SKILLS FRAMEWORK FOR MEDIA
SKILLS MAP - SENIOR GAME DESIGNER

Sector	Media
Sub-sector	Games
Track	Game Design
Occupation	Game Designer
Job Role	Senior Game Designer

Job Role Description	The Senior Game Designer determines the structure of a game, how it will be played, its rules, objectives, logic and systems and game features. He/She communicates these game elements to various production teams and provides the direction needed to deliver the intended player experience. He conceives the game's overall user experience and interaction scenarios to design user journeys as well as engaging user interfaces. In addition, he is responsible for training game testers to play the game, making sure that the game elements are balanced and that they understand what is expected of the finished product.

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.

He has a passion for games. He is a creative thinker and an effective problem solver with an eye for detail. He is an able multi-tasker and is 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. |

	Critical Work Functions	**Key Tasks**
Critical Work Functions and Key Tasks	Initiate game design	Lead discussions on specific aspects of the game concept design
		Define the broad user experience as part of the game concept
		Detail specific aspects of the game concept to be presented to the creative leadership
		Document specific aspects of the game concept for the concept document to be presented to the leadership for approval
	Execute game design	Conceive the game's gameplay, core mechanics and systems based on the concept and creative vision of leadership team
		Guide the team in the creation, analysis and improvement of new game features, virtual economy and balance of game mechanics
		Conceive game users' experience by charting the user journey with sketches, conceptual diagrams and wireframes
		Create designs for the game's user interface and interaction scenarios based on the user experience and creative vision of the game
		Manage the balance of games with consideration for entertainment, challenge, monetisation and engagement
		Create the full game design document to clearly define all aspects of the game that impact the game mechanics and gameplay
		Refine designs based on feedback from game testers, the quality assurance team and other relevant stakeholders
		Provide insights to anticipate technical and/or workflow issues and recommend solutions
	Facilitate game development	Guide technical development teams in interpreting game designs
		Develop prototypes to aid game development by collaborating with technical development teams
		Conduct training for game testers to understand the final objectives of the game
		Provide inputs to the development of the game content, graphics, sound, as well as other technical components
		Recommend adjustments to the original specifications to reflect technical constraints and new programming or artistic developments from the team
		Participate in ongoing critical reviews of games in production
		Track game feedback to understand and plan for upcoming game design changes in order to support both development and update cycles
		Develop use cases to resolve design roadblocks for development
	Manage projects	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
		Support regular project reviews to recommend schedule changes, cost or resource adjustments

	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
Skills and Competencies	Game Concept Design	Level 3	Creative Thinking	Advanced
	Game Technical Design	Level 2	Problem Solving	Intermediate
	Gameplay Design	Level 3	Teamwork	Intermediate
	Level Design	Level 3	Communication	Advanced
	Narrative Design	Level 3	Decision Making	Intermediate
	Project Management	Level 3		
	Research	Level 3		
	User Experience Design	Level 3		
	User Interface Design	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.