

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - SENIOR LEVEL DESIGNER					
Sector	Media				
Sub-sector	Games				
Track	Game Design				
Occupation	Game Designer				
Job Role	Senior Level Designer				
Job Role Description	<p>The Senior Level Designer works closely with various production teams to develop specific game functions, from the mission systems to fluctuating gameplay variables like experience points and player inventories to allow multi-player interaction. He/She is responsible for incorporating fighting systems, artificial intelligence, scoring rules, matchmaking, lobbies and community features, as well as different game modes, working to provide users with an enjoyable gaming experience. He balances and fine-tunes features and gameplay based on feedback from the production and leadership teams.</p> <p>The work involves leading a team to deliver creative outcomes in a high pressure project environment as well as aligning expectations and outcomes with multiple teams. He spends most of his time in creative ideation, and provides guidance to his team and has to attend meetings with other teams regularly.</p> <p>He is a creative thinker and an effective problem solver with an eye for detail. He is an able multi-tasker and proficient in collaborating with multiple teams concurrently. He is also expected to be strong at communication and negotiations to be able to deliver his responsibilities effectively.</p>				
Critical Work Functions and Key Tasks	Critical Work Functions	Initiate game design	Key Tasks		
			Lead discussions on specific aspects of the game concept design		
			Detail specific aspects of the game concept to be presented to the creative leadership		
	Execute game design	Document specific aspects of the game concept for the concept document to be presented to the leadership for approval			
		Develop designs for level maps, layouts and missions			
		Guide junior designers in executing assigned aspects of level designs			
		Adjust pacing of games, levels and missions to deliver intended player experience by using gameplay systems			
		Provide level-specific inputs and designs for the game design document			
	Facilitate game development	Refine designs based on feedback from game testers, the quality assurance team and other relevant stakeholders			
		Guide technical development teams in interpreting level design			
		Develop prototypes to aid game development by collaborating with development teams			
		Participate in ongoing critical reviews of games in production			
		Track game feedback to understand and plan for upcoming level design changes in order to support both development and update cycles			
	Manage projects	Develop use cases to resolve design roadblocks for development			
		Support projects to meet schedules, budget, manpower and technical quality targets			
		Assist the design, art and technical teams continuously to define requirements and iteratively build solutions			
		Assist users, technical staff and management to determine and resolve issues associated with project implementation			
Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)		
	Game Concept Design	Level 3	Creative Thinking	Advanced	
	Gameplay Design	Level 3	Problem Solving	Advanced	
	Level Design	Level 3	Teamwork	Intermediate	
	Narrative Design	Level 3	Communication	Advanced	
	Project Management	Level 3	Decision Making	Intermediate	
	Research	Level 3			
Programme Listing	For a list of Training Programmes available for the Media sector, please visit: www.skillsfuture.sg/skills-framework/Media				

The information contained in this document serves as a guide.