

Exposé III

- 10) Spielmodi
 - Single-/Multiplayer, Online/Offline, Achievements
- 11) Zielgruppen und Plattformen
 - auch wechselseitige Kompatibilität der Zielgruppen bedenken
 - geplante Releaseverteilung
 - PC/MAC/Linux ↔ Konsolen ↔ Handhelds ↔ Smartphones/Tablets
 - technologieabhängig
 - Bezug Zielgruppe ↔ Plattform
- 12) Kritische Punkte
 - Technische bzw. planerische Herausforderungen
 - Beispiele?

Exposé IV

- 13) Teamgröße und –struktur (heute)
- 14) Tools und Middleware
- 15) Zeitrahmen

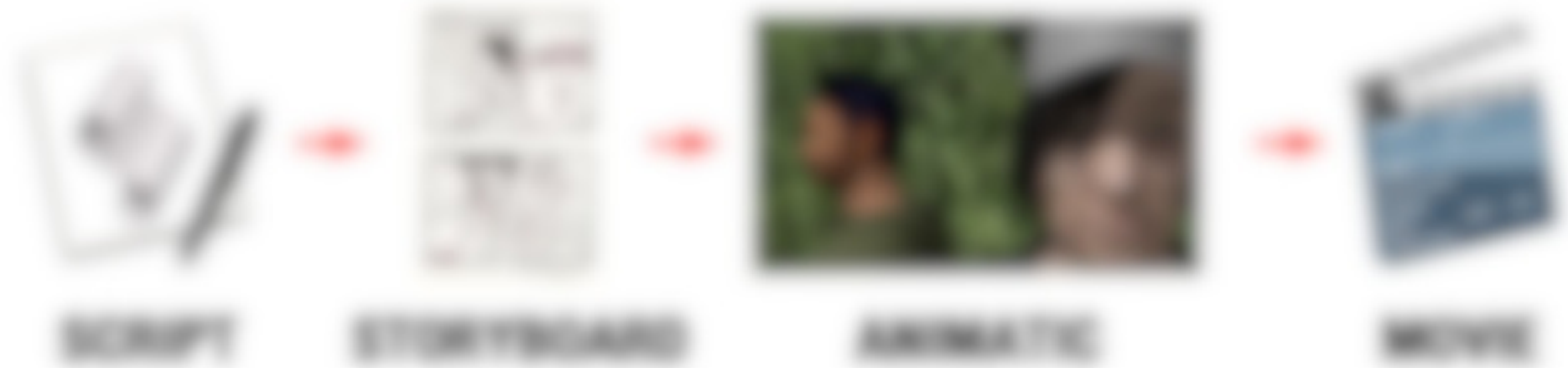
Praxisteil

- Struktur eines Exposés erstellen
 - Stichpunkte zu jedem Unterpunkt
 - Speziell Gameplaytranskript ausformulieren
 - Alle Aspekte auf die Vision/Spielidee beziehen



Übung: Produktionsplanung

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Sitzung 9: Team (Developer/Publisher)

Team (Entwickler/Publisher)

Computer Games - List of Job Titles					
PRODUCTION		OPERATIONS	BUSINESS	GENERAL OPERATIONS	RELATED
Creative Development	Technical Development	Quality Assurance	Project Management	PR & Marketing	Other Areas
Games Design	Programming	QA	Executive / Senior Producer (Publishing)	Marketing Director	Journalist
Lead Designer	Lead Programmer	QA Manager	Producer / Project Manager (Publishing)	Marketing Manager	Academic
Games Designer	Software Engineer	Quality Assurance Technician / Tester*	Account Director	Press Officer	MMO Community Editor / GM
Script writer	Programmer*	Lead Tester	Consultant	PR Executive*	Game Player*
Map builder	A.I. Programmer		Associate / Junior Producer* (Publishing)		
Level Editor*	Middleware/ Tools Programmer	Localisation	Project Co-ordinator* (Publishing)	Human Resources	
Object planner	Graphics Programmer	Localisation Tester*	External Relations	HR Manager	
GUI Designer	Gameplay Programmer	Localisation Manager		Training Manager	
Storyboard Artist	Action Scripter		Business Management	Compensation & Benefits Manager	
Illustrator	Platform Designer	Support	Chief Executive	Recruitment Manager	
Graphic Designer	Information Architect	Operations Manager	Managing Director	Personnel Officer	
Art and Animation	Systems Analyst	Customer Support	Creative Director		
Creative Manager	Database Designer		Technical Director	Finance	
Art Director	Engine Programmer		Financial Planning Manager	Finance Director	
Lead Artist	Server Architect		Supply Chain Manager	Accountant	
Concept Artist					
Environment Artist	Project Implementation		Business Development	Legal	
PreVis Artist	Production Management		Business Development Manager	General Counsel or Legal Director	
Technical Artist	Head of Development		Sales Manager	Solicitor	
Artist*	Executive Producer		Licensing / IPR Manager		
Animator*	Project Manager / Producer		Product / Brand Manager	Admin / IT	
3D Modeller	QA Director			IT Manager	
Audio	Art Director			IT Support /Technical Support	
Musician	Programming Manager			Network Administrator	
Audio Engineer	Assistant Project Manager*			Secretary	
Sound Effects Designer	Production Accountant			Administrator*	
Composer	Production Scheduler			Admin Assistant	
	Production Assistant			PA*	
				Receptionist*	
				Premises Operations	
				Security Officer	
				Caterer	
				Cleaner	

KEY
Job Profile Available
OCCUPATIONAL GROUPS
Bold - Roles
Job Titles

Allgemeine Überlegungen

- Verhältnis Code ↔ Assets
- Intensität des Task Switchings
- Verfügbarkeit von Middleware bzw. Asset Marketplaces
- Kontinuität / Homogenität des Teams
- Aufgabenspezifische Teamerweiterung (Werkverträge)
 - BEISPIEL [Limbo](#)

Praxisteil

- Überlegungen zu existierenden Spielen
 - Angry Birds (12 Mitarbeiter, Teilzeit)
 - The Elder Scrolls: Skyrim (ca. 100 Mitarbeiter)
- Teams für eigene fiktive Projekte zusammenstellen und begründen

