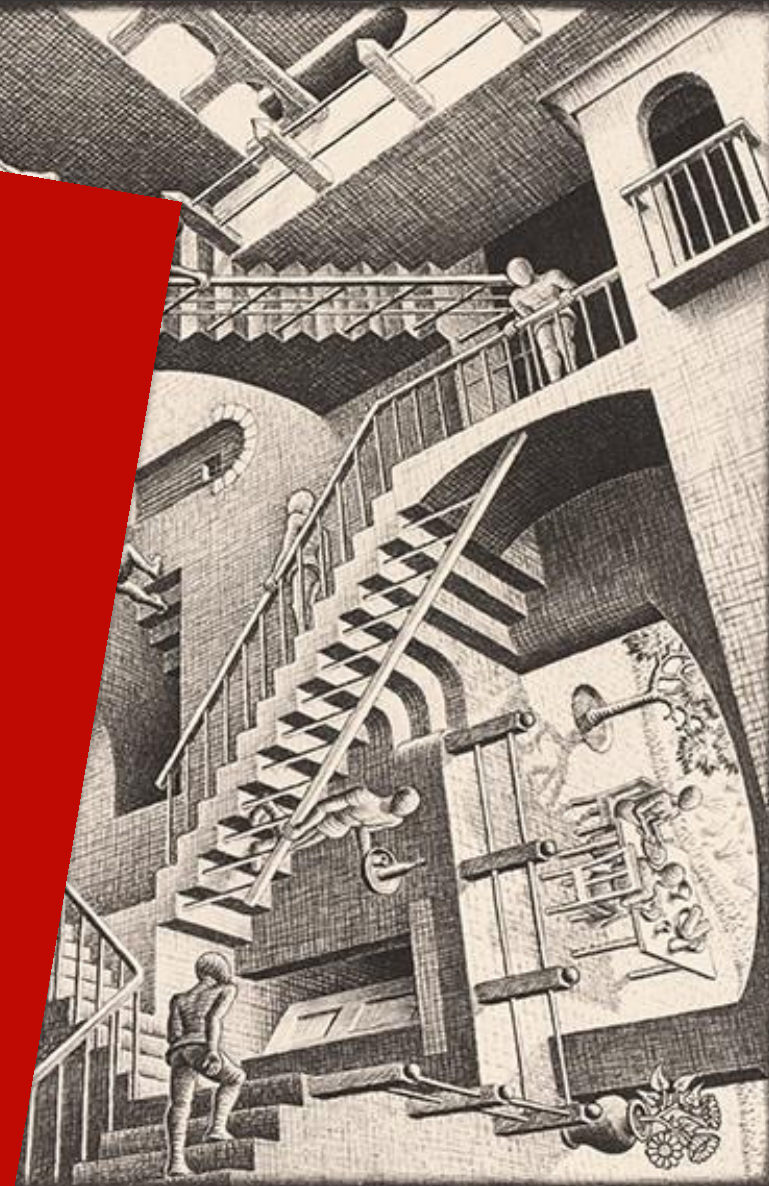
LAYOUT

RESOURCES



  
**KEEP  
CALM  
AND  
ARRIVE  
EARLY**

COMFORT



GDC

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# *What (and Why)*





# What (and Why)



$$\begin{aligned} -1) &= f_t(\underline{mac}) = f_t(\underline{x-22}) = \dots \\ &\quad \frac{k1e}{hr} \sqrt{\frac{9}{10}} - (C_{\frac{1}{2}}) \frac{48,000}{\dots} \end{aligned}$$



# *What (and Why)*





# *What (and Why)*



**FUNCTION**



**CONTEXT**



**DECISIONS**



**GDC**

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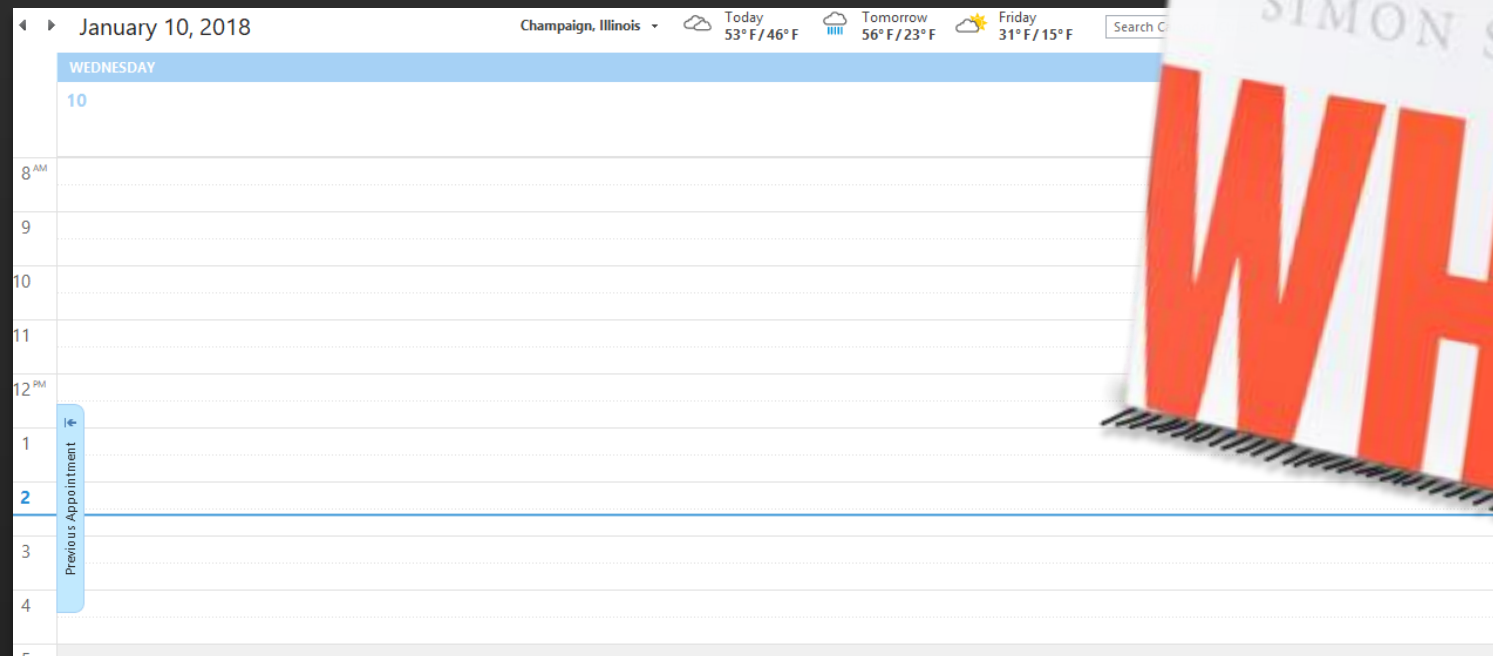
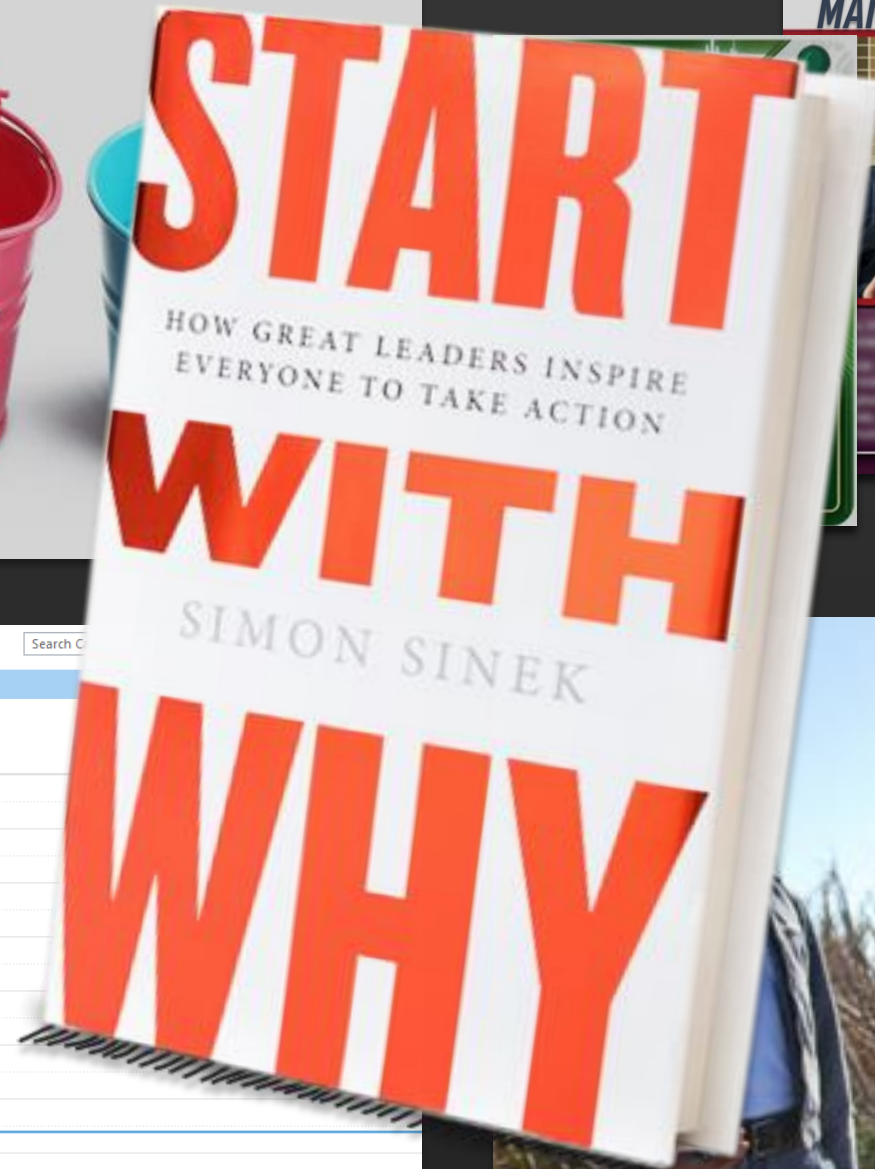
# *What Again (and Why)*



**CLOSE THE LOOP**



# Summary





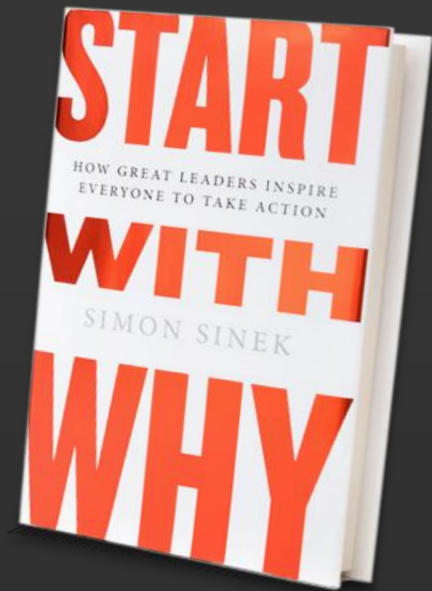




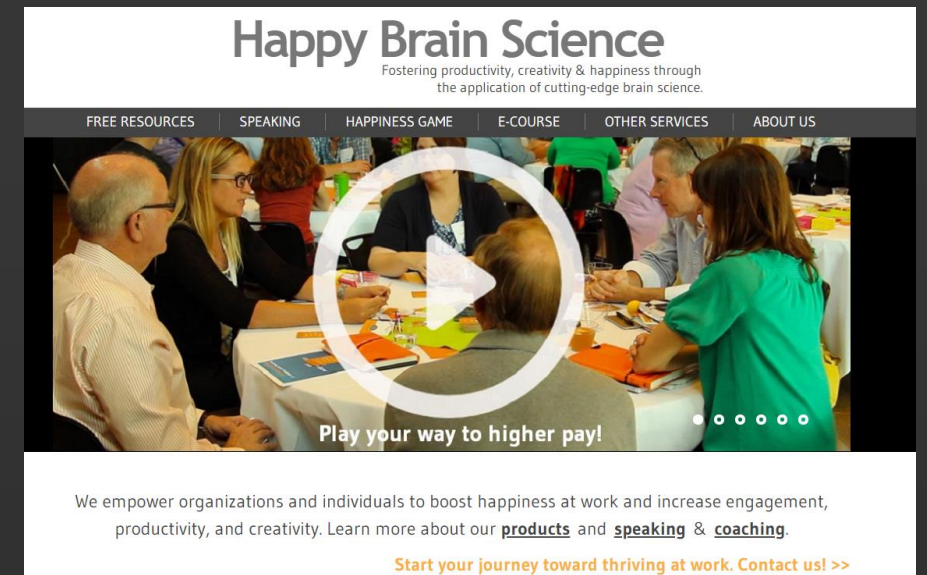
*Thank you!*



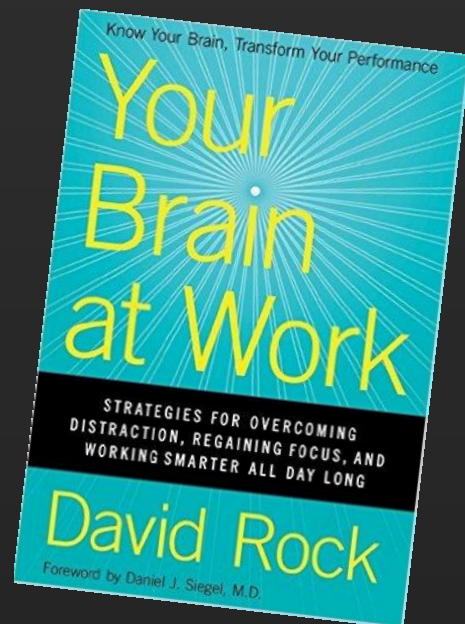




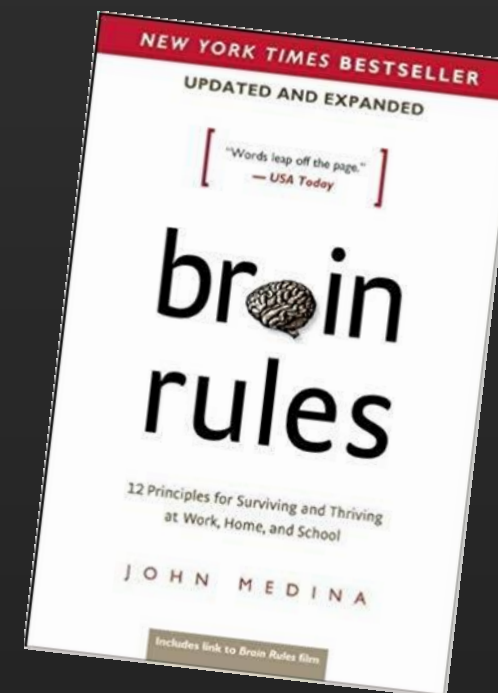
*Start with Why*  
Sinek, Simon (2011)



Happybrainscience.com



*Your Brain at Work*  
Rock, David (2009)



*Brain Rules*  
Medina, John (2014)