

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - LEAD GAME DESIGNER		
<b>Sector</b>	Media	
<b>Sub-sector</b>	Games	
<b>Track</b>	Game Design	
<b>Occupation</b>	Game Designer	
<b>Job Role</b>	<b>Lead Game Designer</b>	
<b>Job Role Description</b>	<p>The Lead Game Designer is responsible for driving the implementation of the game's vision which includes concept, gameplay, story, usability and functionality. He/She leads a team of designers to develop detailed designs for game characters, rules, story, gameplay, interfaces, levels and modes. He displays practical and theoretical expertise to create a product that is both entertaining and technically sound. He guides the team to develop prototypes for gameplay and game level designs including system design and features that lead to increased user experience, engagement and retention. He manages communication with key departments to manage the schedules of the design team.</p> <p>The work involves leading and guiding the design team in ideating and executing game design ideas as well as collaborating with multiple internal stakeholders for approval of design. He also takes the lead in aligning the creative and technical aspects of the game by engaging with technical and creative leads to align expectations and objectives.</p> <p>He is a visionary with an artistic flair and an expert in game design. He should be effective at problem solving, communication and presentations to be able to influence key stakeholders in supporting the overall game direction. He is an able project manager who delivers effectively within available resources and constraints.</p>	
<b>Critical Work Functions and Key Tasks</b>	<b>Critical Work Functions</b>	<b>Key Tasks</b>
	Initiate game design	Lead the overall game concept design discussions
		Review research ideas to support ideation of the game concept
		Conceive the overarching idea to be developed into the game concept
		Collate all ideas and concepts into clear and structured concept documents for presentation to the leadership
		Present game concept to internal leadership for review and approval
		Develop project schedules and budgets
		Assign design responsibilities to senior designers
	Execute game design	Guide the team in conceptualisation and creation of game design
		Refine game balance by analysing and modifying overarching mechanics, level progression and mission objectives as required
		Review game designs to provide regular feedback to the design team
		Resolve challenging game design problems that hinder the progress of the project
		Communicate production problems and risks to ensure production deadline is met
	Facilitate game development	Liaise with technical development teams to validate the feasibility of the game designs being produced
		Refine game design for feasibility of implementation and to meet technical objectives by collaborating with technical development leads
		Drive and follow up on prototyping core gameplay systems and elements
		Provide detailed feedback on direction and ideas on how to improve game development
		Approve adjustments to the original specifications to account for technical constraints and new programming or artistic developments from the team
		Conduct critical review of games in production
		Approve design changes based on game feedback, to be implemented with updates and expansion packs
Recommend solutions for resolving risks pertaining to design challenges for development		
Manage projects	Manage project to meet schedules, budget, manpower and technical quality targets	
	Manage the design, art and technical teams to define requirements and iteratively build solutions	
	Collaborate with users, technical staff and management to determine and resolve issues associated with project implementation	
	Conduct regular project reviews to recommend schedule changes, cost or resource adjustments	

	Manage teams and/or departments	Communicate common goals, direction and accountability among staff		
		Develop staff by coaching, mentoring and engaging in career discussions		
		Exhibit effective performance management practices within department in accordance with organisational policies and procedures		
		Monitor budgets, forecasting, work allocations and staffing of the various departments		
<b>Skills and Competencies</b>	<b>Technical Skills and Competencies</b>		<b>Generic Skills and Competencies (Top 5)</b>	
	Game Concept Design	Level 4	Leadership	Advanced
	Game Technical Design	Level 3	Communication	Advanced
	Gameplay Design	Level 4	Decision Making	Advanced
	Level Design	Level 4	Teamwork	Advanced
	Narrative Design	Level 4	Creative Thinking	Advanced
	Project Management	Level 4		
	Research	Level 4		
	User Experience Design	Level 4		
	User Interface Design	Level 4		
<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.