ART OF COMMUNICATION: DECODING THE CREATIVE RELATIONSHIP

Andrea Wicklund

SCORE

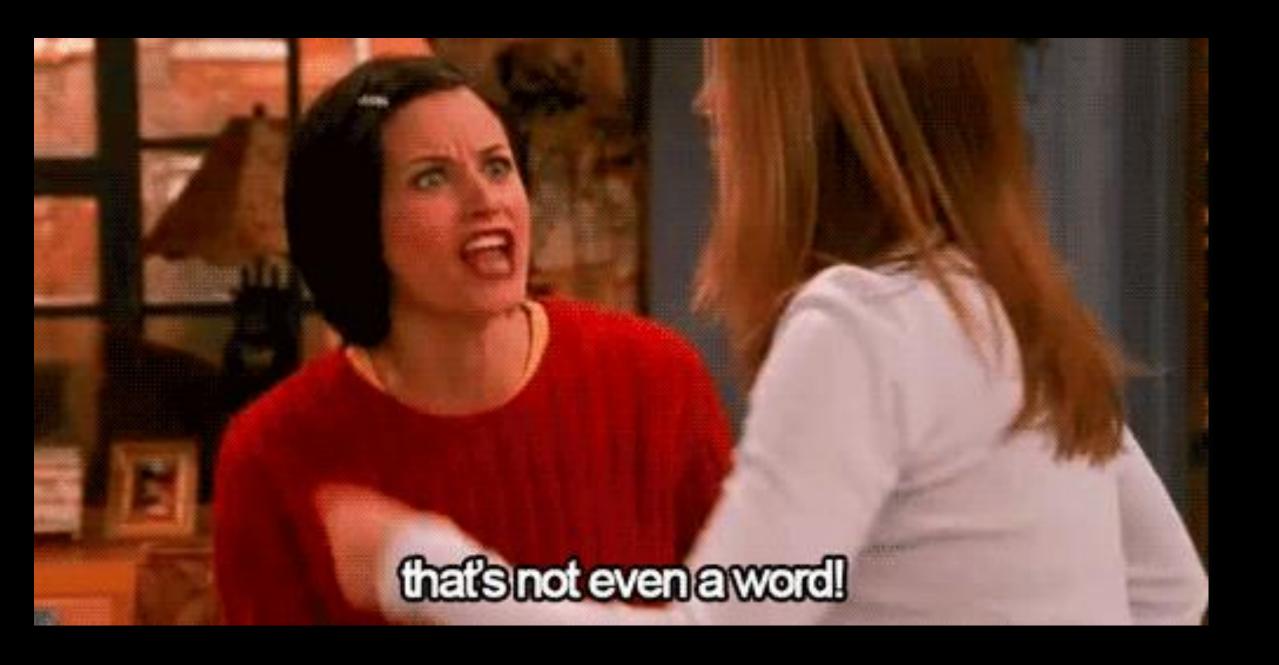


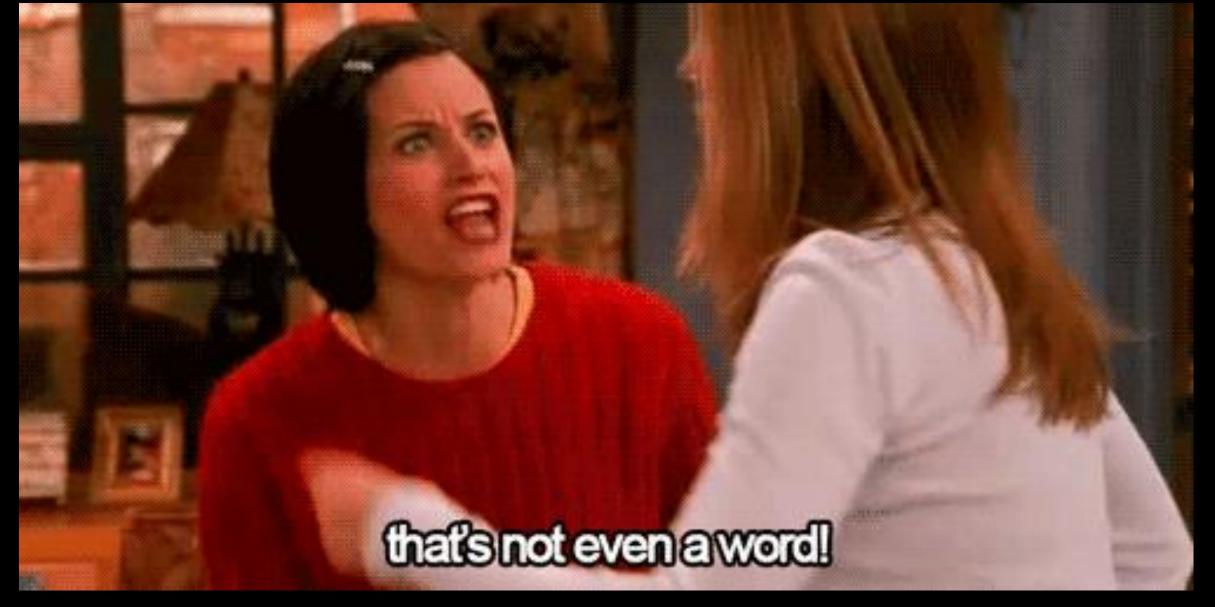


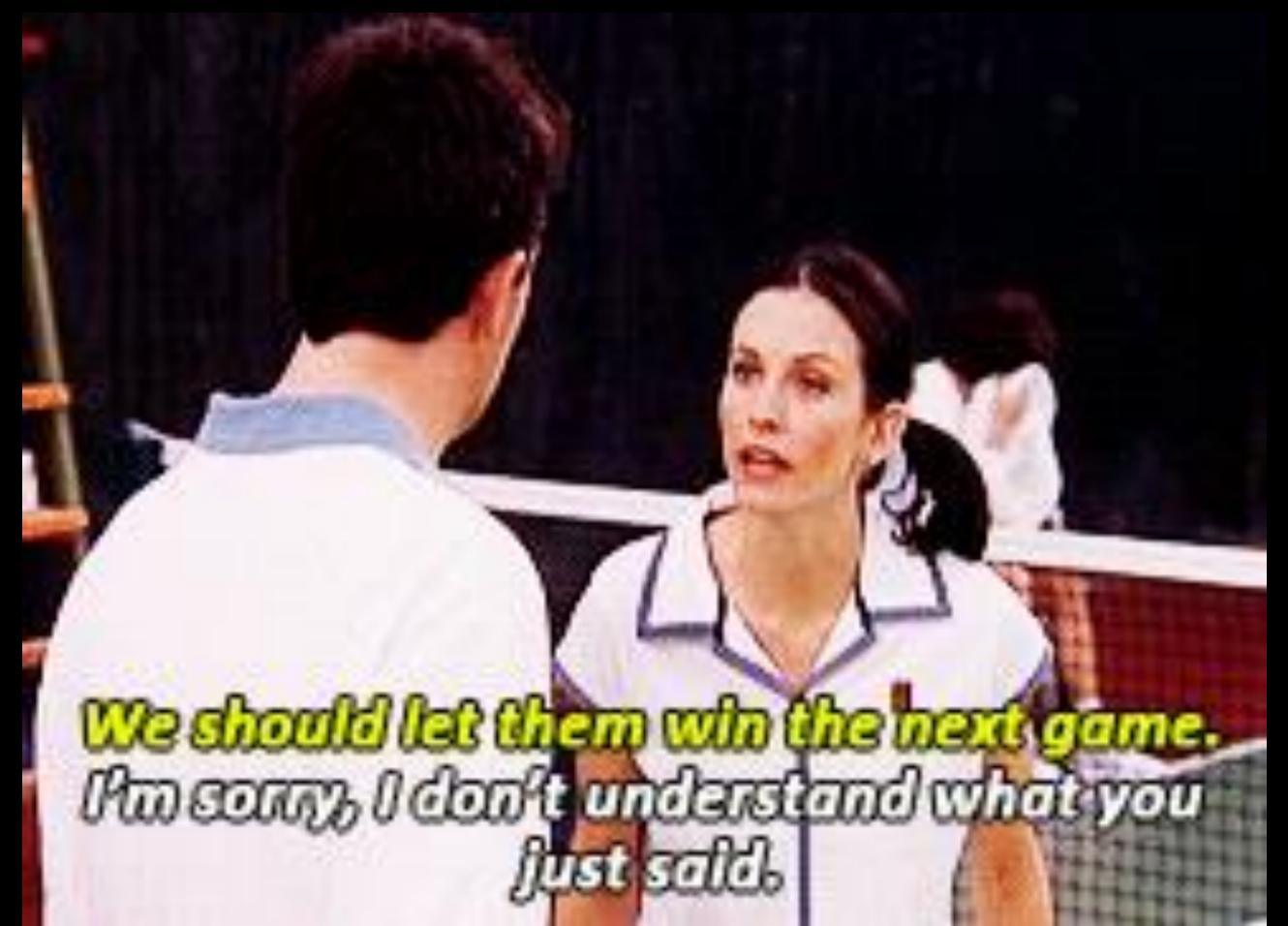
SCORE



TEAM 2 HAS GUESSED THE ANSWER!







COMMUNICATION

The answer to all your problems is...

The answer to all your problems is...



In other words...

SKILL + PERSONALITY

AFFINITY

GOOD CHEMISTRY
Similar vision, taste, passion
Heightens team performance
Builds confidence

*Talent is IMPORTANT, but you need to get along first.







TRUST

TRUST

CONFIDENCE

EMPOWERMENT

INDIVIDUAL AUTHORITY

LANGUAGE



VOCABULARY

"WORK IN PROGRESS" VS "FINALIZED"

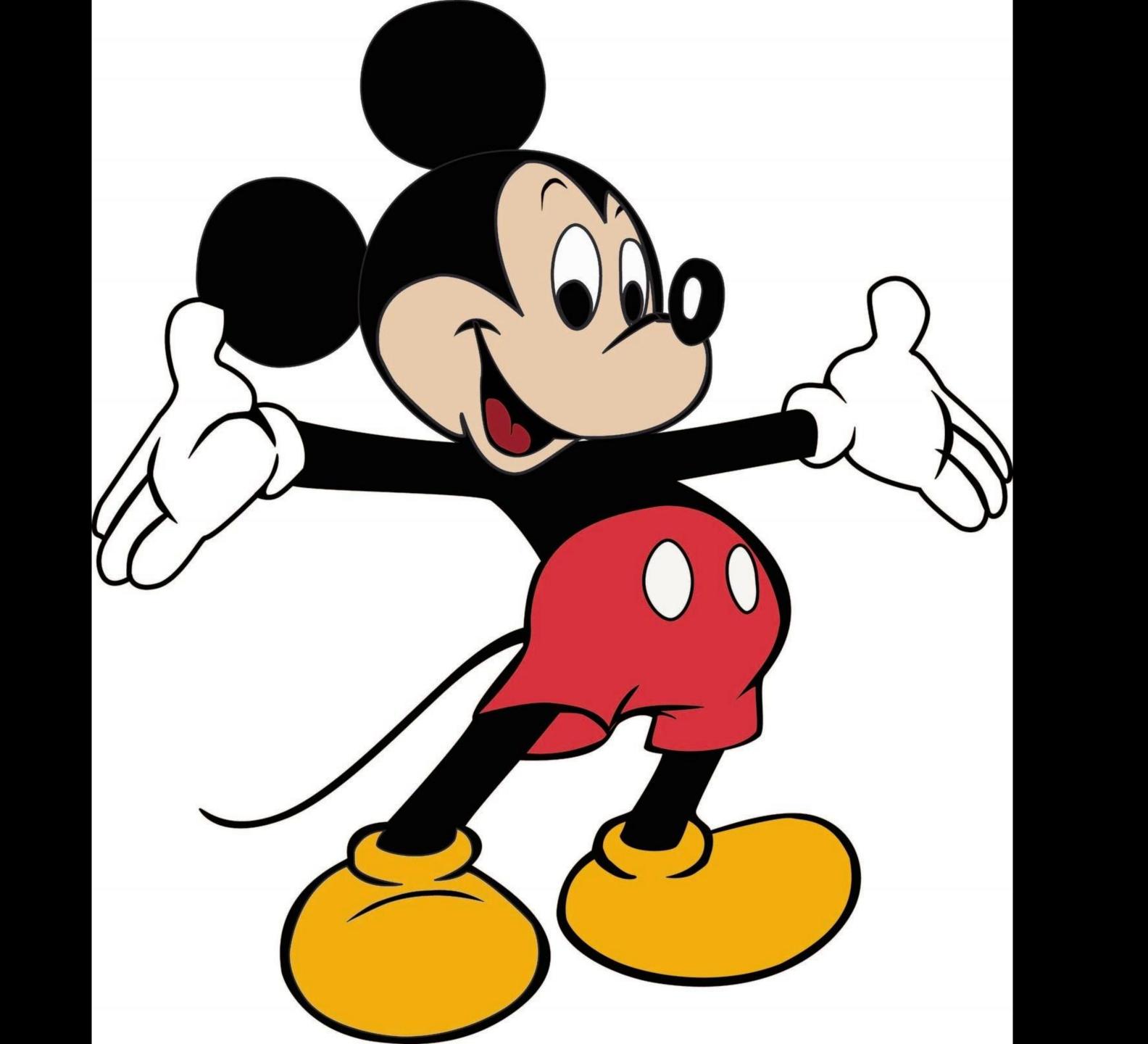




"REALISTIC"

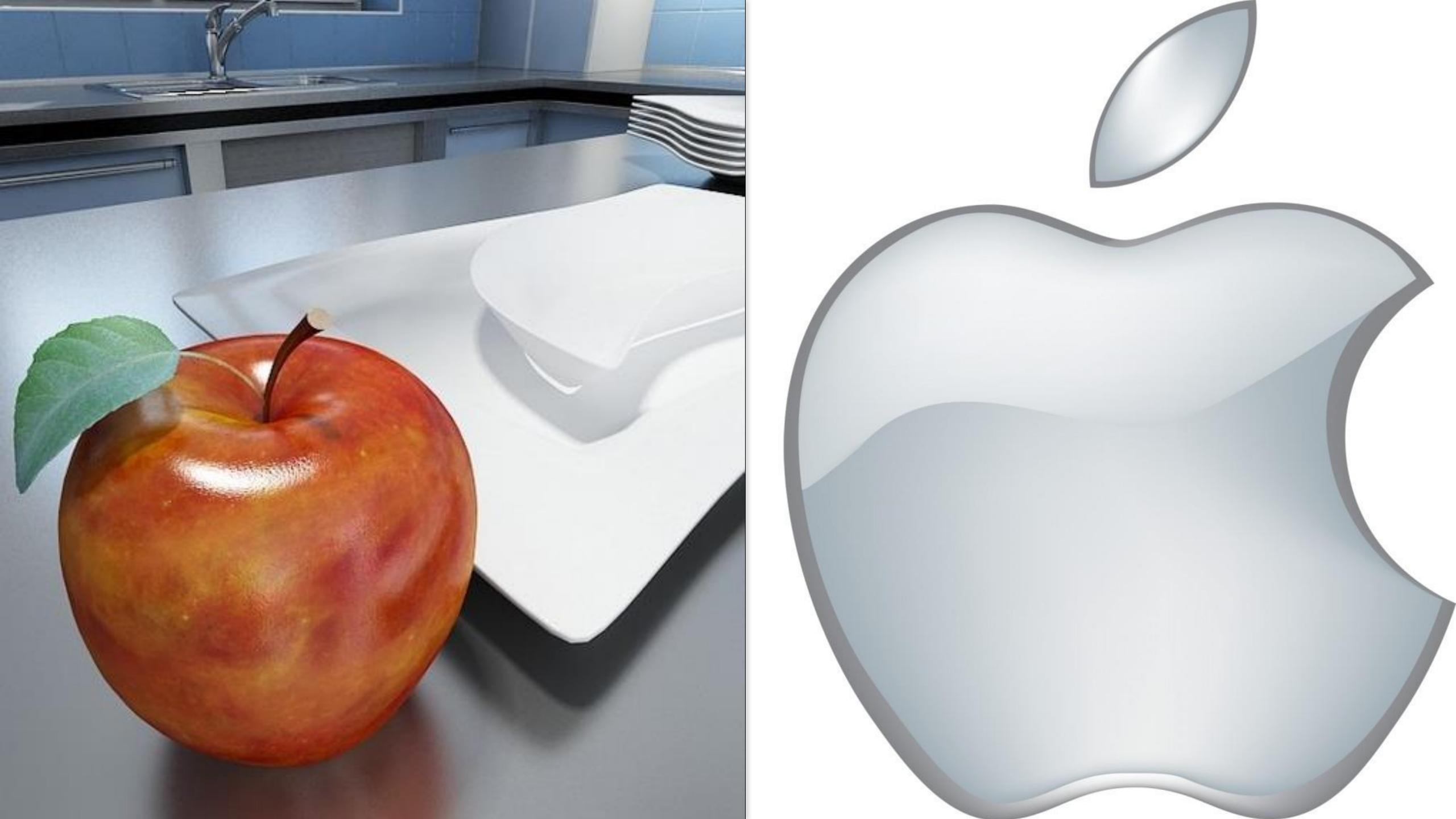
VS

"STYLIZED"



"STYLIZED"

-using artistic forms and conventions to create effects; not natural or spontaneous



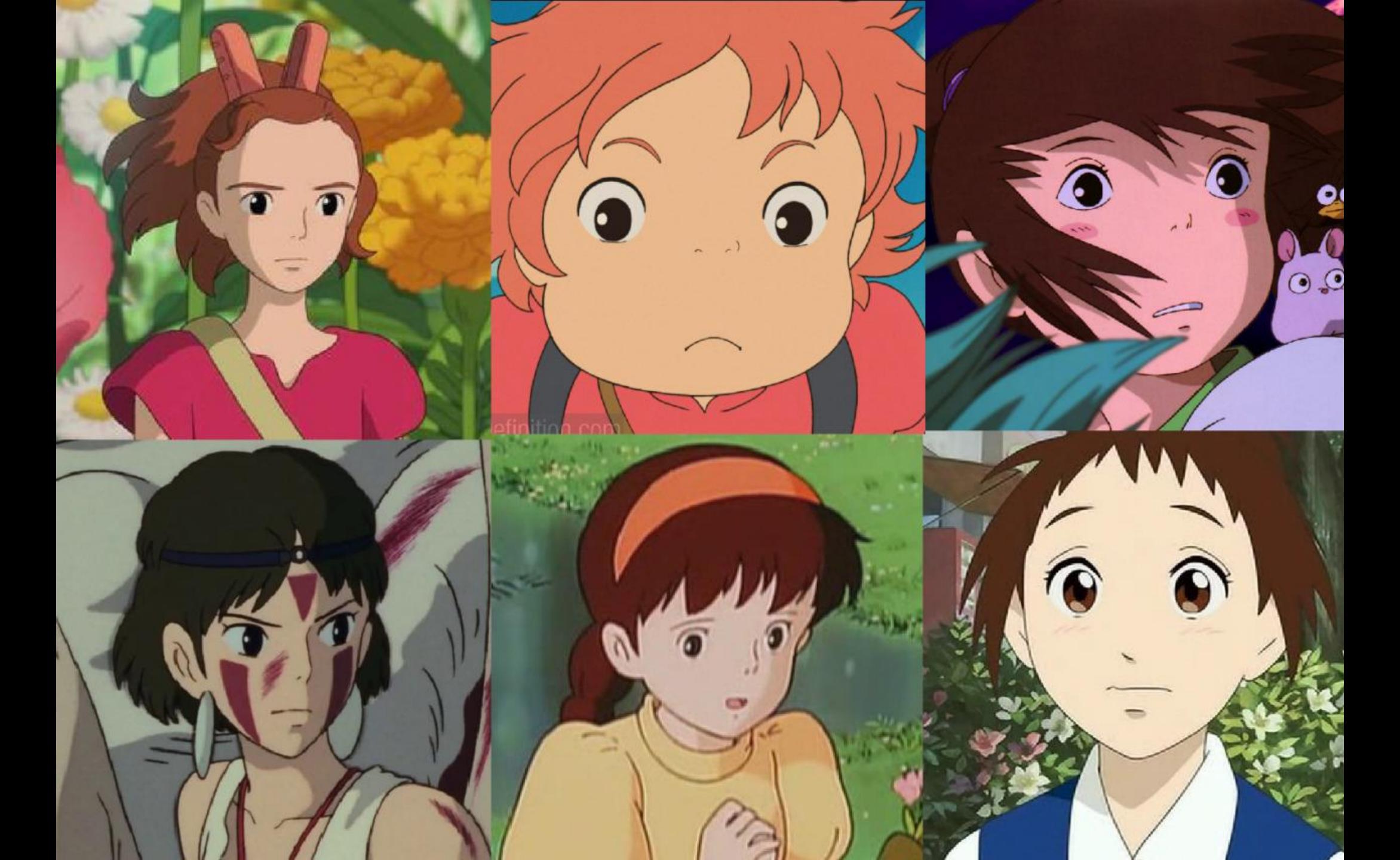


VISUAL COMMUNICATION







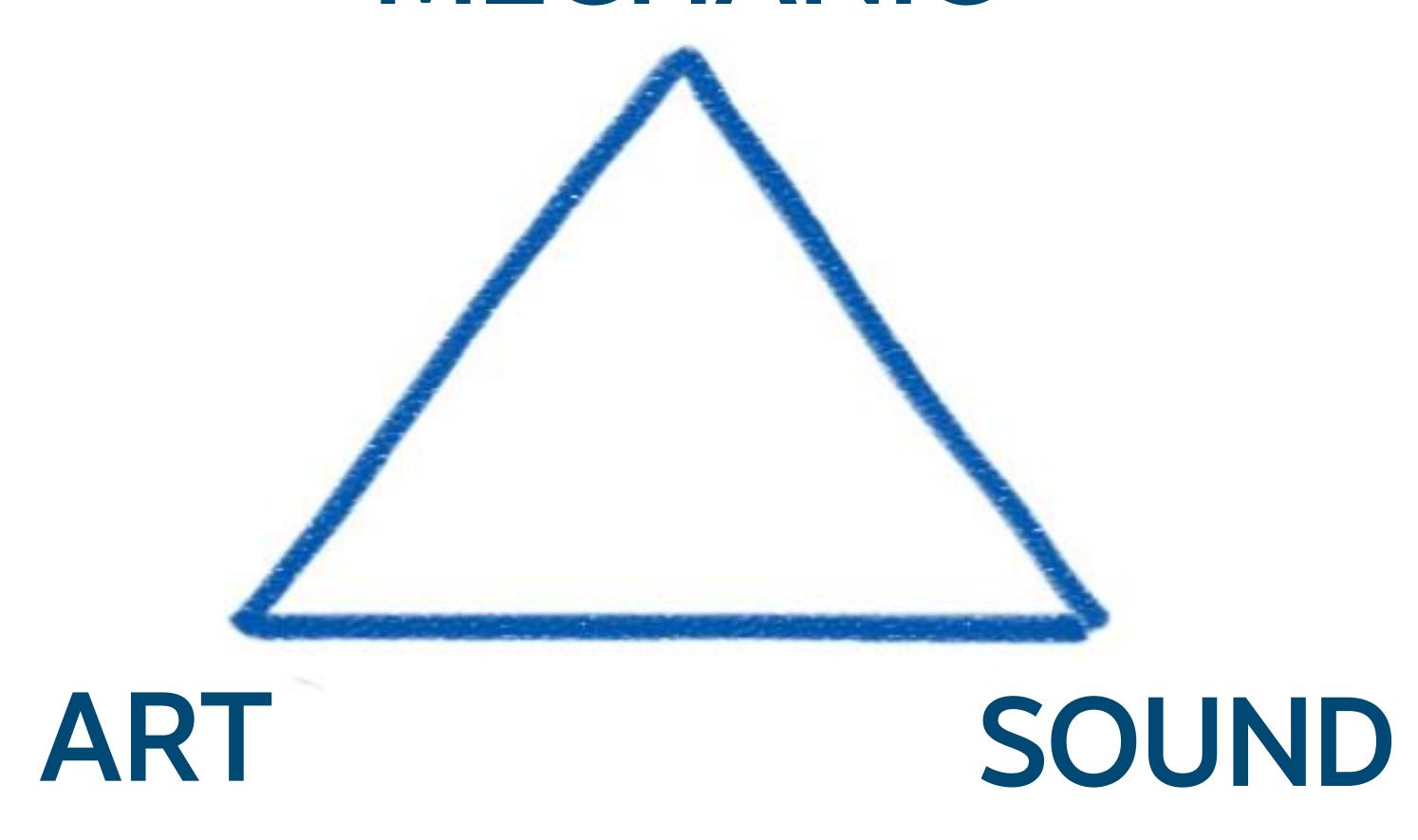


IT'S ALL MIYAZAKI TO ME!



GOALS

MECHANIC



DESCRIPTORS

DESCRIPTORS

"I want the player to feel..."

LOST

SCARED

"I want the space to feel..."

COLD & DIRE

LUSH & WELCOMING

MOT DESCRIPTIVE

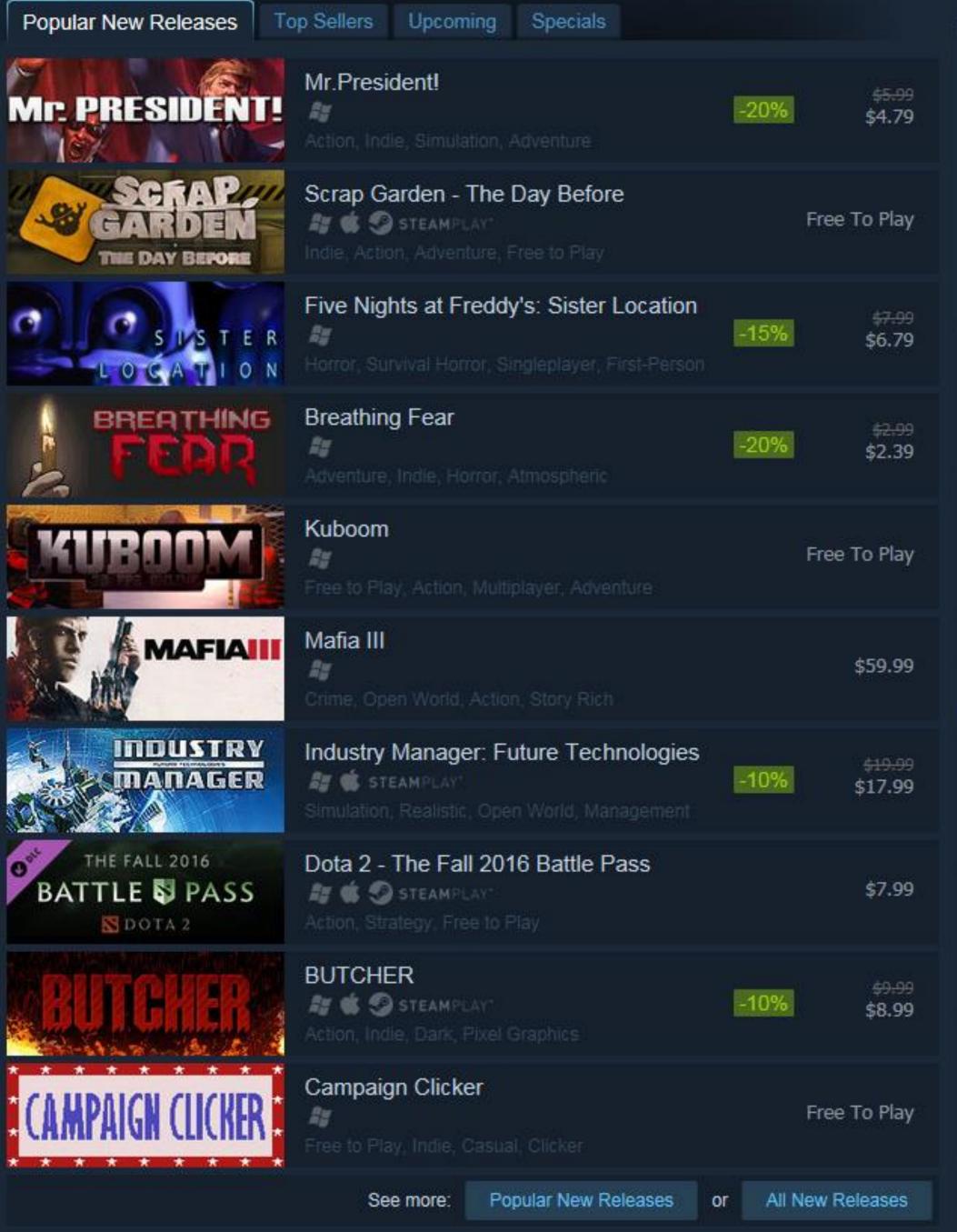
"We need an awesome spawn room."

"Just make it look cool."









Specials

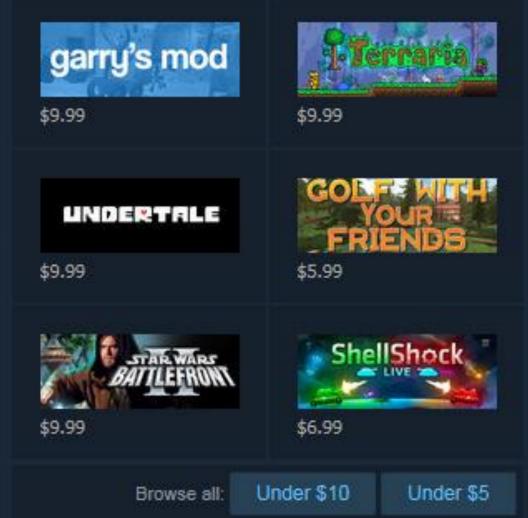




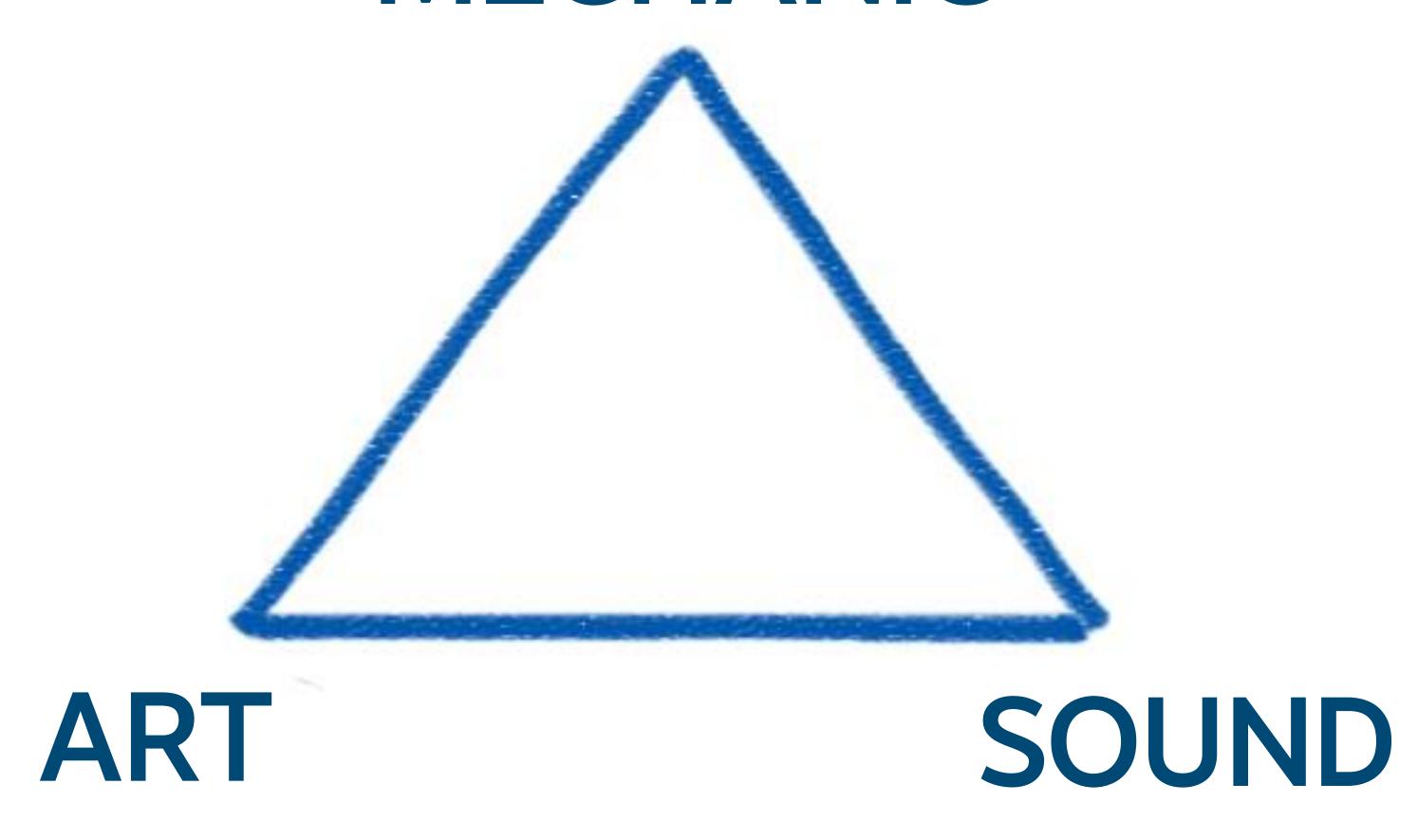


See more: 801 Specials

Under \$10



MECHANIC



PROBLEM SOLVING

PROBLEM SOLVING

PROPERLY FRAMED PROBLEM = CONFIDENT SOLUTION





Feedback vs. Leaving Alone



Feedback vs. Leaving Alone When am I hovering?



Feedback vs. Leaving Alone
When am I hovering?
What is the impact?



Feedback vs. Leaving Alone

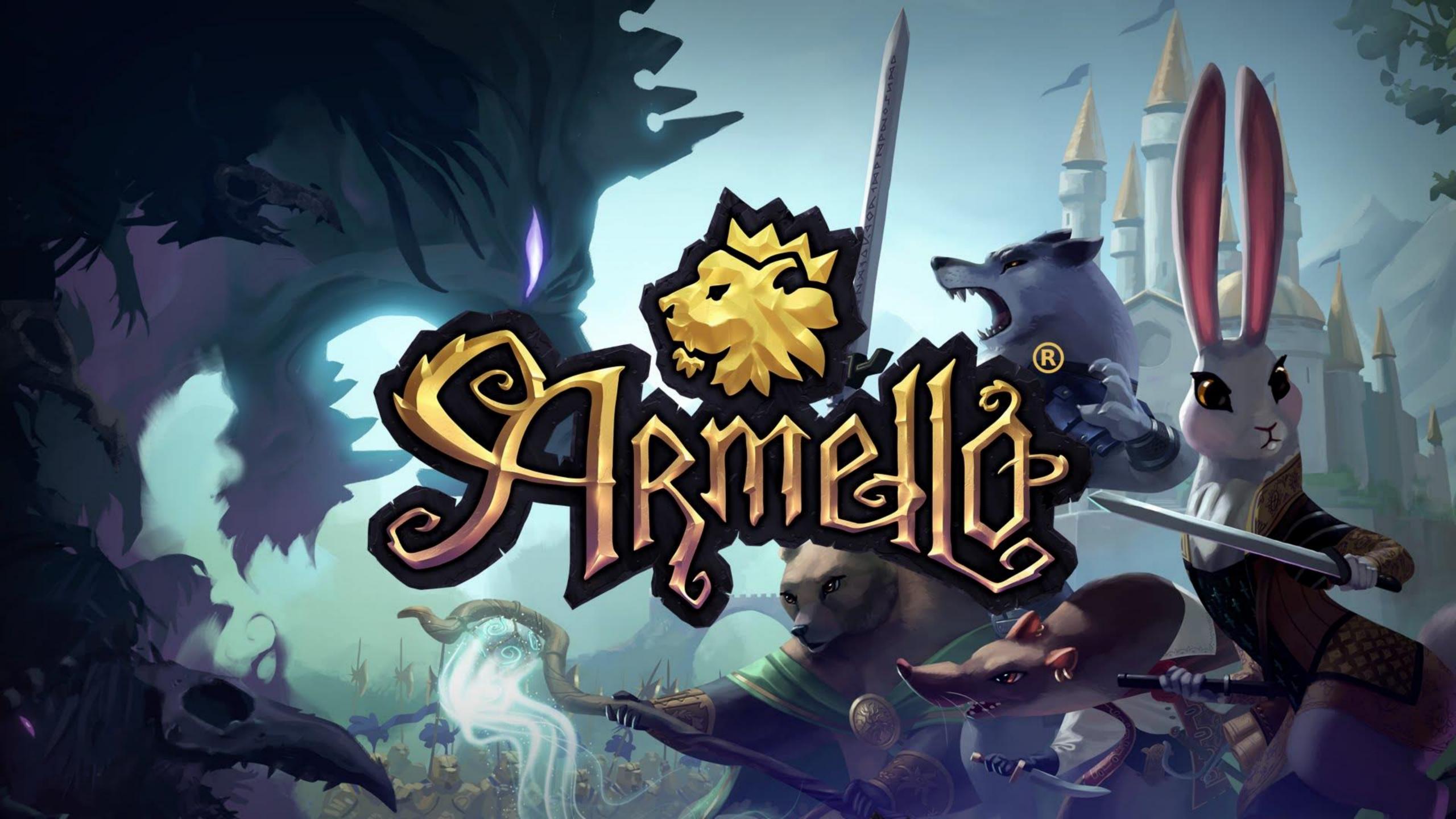
When am I hovering?

What is the impact?

Schedule feedback!









APPRECIATION

APPRECIATION

"A person who feels appreciated will always do more than what is expected."

-Amy Rees Anderson

NON-VERBAL COMMUNICATION

LABELS

LABELS

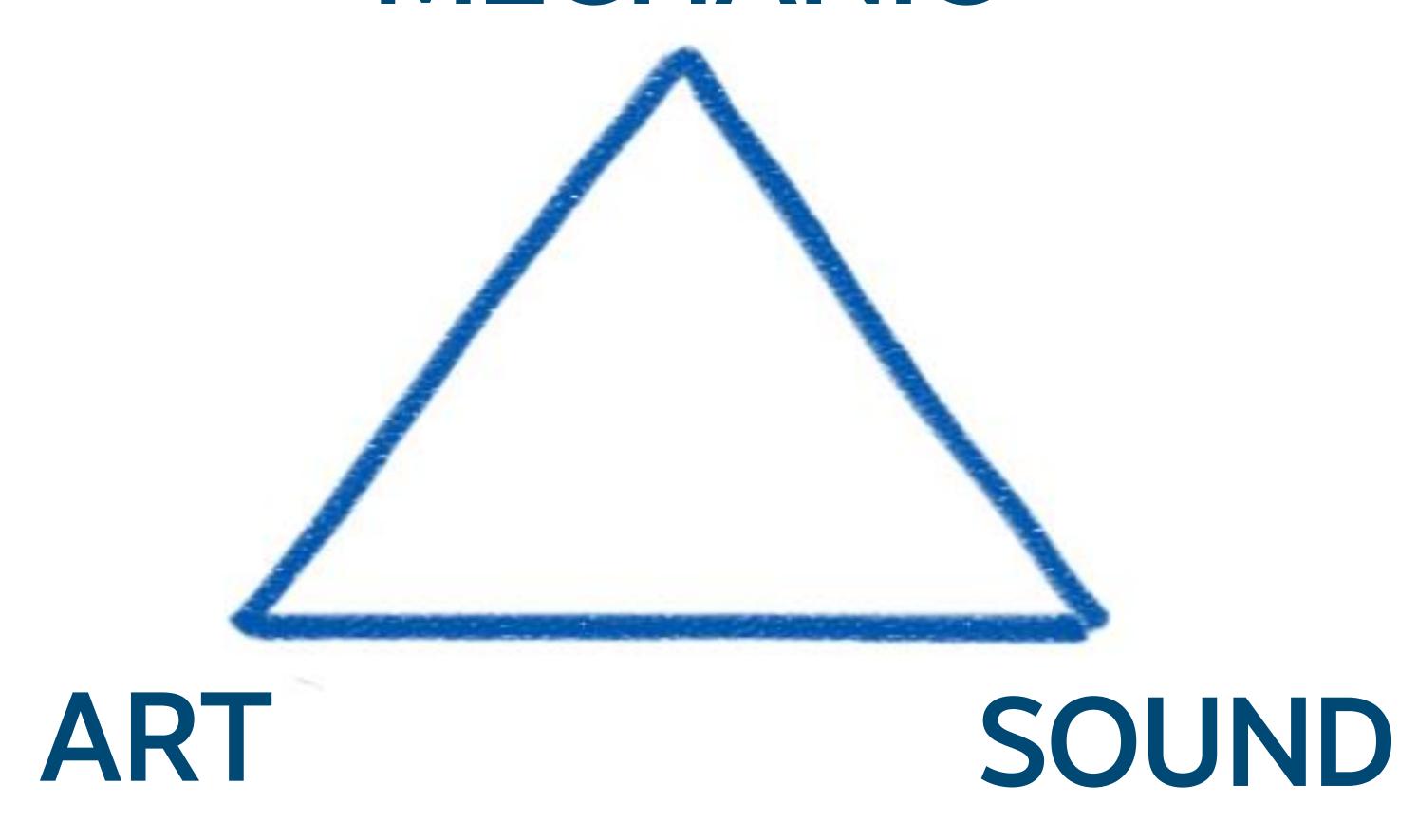
WHAT IS THE IMPACT?

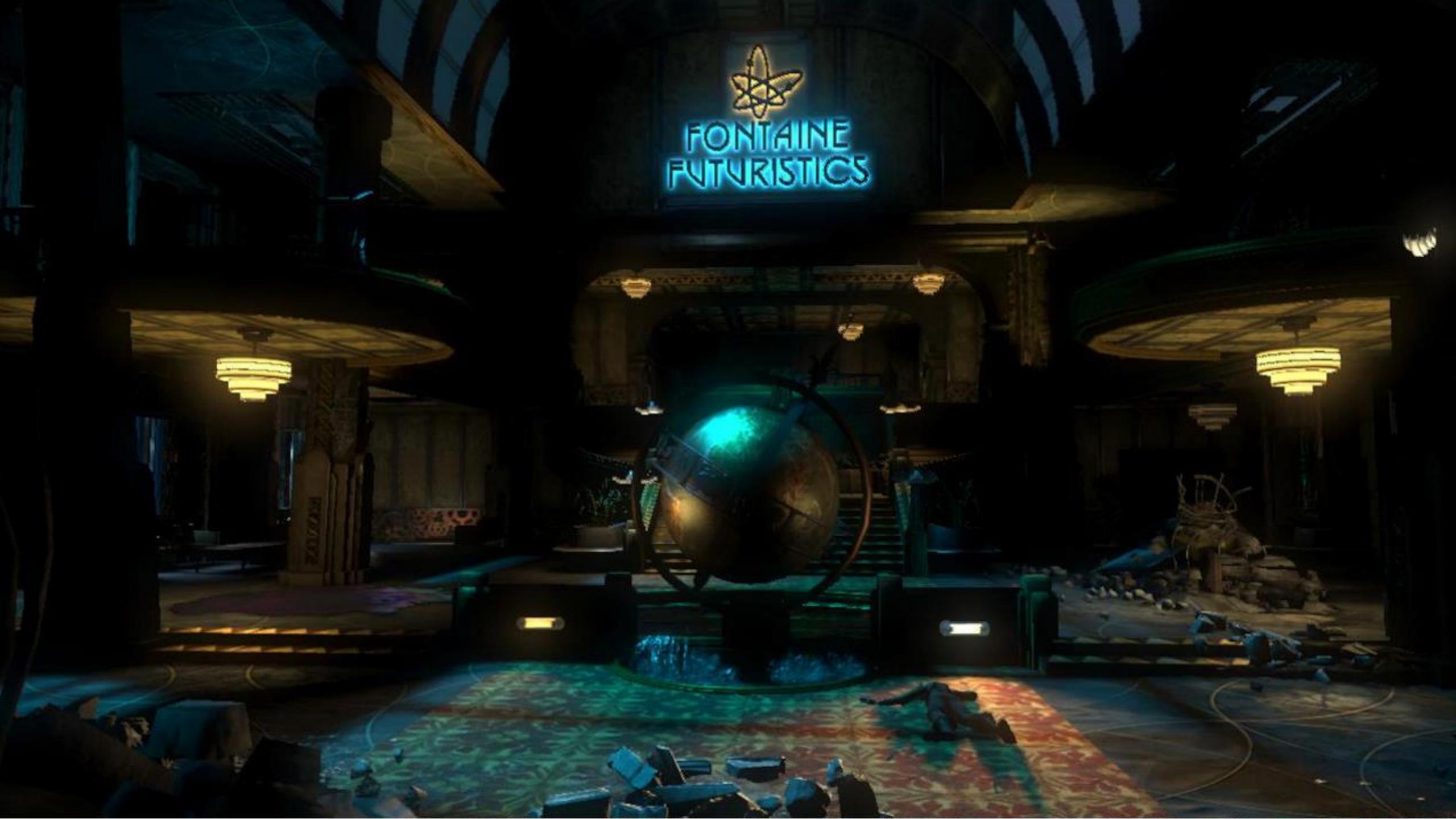
- Expectations
 - Roles
 - Language
 - Value



PROCESS

MECHANIC





AUTONOMY



DAILY

- 10am circle-up
- Talk about what was done day before and what is planned for today.
- Short, unscheduled 2-3 person meetings
 - Efficient, keep minimal



WEEKLY

- Art team gets together
 - Playthrough: take notes



SHIPPING

- Big meetings
 - Marketing strategy & bigger tasks
 - Organized into "sprints"



INSPIRATION





RESPECT

RESPECT

TRUST
LANGUAGE
PROCESS

