My To-Do List

Bernie Yee | Producer, Oculus

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What does a producer do?













Geography	(All)	100			
State	(All)	×.			
City	(All)	9			
Samuel I	Month	18		-2	
Data	Jan.	2009	Feb 2009	Mar 2009	Apr 2009
Sales	58,689	000	55,263,800	59,253,700	58,296,000
Cost of Goods Sold	43,441,830		41,160,600	44,088,400	43,231,100
Gross Margin	15,247,170		14,103,200	15,165,300	15,064,900
Gross Margin %	26.0%		25.5%	25.6%	25.8%
Rent	2.500.300		2.500.300	2.500.300	2.500.300
Personnel Cost	4,546,800		4,553,750	4.520,420	4,530,830
Utilities	1,909,300		1,945,240	1,946,880	1,946,550
Consumables	424,498		416,660	425,330	433.850
Misc Exp	1,191,690		1,187,500	1,177,470	1,183,680
Operating Expenses	10,572,588		10,603,440	10,570,400	10,595,210
Operating Profit	4,674,582		3,499,760	4,594,900	4,469,690
Operating Profit %	- 3	8.0%	6.3%	7.8%	7.7%

When do producers get hired?



When do producers get hired?



When do producers get hired?







The To-Do List a/k/a "the backlog"

All the work in a project gets represented here.

Your responsibility.

Your To-Do List

Likely provided by your studio.

Don't just follow it blindly.

Think about why you are doing these things.

Three things

Useful Clichés (guiding principles)
Things I do (a list of organizing behaviors)
Things I read (where to learn more)

Useful Clichés:

a starting point

"Plans are worthless, but planning is everything."

- Eisenhower

"A good plan, violently executed now, is better than a perfect plan next week."

- Patton

"Don't sweat the small stuff."

- Richard Carlson

"The servant-leader is servant first..."

- Robert Greenleaf

"Bad games comes from bad communication."

-Bernie

A Producer's To-Do List

Translate the clichés into actionable things

"Plans are worthless, but planning is everything."

Your most important job: planning.

The thing you throw away: the plan.

What's the best process?

Waterfall

Scrum

Lean

Kanban

What's the best process?



What's the best process?

The best process is the one the team buys into.

An aside.

(Actually I have an opinion about best process)

Agile

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan

"There is no process which cannot be made ineffective by following it too closely."

- Jason Booth

Re-evaluation & Refactoring

Internalize those values in your own craft:

- The plan
- The work
- Thoughtful analysis
- For you? A diary

"Don't sweat the small stuff."

Know what's the small stuff.

Know what's the big stuff.

How do you tell the difference?

Be a scientist. Measure the right things.

Backlog==uncertainty

It's all the known work.

Build this with rigor.

Accept there's unknown work.

"A good plan, violently executed now, is better than a perfect plan next week."

Embrace uncertainty!

"Servant leadership"

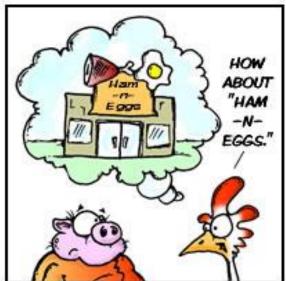
(Origins in the Te Tao Ching)

Chicken vs. Pig

Does everyone know the producer joke about the chicken and the pig?

Chicken vs Pig







By Clark & Vizdos

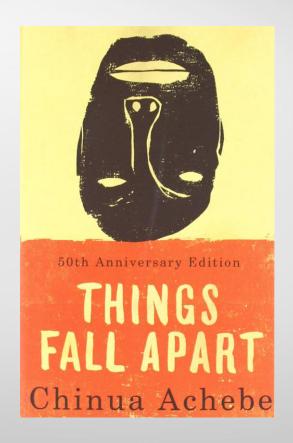
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The best producers want to obsolete themselves.

Things can go well!

...resist the urge to meddle.

Same when team is heads down.



"Bad games come from bad communication."

Or, the false dichotomy of Hard skills vs. Soft Skills

How to learn about your craft

Books you might be tempted to read

Mythical Man Month

Rapid Development

Agile Game Development with Scrum

Dynamics of Software Development

Yes, all these are worth reading.

Let me suggest something else:

Science of Fear, Daniel Gardner
Innumeracy, John Paulos
Don't Think of an Elephant, George Lakoff

Thanks for the Feedback, Stone & Heen

An invisible craft

Production varies by:

- Discipline
- Project
- Team
- Studio

Thanks.

- All the teams I've worked on!
- Jason Booth
- Brian Sharp
- Richard Rouse III
- Laura Fryer
- Mike Soden
- Marc Scattergood

And to you, thanks.

The act of writing this talk reminded me of the things I need to remember.

Questions?

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