



Healthy Habits of a Successful Game Maker

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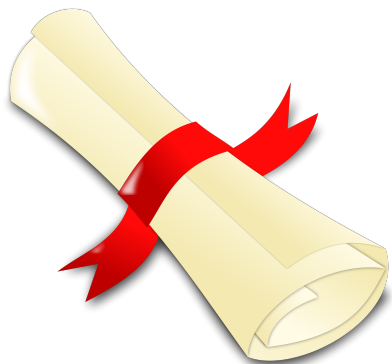


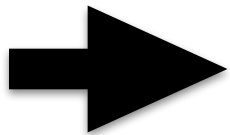
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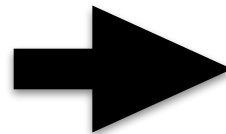
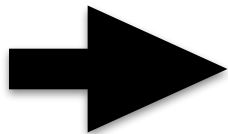
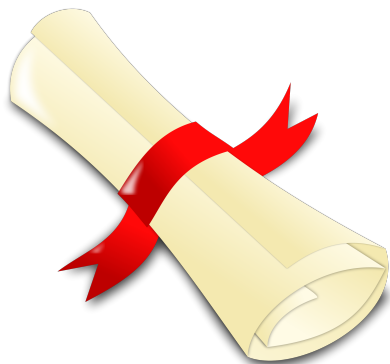


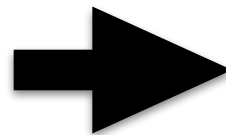
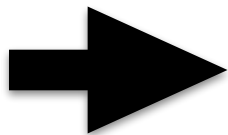
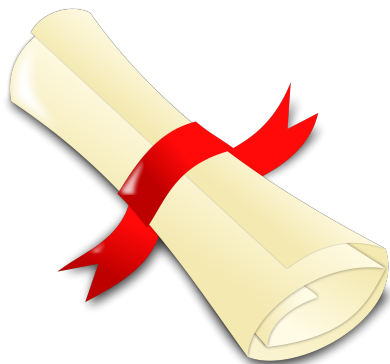
MAFIA III











?

Learning, practicing & honing good habits.

Concrete

Concrete

Conceptual

Concrete

Conceptual

Philosophical

**Short-
term**

**Mid-
Term**

**Long-
Term**

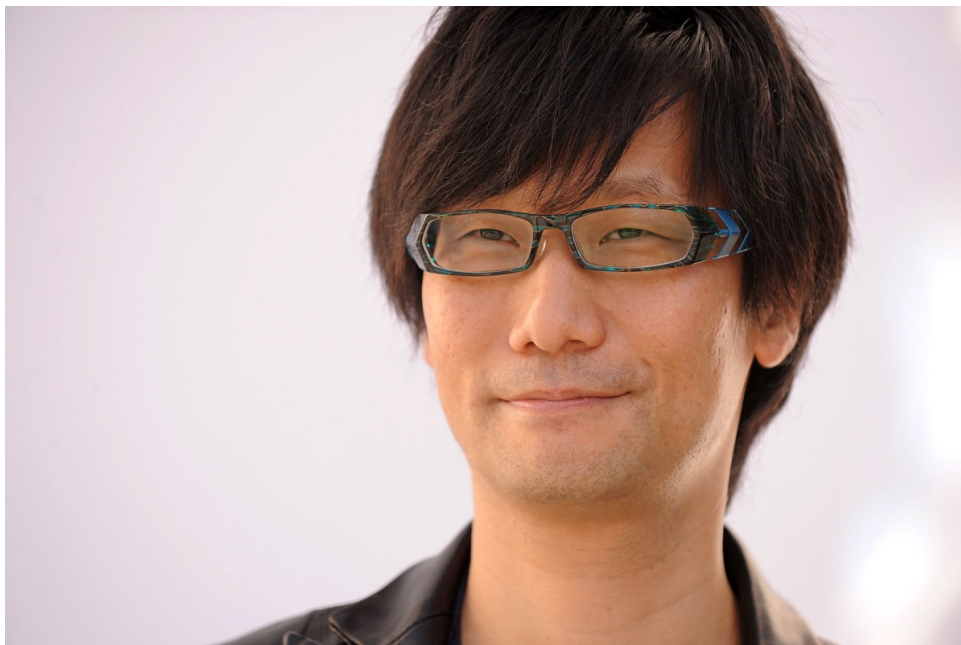


Concrete

Know your industry.

- The people, the history, the games.



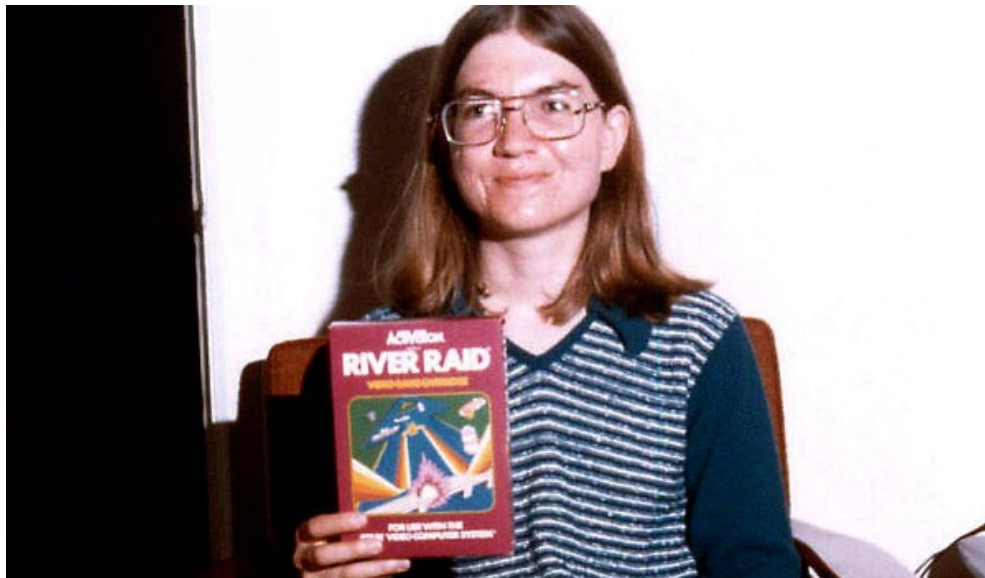


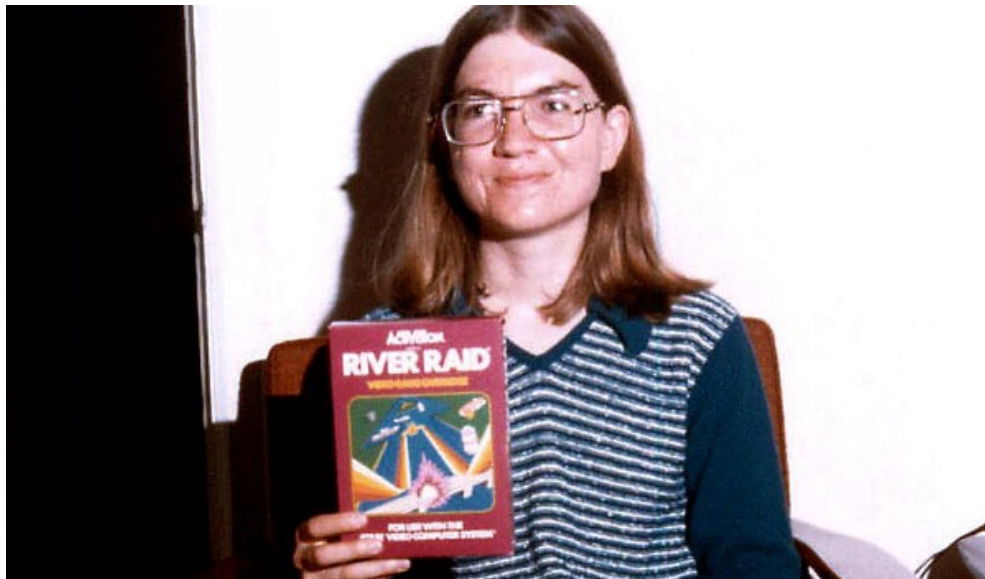
Hideo Kojima
Metal Gear Solid franchise, formerly Konami





Nolan Bushnell, Atari
(and Chuck-E-Cheese!)





Carol Shaw, First Female Game Designer
River Raid, 1982





Jerry Lawson
Inventor of Game Cartridge and Controller





Magnavox Odyssey, 1972
First commercial home video game console

First digital game?

First digital game?



Spacewar!, 1962

Games
People
History
Critics/Journalists
Publications

People/Publications to Follow

@jesperjuul

@Jonathan_Blow

@notch

@StupidFunWill

@zaphodgjd

@leighalexander

@ibogost

@ClickNothing

@br

@K2theSwift

@manveerheir

@necrosofty

@truffle

@_chloi

@Dtoid

@gameinformer

@wearegame devs

@hunicke

@xMattieBrice

@terrycavanaugh

@mossmouth

@IGN

@gamespot

@unity3d

@critdistance

@auriea

... and any other game, tool, person or publication you can think of!

Also...

- Oakland MADE, other game history spaces
- Online archiving efforts for games old and new (e.g., GAMECIP)
- Check out mobygames.com for the designers/artists/writers/producers on your favorite games!

Expand your palate.

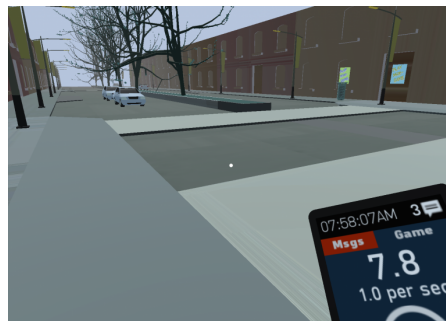
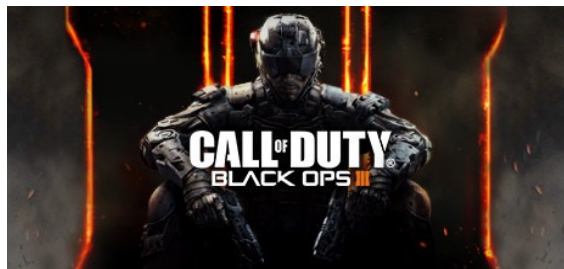
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Great sources for games

- Independent Games Festival (IGF) Finalists
- IndieCade Finalists
- Different Games Arcade Selections
- itch.io/games
- Steam and console stores for blockbusters

Deconstruct your favorites.

- See what makes them tick.

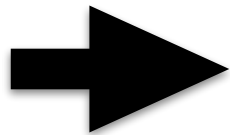
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- See what makes them tick.



Deconstruct your favorites.

- Systems
- Narrative
- Art
- Sound
- What do they do well?
- Even better: What do they do not so well that you would improve on?
 - Could very well end up being interview questions.

Take on things that scare you.

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- Try: What's something I'd love to do but I don't think I can?

Take on things that scare you.

- Try: What's something I'd love to do but I don't think I can?
- Go do that.

Put yourself in results-driven situations often.

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- Game jams

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- Research projects

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- Journalism

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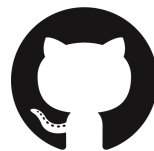
- Game jams
- Research projects
- Journalism
- Accountability is key!

Learn to adapt to new workflows.

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RPG MAKER XP



Get involved.

- IGDA
- Meetups
- Academic Conferences (DiGRA, FDG, QGCon, ...)
- Commercial Conferences (IndieCade, GDC, GaymerX, ...)
 - (Check out gameconfs.com for a bigger list)
- Local games communities (e.g., Gamenest) and events
- Put your work out there to be seen!

START.

START.

START!

START!

(And finish!)



Conceptual

Small successes to build confidence.

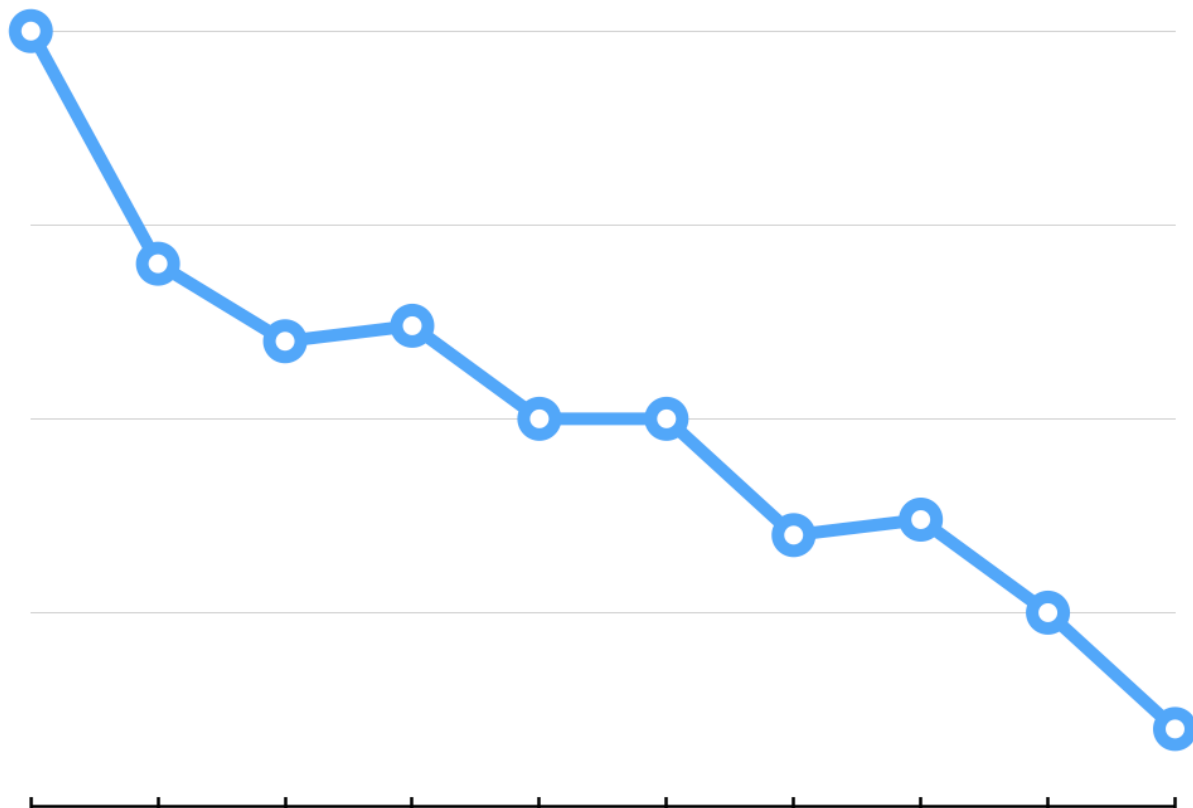
Small successes to build confidence.

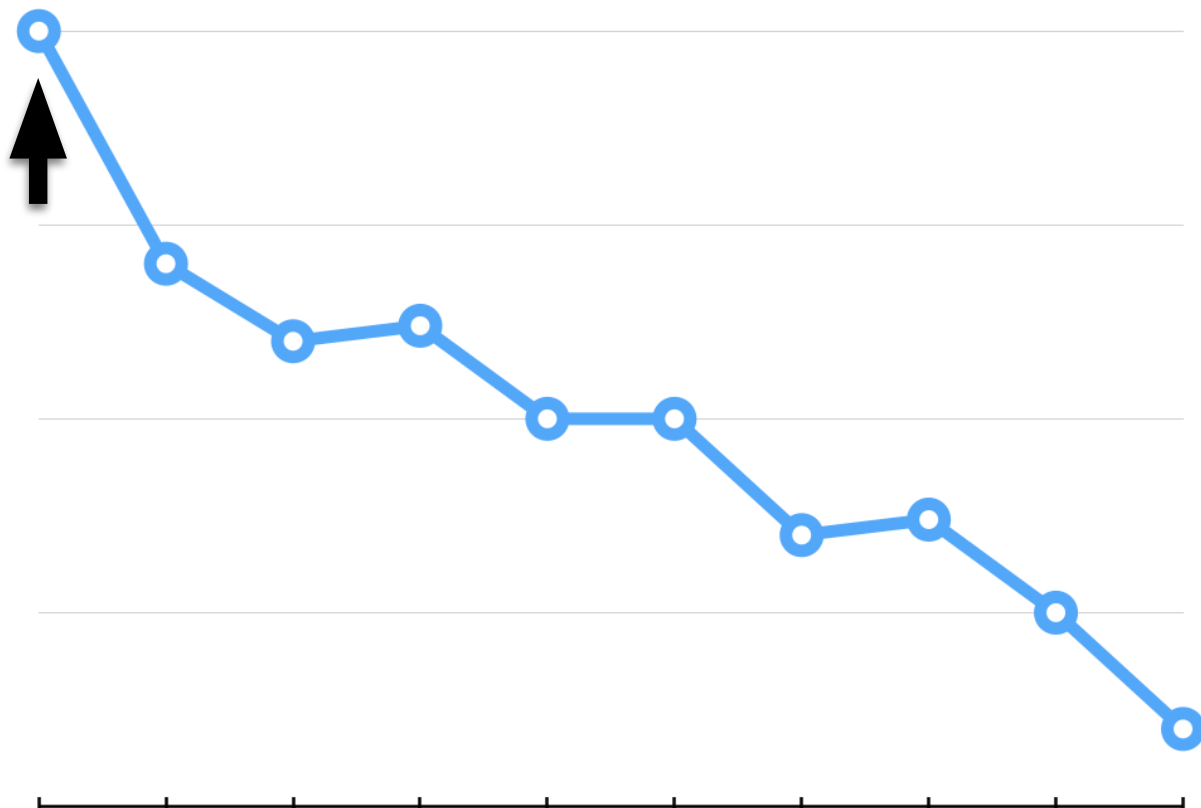


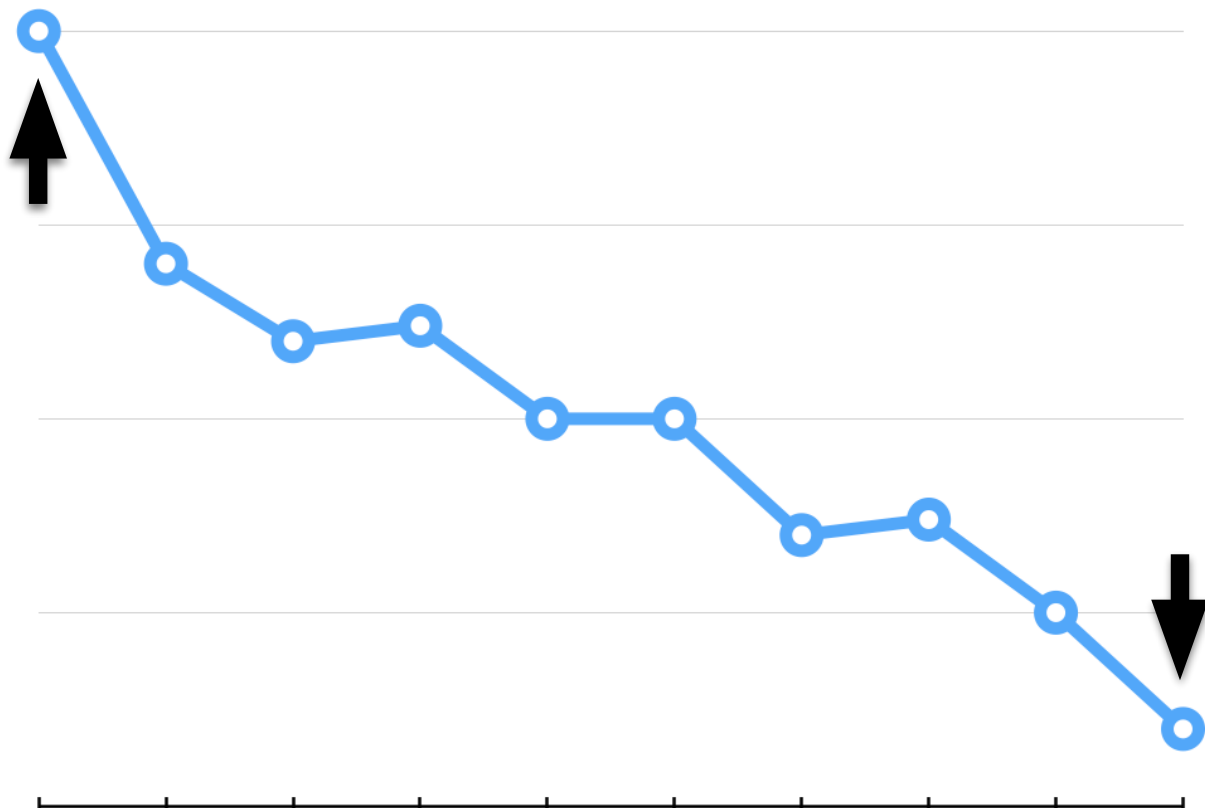
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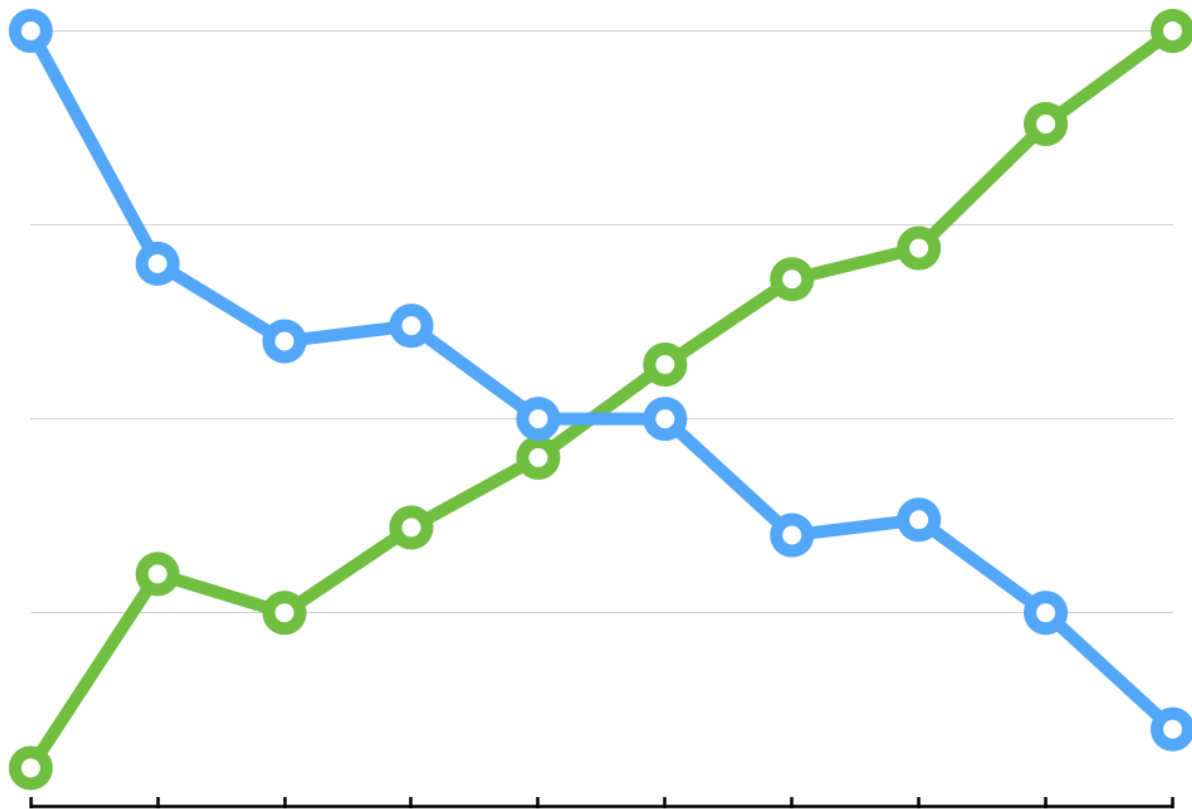


Become comfortable with things going wrong.









Learn to present a solution with every problem.

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- Observation:
 - “The Great Sword is completely broken, it does way too much damage.”

Learn to present a solution with every problem.

- Observation:
 - “The Great Sword is completely broken, it does way too much damage.”
- Potential Solutions:
 - “We could lower the damage of the sword so...”
 - “We could increase the health of enemies and...”
 - “There may be a problem with crits we can fix...”

Start to think systematically.

Start to think systematically.

- Do I have to copy this function/x/y this many times, or is there a better way to do this?
- If I have to change it later, how bad will it be?
- How can I minimize this cost?
- How am I using this data later?
- How should I name/store it for easy retrieval/use?

Own your opinion, respect others'.

- Stand confidently in your own perspective — it is valuable.
- Be sure to listen to and respect others'.
- Oftentimes, the answer lies in between.

Recognize mentors when you find them.



Hold onto good palz.





Philosophical

Your first job in industry is just that.

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- Don't hold out...

Your first job in industry is just that.

- Don't hold out...
- ... keep in mind it is a stepping stone for your career.

Keep a high-level view of where you want to go.

- Feature
- Project
- Career

Stand confident in your plan.

- You know where you're going.

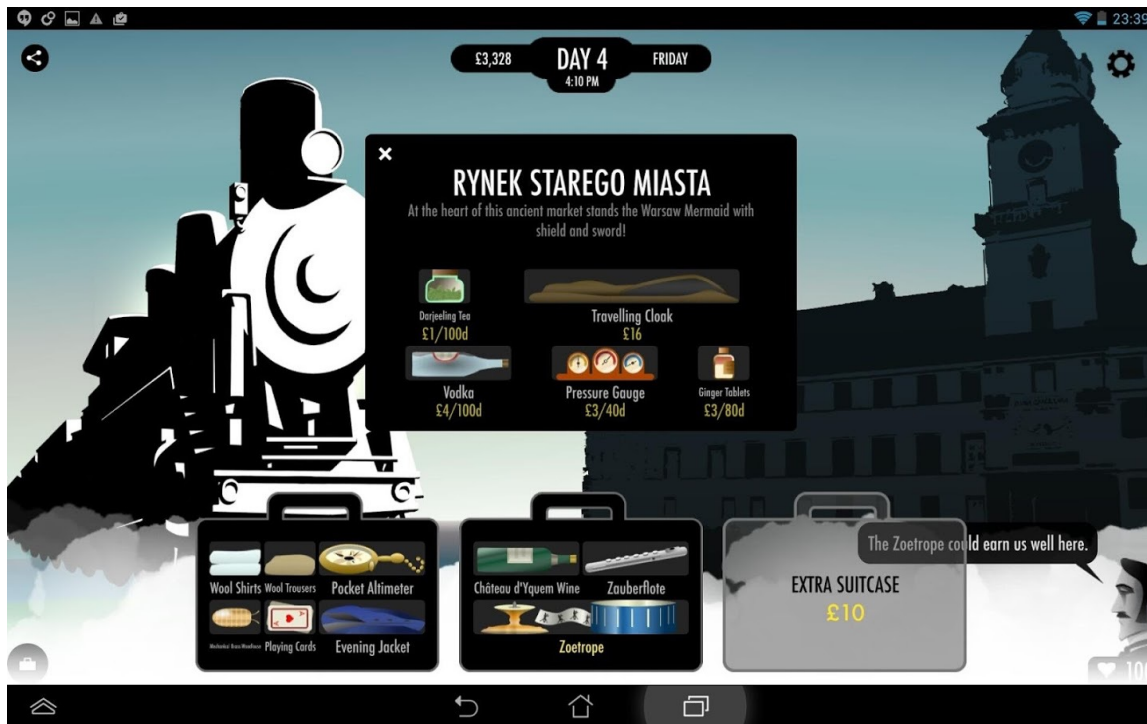
Games aren't just about code and pixels.

- Follow areas of knowledge that excite and fascinate you.

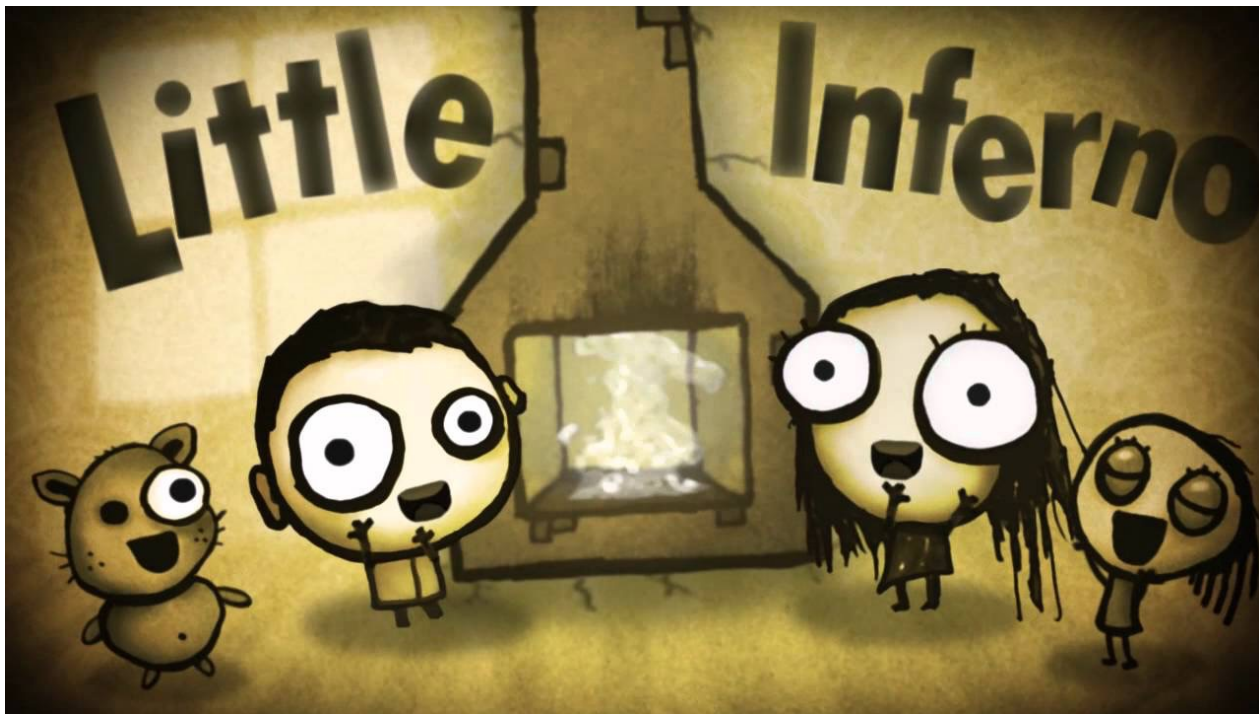
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There is no one right way into the industry.









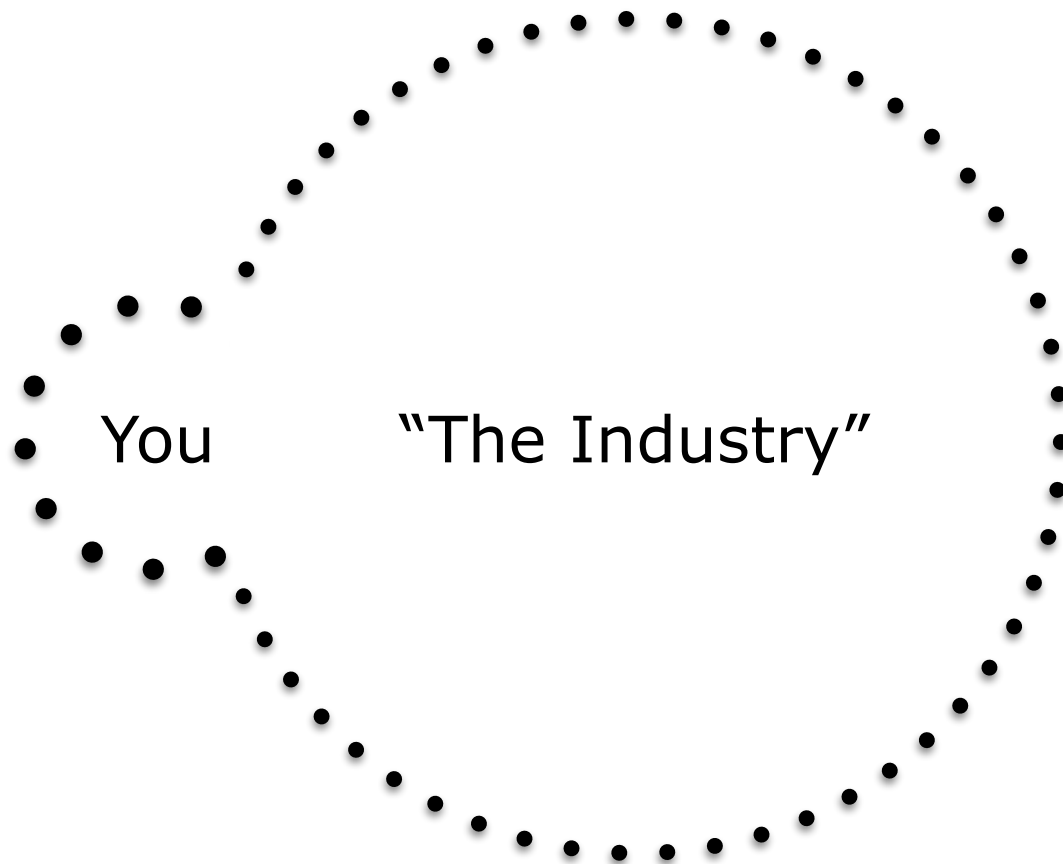
You

“The Industry”



You

“The Industry”





Extras

Books to Read

- The Ultimate History of Video Games
- The Art of Game Design
- The Design of Everyday Things
- The Pragmatic Programmer
- Challenges for Game Designers
- Rules of Play

Stuff to Do

- Make (read: complete) a ****small**** game aligned with your interests.
- Create a website and put your stuff up there; have an online presence for yourself and your work.
- Make something with a group. Get used to the feel of working in a collaborative environment.



Questions?

@Lauren_E_Scott

Rate this talk!



Thank you!