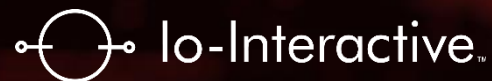


WORKING WITH AN EMBEDDED TEAM ON

H I T M A N™

GAME DEVELOPERS CONFERENCE EUROPE 2016



INTRODUCTION

Markus Friedl, Senior Producer, Io-Interactive, @markusfriedl



INTRODUCTION



Gregor Eigner, CEO, Mi'pu'mi Games, @elcracko



1996

2006



2006

2009

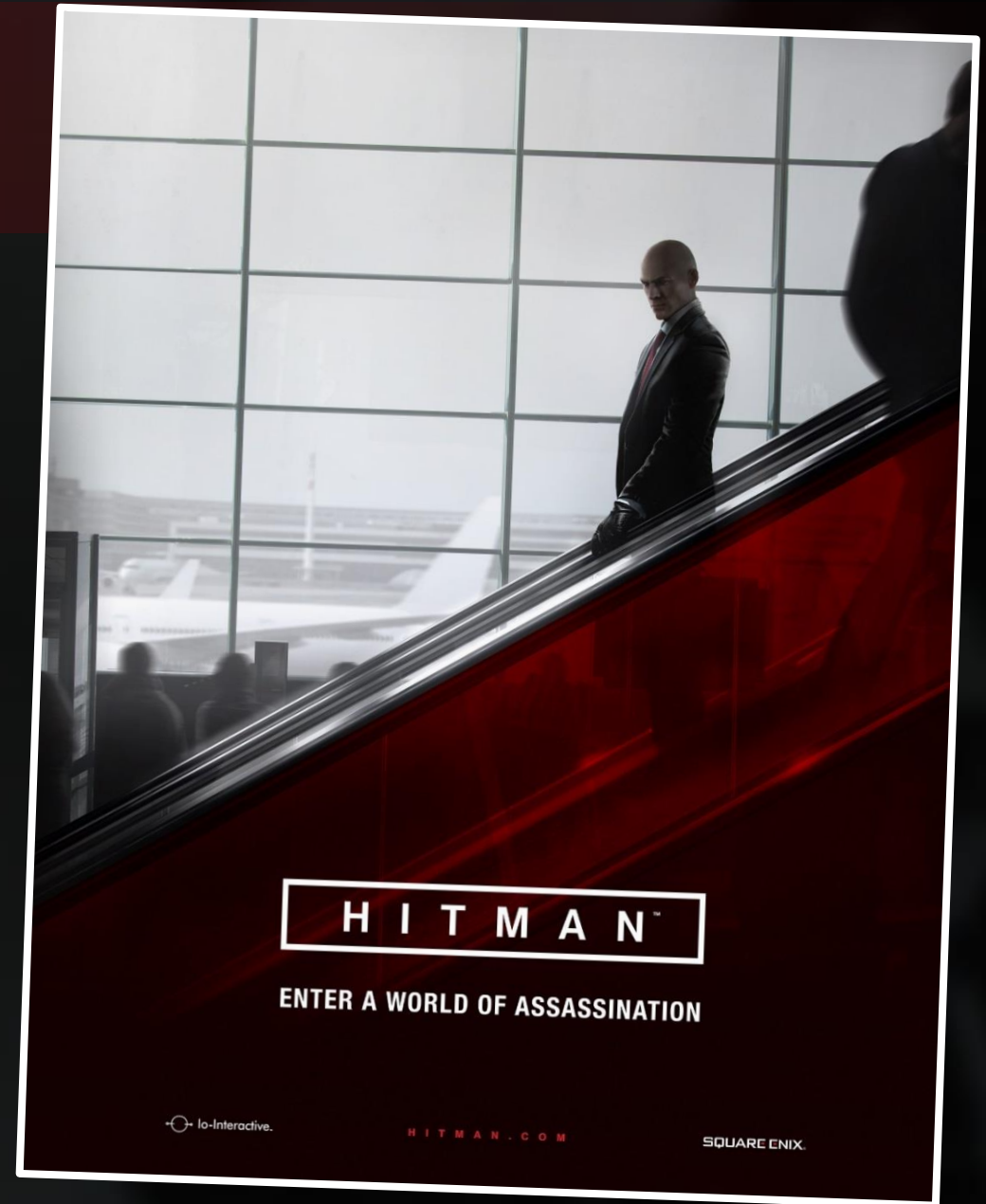


2009

2016

HITMAN

- 6th Major Franchise Installment
- Game Release: March 11th, 2016
- Regular Post Launch Releases



AGENDA

- Working with Distributed Teams
- Embedded Team vs. Outsourcing
- Contracts
- Day To Day Business

AGENDA

- Recruitment
- Reality Check
- Collaboration 2.0
- Conclusion & Take Aways
- Q&A

WORKING WITH DISTRIBUTED TEAMS



DISTRIBUTED TEAM



DISTRIBUTED TEAM

COPENHAGEN, DENMARK



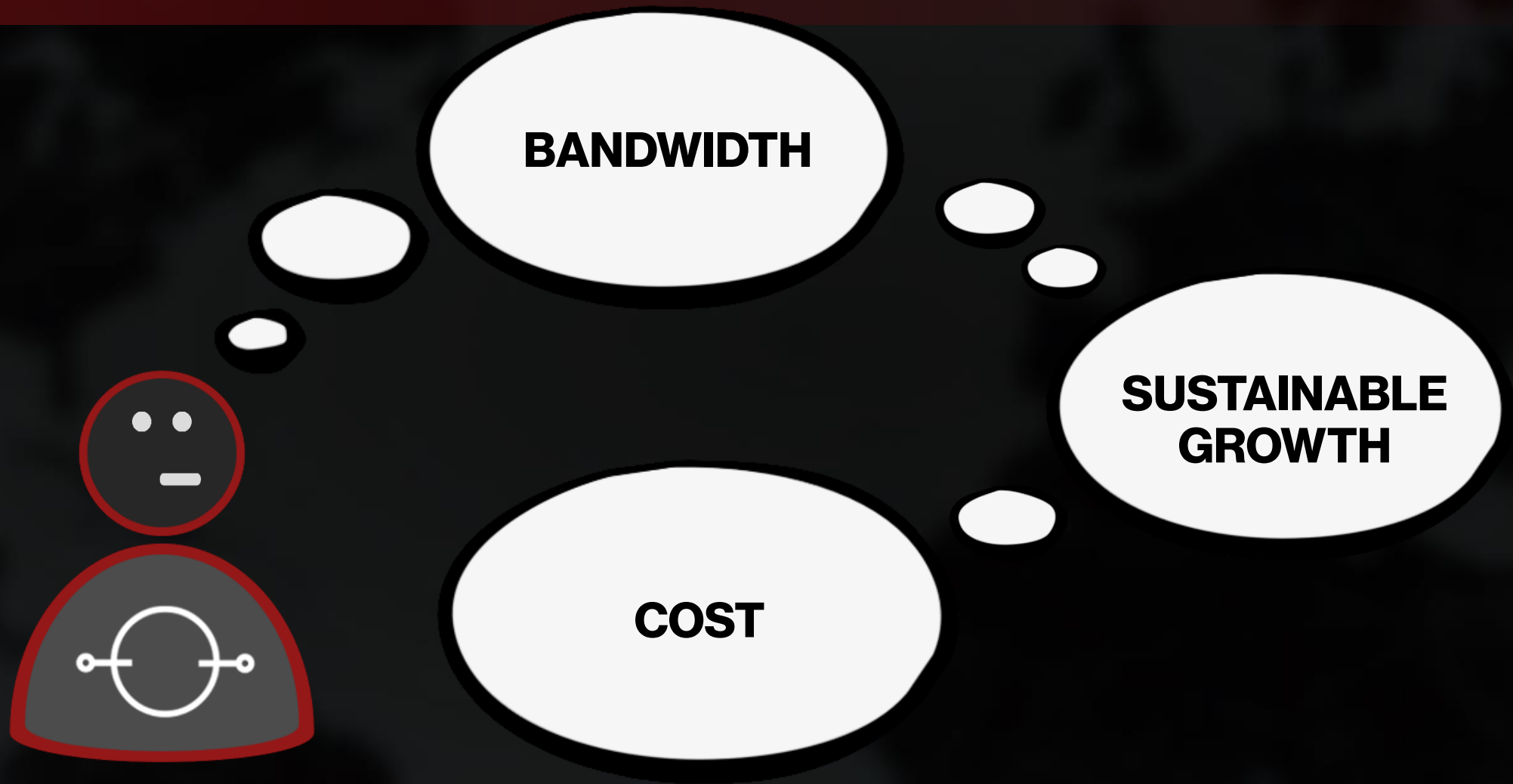
lo-Interactive



Mipumi
Games

VIENNA, AUSTRIA

PREREQUISITES



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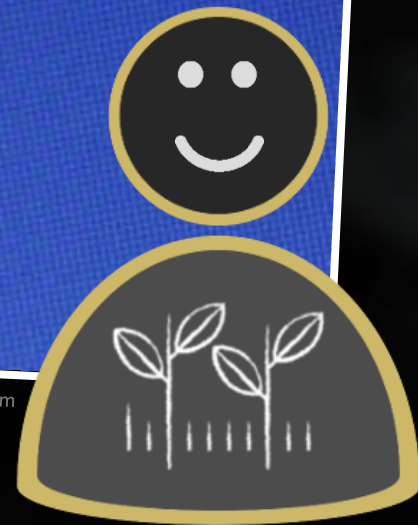
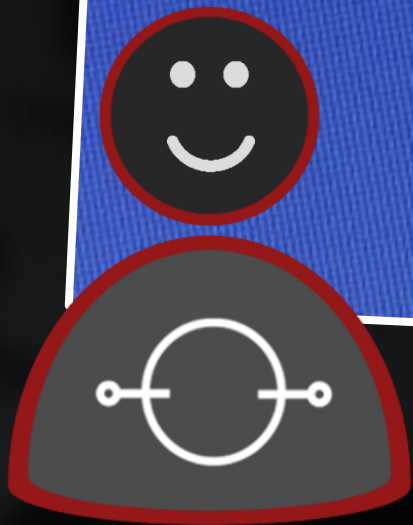


PREREQUISITES





dolphfyn / shutterstock.com





EMBEDDED TEAM

COPENHAGEN, DENMARK



lo-Interactive



Mipumi
Games

VIENNA, AUSTRIA

EMBEDDED TEAM VS. OUTSOURCING

OUTSOURCED TEAM



EMBEDDED TEAM



EMBEDDED TEAM



TOOLS

Gameplay

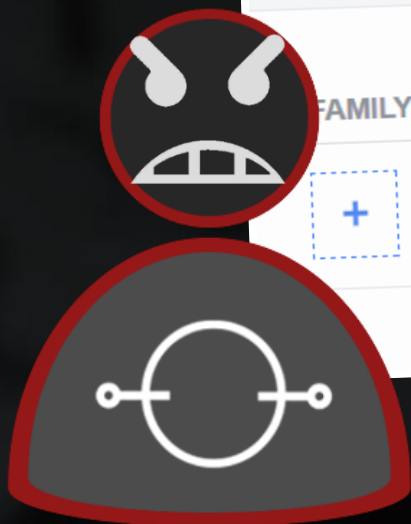
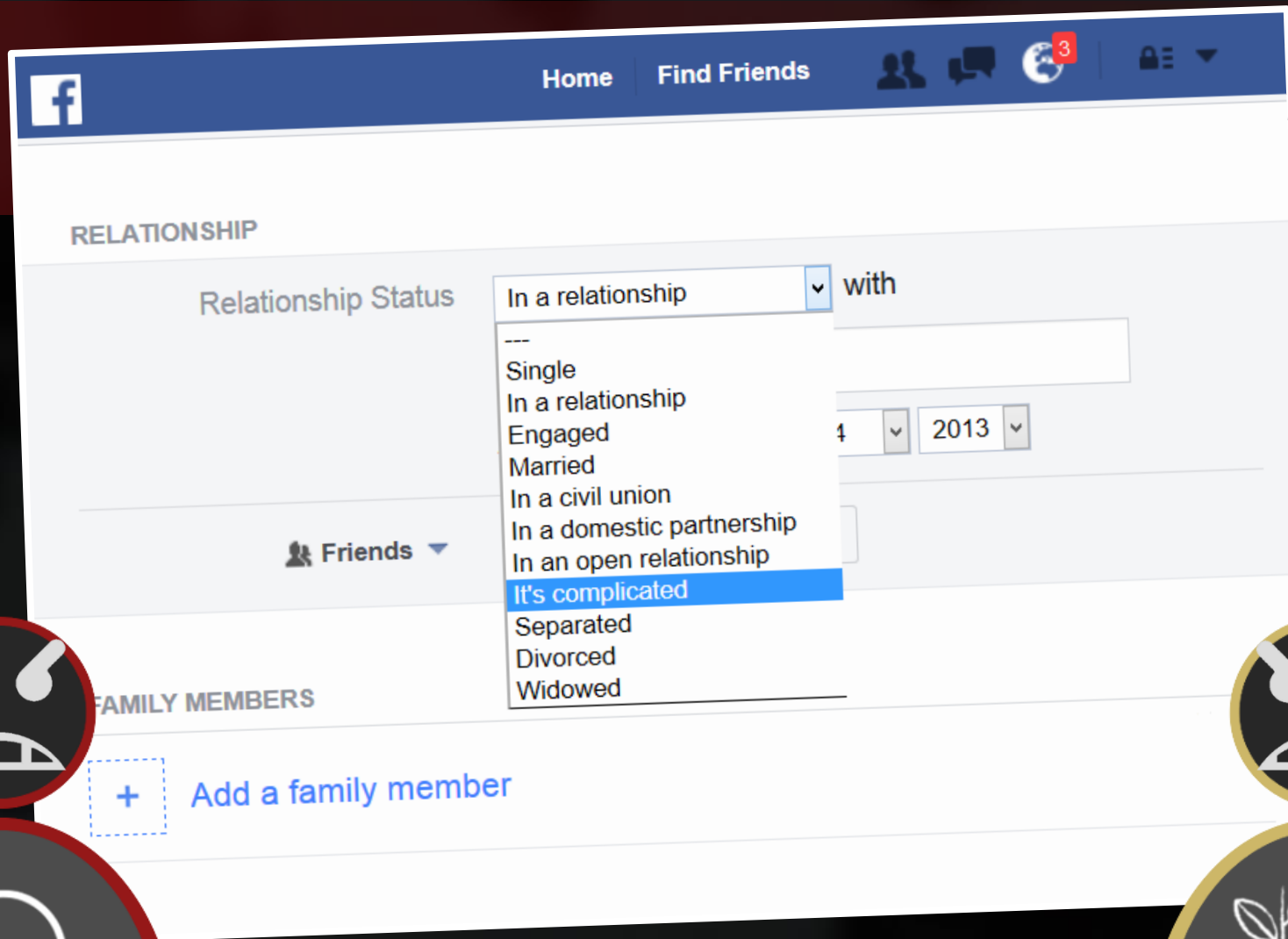
Levels

Engine

R&D

CONTRACTS



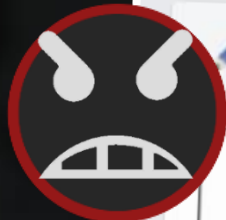
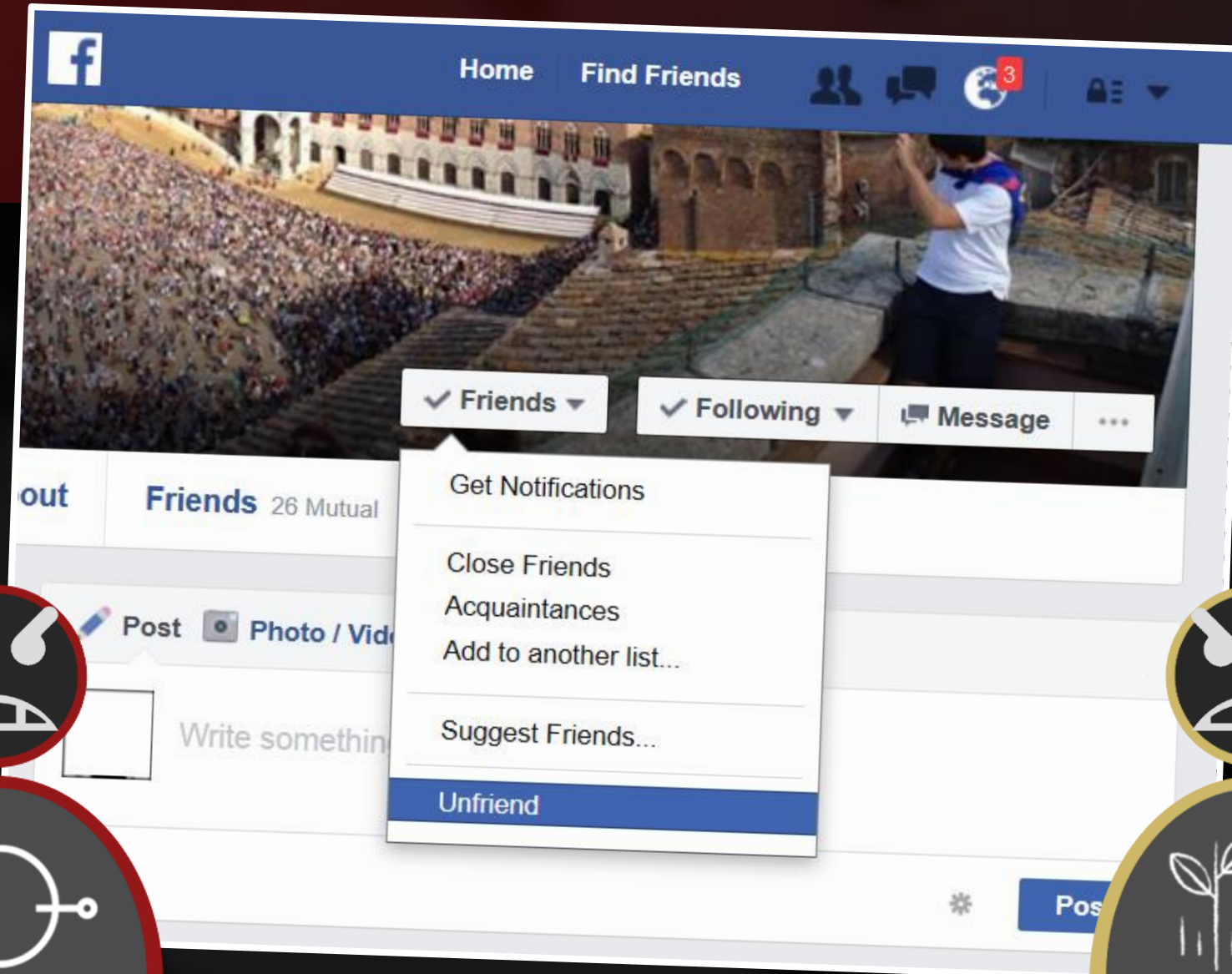


CONTRACTS









CONTRACTS



DAY TO DAY BUSINESS

PROCESS



PROCESS



PROCESS

- Embedded Team fully integrated into Production Process







COMMUNICATION



INCREASING TASK COMPLEXITY

- Multiple Locations
- Multiple Parties

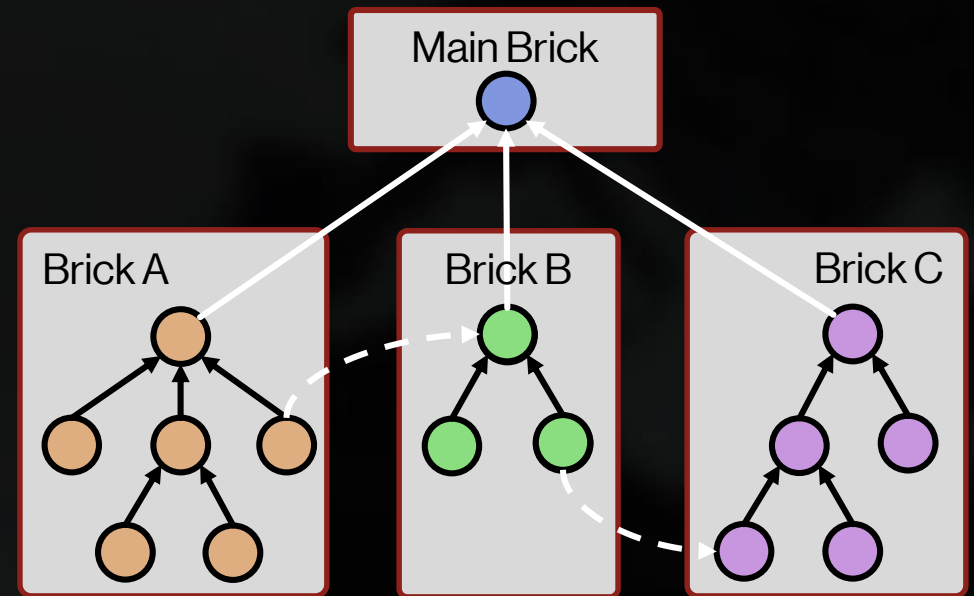
- Explorative Task
- Multiple End Users
- Multiple Disciplines

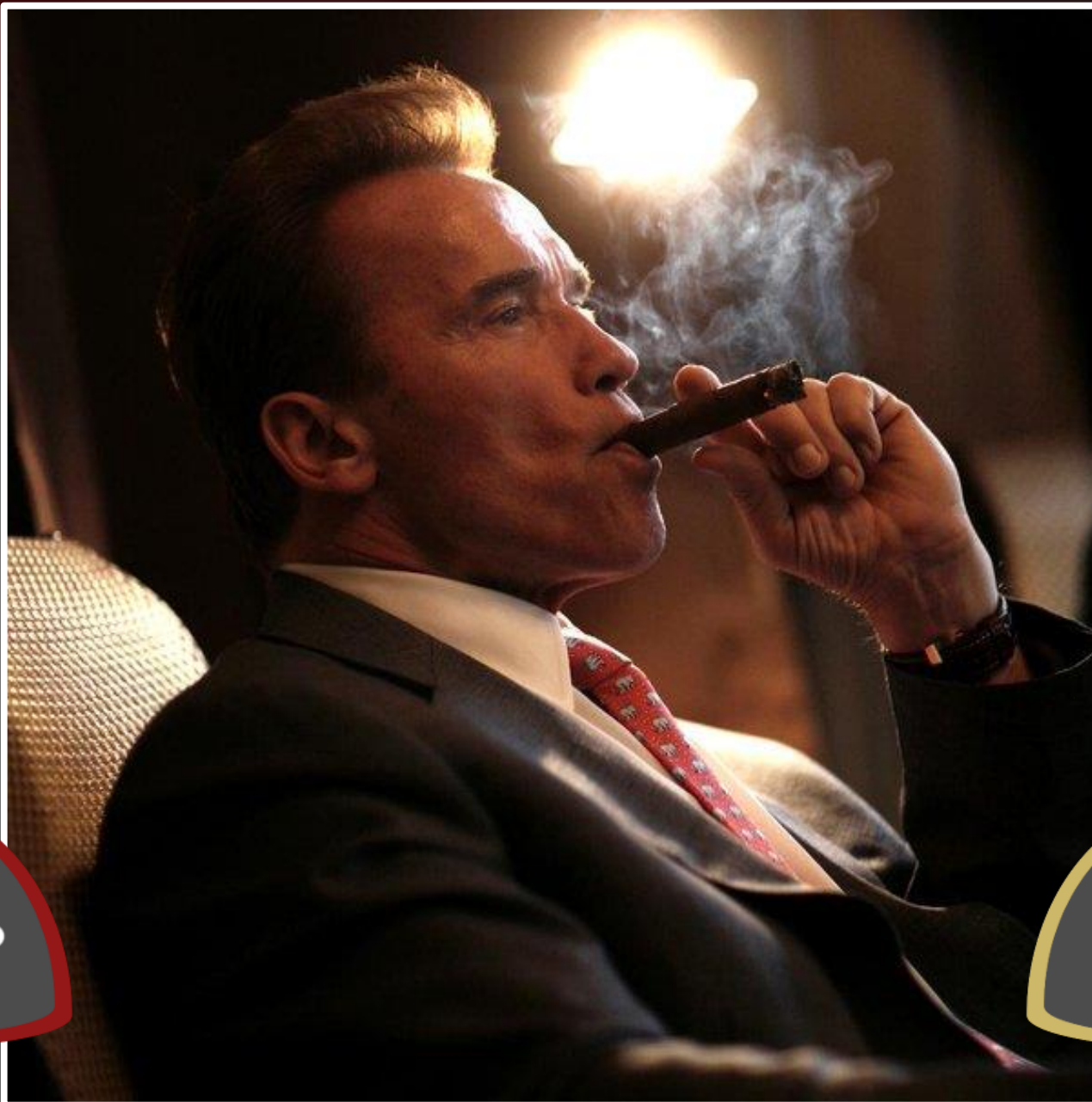
- Clearly Defined Task
- One End User
- Same Discipline



SHARED RESPONSIBILITIES

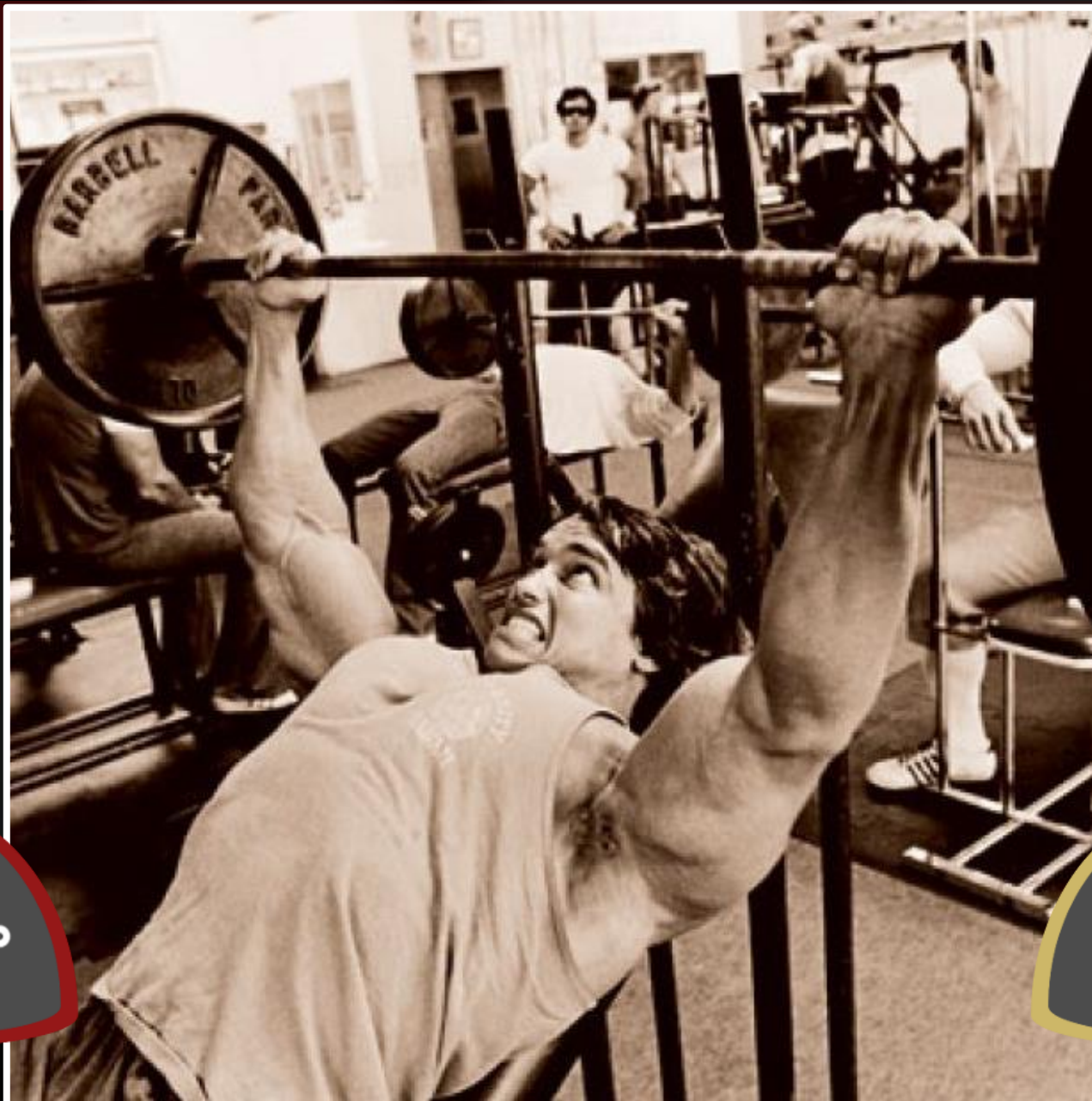
- CASE STUDY: THE BRICK SYSTEM
 - Brand new modular Mission Design System & Concept
 - All Disciplines (Creative & Tech)
 - Unknown Requirements
 - Highly Explorative





CHAMPIONS





RECRUITMENT



RECRUITMENT



REALITY CHECK

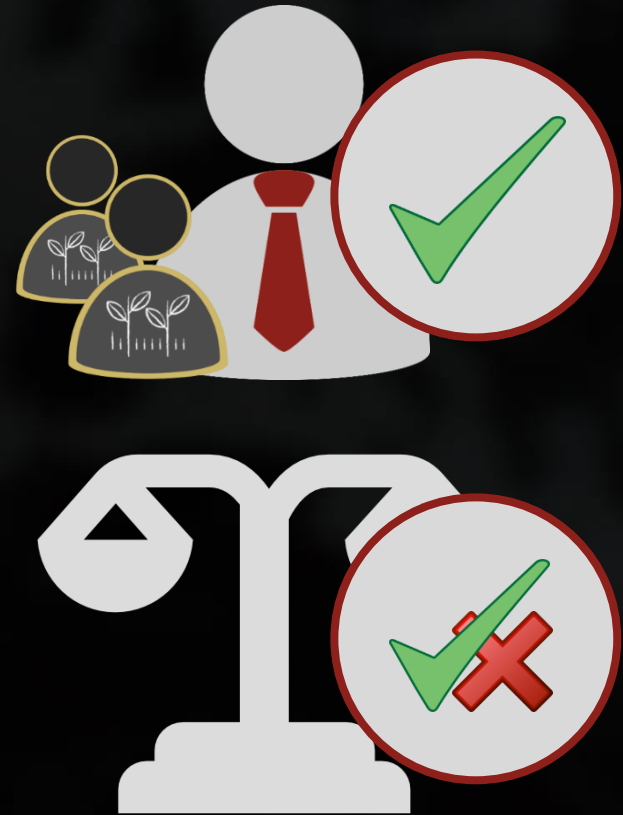
REALITY CHECK – lo-Interactive

- We can scale up and down in a more flexible way and way quicker!
- This will save us a lot of money!



REALITY CHECK – Mi'pu'mi

- We can work on a well-known brand with a small team!
- We will gain long-term stability!



REALITY CHECK – lo-Interactive

- It's a lot easier to increase our production bandwidth!
- Once established it is rather straight forward to expand!



REALITY CHECK – Mi'pu'mi

- It's key that both teams keep their own identity!



- Once established it will be easy to share the vision



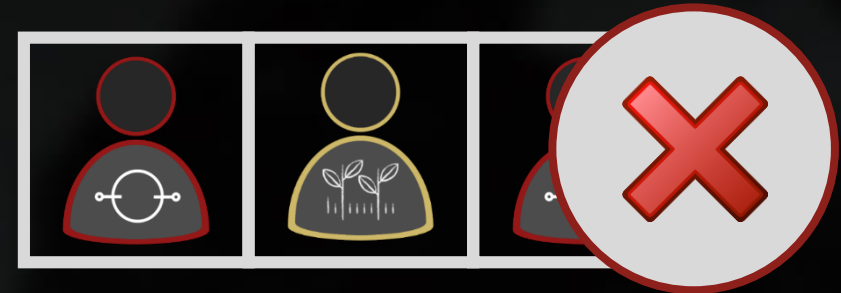
REALITY CHECK – Io-Interactive

- It's key that both teams share a common and compatible culture!
- We just give everyone a webcam, install Skype and off we go!



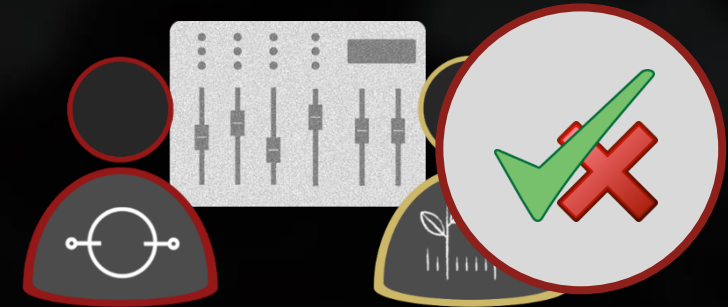
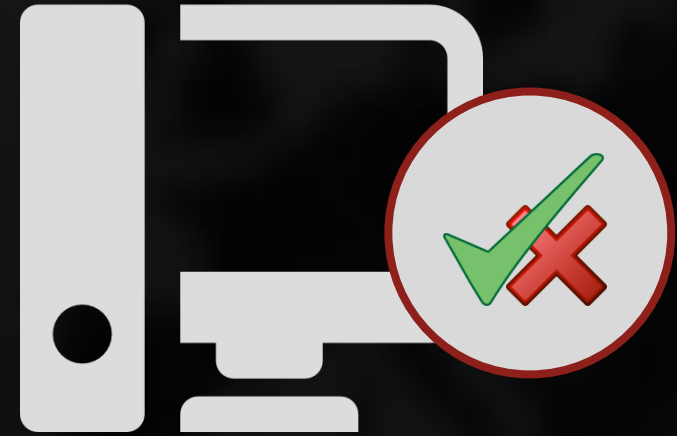
REALITY CHECK – Mi'pu'mi

- We will have a clear picture of what we need to work on
- We will be a fully integrated room 1000 miles away



REALITY CHECK – Io-Interactive

- Every member of the Embedded Team needs to have a dedicated workstation in our studio!
- We will have to adjust our workflows to accommodate for this!



COLLABORATION 2.0

COLLABORATION 2.0



COLLABORATION 3.0



CONCLUSION & TAKE AWAYS

TAKE AWAYS

- Communication is no self-runner
- Same time zone = less complexity
- Champions, Champions, Champions
- New Disciplines = New Integration Process
- Schedule & Budget for Onboarding/Training
- Compatible Team Culture is a Must
- Recruitment Process x 2



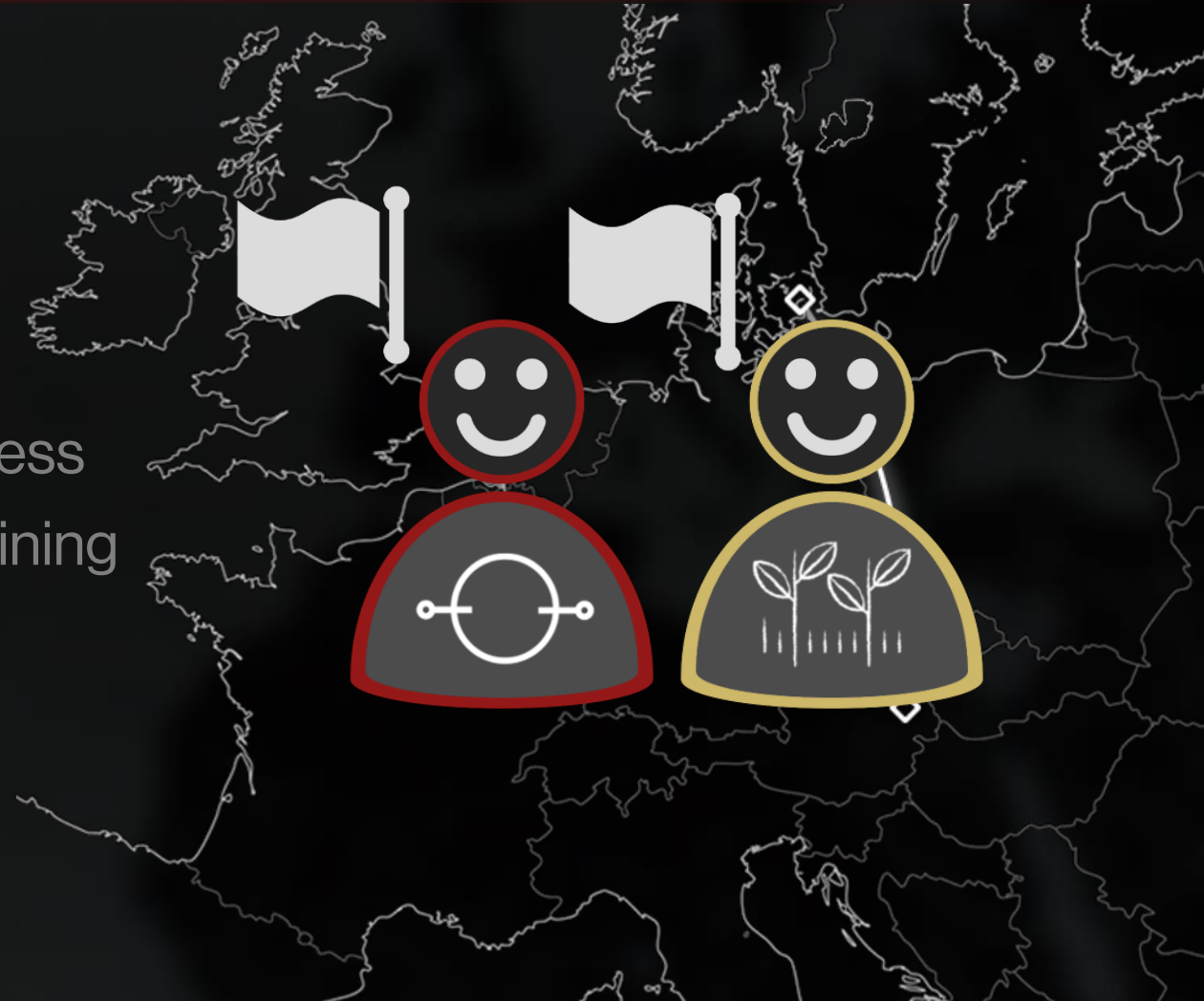
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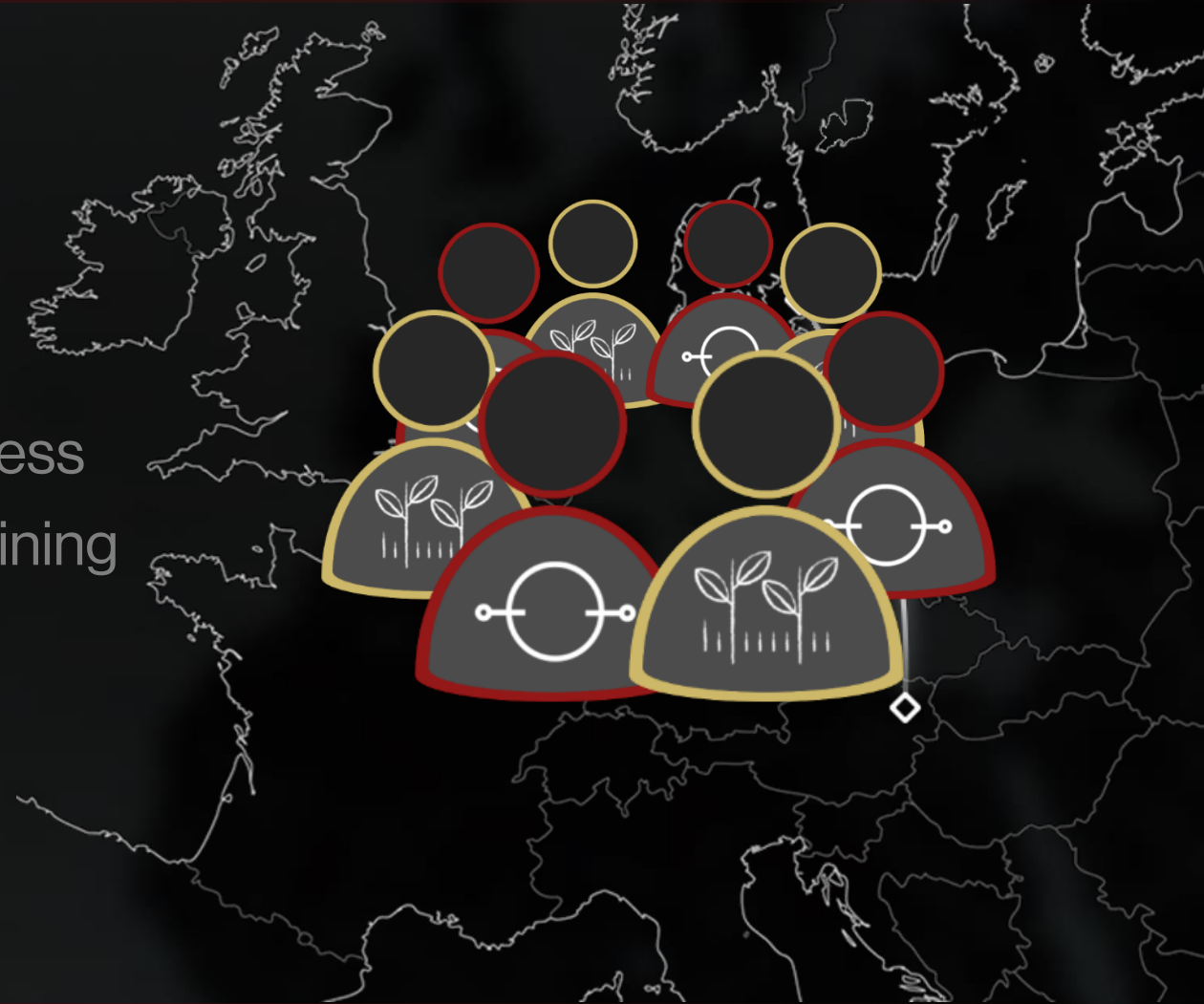
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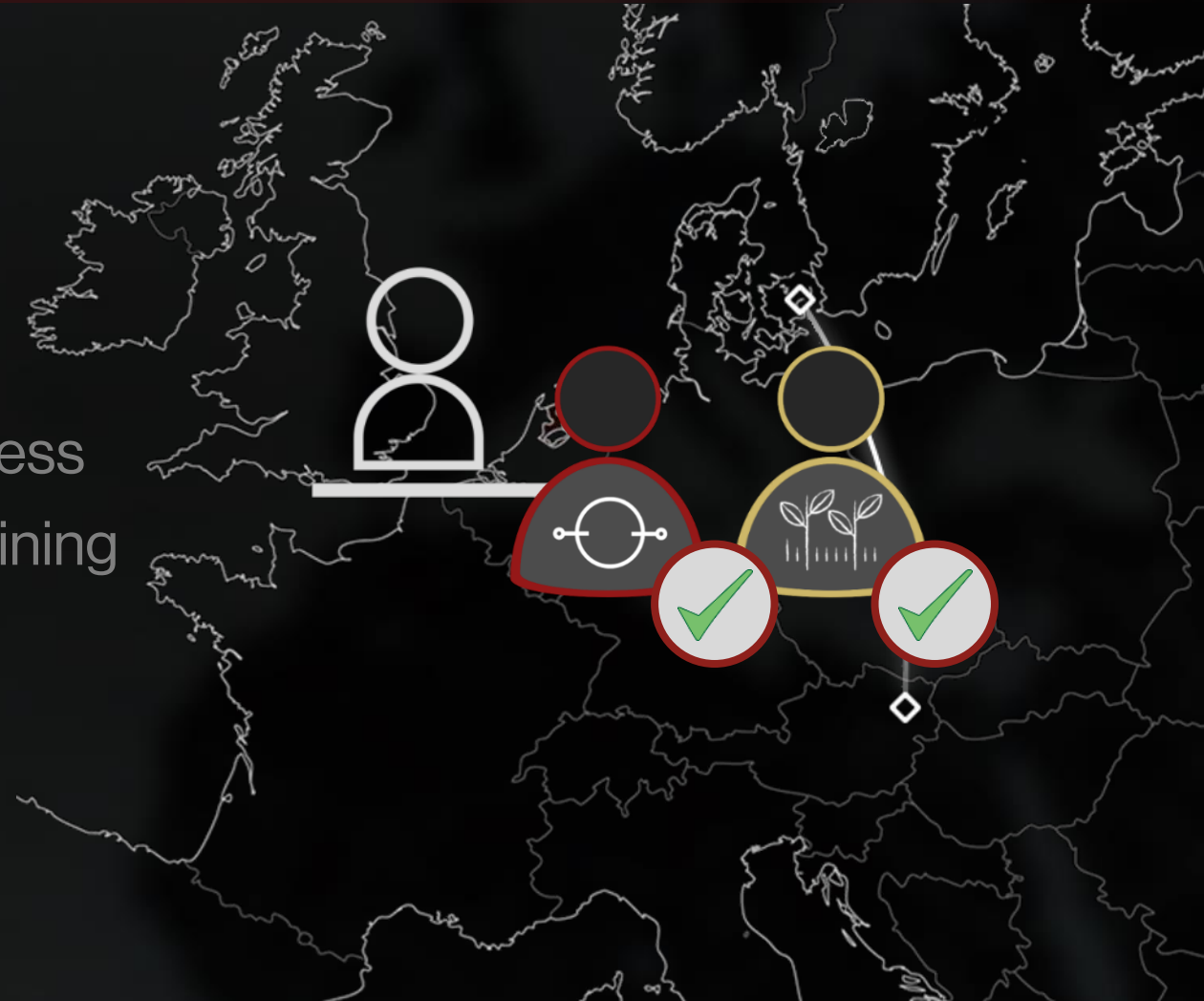
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QUESTIONS?



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