

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - GAME DIRECTOR		
Sector	Media	
Sub-sector	Games	
Track	Game Design	
Occupation	Game Designer	
Job Role	Game Director	
Job Role Description	<p>The Game Director is responsible for the overall vision of the product, which includes gameplay, story, audio assets, cinematics and marketing materials. He/She is closely involved in the establishment of a game's concept together with senior members. He translates the overall vision into a creative framework. He provides insights on story, art and content development and translates the client's brief into a creative concept. He translates and implements this in the production development stage. He is responsible for the quality of the game elements, the consistency of the creative vision across art, story, design, sound and cinematics. He also coordinates the creative tasks between departments and approvals at various project development stages.</p> <p>The work involves a high amount of creative leadership and decision making in a project environment. He spends his time in evaluating game ideas, concepts and proposals and influencing internal and external stakeholders regarding the same.</p> <p>He is a creative leader with strong business acumen and a passion for delivering impactful content. He should be effective at communicating, influencing and negotiating to be able to align multiple internal and external stakeholders to his vision for a game.</p>	
Critical Work Functions and Key Tasks	Critical Work Functions	Key Tasks
	Initiate game design	Articulate a clear vision for the game and establish the foundations of the game
		Drive the development of original game concept and characters to ensure that the finished game fulfils the initial goals
		Assess initial game concepts for creative, technical and commercial feasibility
		Lead discussions to review and refine game concept document based on creative, technical and commercial considerations
		Lead game concept pitch to internal leadership or external stakeholders in collaboration with the game production team
	Execute game design	Guide the team in developing and aligning the creative style and artistic direction of the game design
		Review designs to ensure they are aligned to the overall creative vision
		Address issues such as new features and any major redesigning of features, characters and scenarios
		Resolve production problems to mitigate risks and ensure production progress is on schedule
	Facilitate game development	Align expectations between design, technical and creative teams to ensure the objectives of the project are met
		Make decisions about deviations from planned approaches, ideas or content by collaborating with the leadership team
		Approve design changes to be implemented with updates and expansion packs
		Drive the implementation of solutions to resolve risks pertaining to design challenges for development
	Manage projects	Drive projects to meet schedules, budget, manpower and technical quality targets
		Define requirements and iteratively build solutions by driving the design, art and technical teams
		Lead users, technical staff and management to determine and resolve issues associated with project implementation
		Lead project reviews to recommend schedule changes, cost or resource adjustments
	Manage teams and/or departments	Define common goals, direction and accountability among staff
		Define staff development strategies by coaching, mentoring and engaging in career discussions
Define effective performance management practices within department in accordance with company policies and procedures		
Oversee budgets, forecasting, work allocations and staffing of the various departments		
Drive the game launch	Champion the game internally by promoting it to senior executives not directly involved in game development and production	
	Lead the development of sales and marketing collaterals to showcase the game play experience and other audio-visuals components	
	Support the sales and marketing teams on publishing the game	

	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
	Skills and Competencies	Customer Behaviour Analysis	Level 4	Leadership
Game Concept Design		Level 5	Communication	Advanced
Game Technical Design		Level 3	Teamwork	Advanced
Gameplay Design		Level 5	Decision Making	Advanced
Level Design		Level 5	Developing People	Advanced
Narrative Design		Level 5		
Product Management		Level 4		
Production Budget Management		Level 4		
Project Management		Level 5		
Research		Level 5		
User Experience Design		Level 5		
User Interface Design		Level 5		
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.