

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - JUNIOR DESIGNER				
<b>Sector</b>	Media			
<b>Sub-sector</b>	Games			
<b>Track</b>	Game Design			
<b>Occupation</b>	Game Designer			
<b>Job Role</b>	Junior Designer			
<b>Job Role Description</b>	<p>The Junior Designer is tasked with assisting the game design to fulfil an operational role focused on execution. He/She is involved in the design of gameplay, game levels, user experience and interface, based on the game concept and the creative vision of the game. He assists in drafting the concept documents, design documents and user interface navigation flow charts. He summarises all content related to game concept, game design and technical design including art, sound and video specifications. He is responsible for executing level design, game design and user interface layout. He also tests the design components to identify the game constraints and delivers a high-quality product. He researches the design standards of the competitors to provide inputs to the creative and technical teams.</p> <p>The work involves delivering creative outcomes in an individual capacity as well as coordinating with multiple teams to meet common objectives. He spends most of his working days in the studio and attends meetings with other teams regularly.</p> <p>He is involved in many aspects of the design process and is able to multi-task well. He is meticulous and well organised. He is a team player and has the ability to communicate well with others on the team.</p>			
<b>Critical Work Functions and Key Tasks</b>	<b>Critical Work Functions</b>	Initiate game design	<b>Key Tasks</b>	
			Participate in concept and design discussions at meetings to understand the overall vision and scope of the game	
			Present research ideas, designs or review to the team lead to support ideation of game concept	
			Provide inputs to support detailing of the game concept	
	Execute game design	Assist in the development of the concept document or initial design document to support decision-making process on whether or not to go ahead with game development		
		Create designs for specific game mechanics, aspects of virtual economy and other game features		
		Create designs for specific elements of the user interface to contribute to the overall game interface design		
		Create designs for specific elements of game levels to contribute to the overall game level designs		
		Support the development of a full game design document which describes in detail every element of the game and how it works		
		Assist in drafting design documents, functional specifications, game progression and user interface navigation flowcharts		
	Facilitate game development	Collate feedback on designs to ensure it is effectively communicated to relevant teams		
		Support technical development teams in interpreting game designs		
		Support the team to produce prototypes to prove that the idea will work		
		Train the testers to play the game to collect feedback on the game concept, gameplay and user experience		
		Make adjustments to the original specifications to reflect technical constraints and new programming or artistic developments from the team		
Collate feedback to analyse ongoing critical reviews of the game in production				
<b>Skills and Competencies</b>	<b>Technical Skills and Competencies</b>		<b>Generic Skills and Competencies (Top 5)</b>	
	Game Concept Design	Level 2	Problem Solving	Basic
	Gameplay Design	Level 2	Teamwork	Basic
	Level Design	Level 2	Communication	Advanced
	Narrative Design	Level 2	Creative Thinking	Basic
	Research	Level 2	Interpersonal Skills	Basic
	User Experience Design	Level 2		
	User Interface Design	Level 2		
<b>Programme Listing</b>	For a list of Training Programmes available for the Media sector, please visit: <a href="http://www.skillsfuture.sg/skills-framework/Media">www.skillsfuture.sg/skills-framework/Media</a>			

The information contained in this document serves as a guide.