

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Manage game development
Code	107915L6
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in game development management. Same as other business projects, game development utilises well-established methods for organising and running activities to keep the project on schedule and budget while achieving a certain level of quality and profitability. This UoC is concerned with the capabilities, considerations and activities for game project development as carried out by a project manager.
Level	6
Credit	6
Competency	<p>Performance Requirements</p> <p>1. Knowledge for game development</p> <ul style="list-style-type: none"> • Realize the philosophy and guidelines of the organisation towards game development • Understand related budget and resources allocations • Understand the competitive environment and customer requirements of the game market • Possess good communication and presentation skills • Possess good negotiation, conflict resolution and decision making skills • Possess the leadership and project management skills in leading the game development team, such as Agile software development • Possess proficient knowledge about the key phases and related tasks of the game development life cycle, namely: <ul style="list-style-type: none"> ○ Initiating: determine project startup, charter and scope ○ Planning: define work structure, resources, activities, scheduling, etc. ○ Executing: perform the planned work and quality assurance ○ Closing: product acceptance and performance analysis • Possess the personal traits of a competent game project manager, such as: <ul style="list-style-type: none"> ○ Strong enthusiasm towards games ○ Be able to multitask ○ Good emotional quotient in handling customers and colleagues, etc. <p>2. Manage game development</p> <ul style="list-style-type: none"> • Conduct a detailed analysis of the game design specification and work out the project milestones, and specific targets that have to be met by certain dates • Estimate the scale of the game project in concern, and organise a development team with possible members as follow: <ul style="list-style-type: none"> ○ Game designers ○ Programmers ○ Artists ○ Writers ○ Musicians ○ Actors, etc. • Review and confirm the teams, equipment and resources needed • Arrange for commencement of game development, and keep close monitoring of the progress against the schedule • Perform overall monitoring and controlling activities for different phases of the aforesaid game development life cycle, and focus on issues such as: <ul style="list-style-type: none"> ○ Scope of work

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	<ul style="list-style-type: none"> ○ Cost expenditures ○ Schedules ○ Quality of output ○ Potential risks ○ Task blockers removal ○ Periodic status reporting to management and customers, etc. ● Act as the central point of contact and liaison for all aspects of the game production with parties such as: <ul style="list-style-type: none"> ○ Senior management ○ Publishers ○ The public relation and marketing departments ○ Members of the development team ○ Outsourced personnel, if any ● Ensure proper completion of the game product and coordinate subsequent activities such as marketing and product launching, etc. ● Prepare a final report about the overall game development for management's review and further instructions <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> ● Always devote fully to all activities related to the game development ● Always perform the game development management tasks in an objective and fair manner, and balance the interests of both the organisation and employees
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> ● Able to complete the game development management tasks within time and budget constraints; and ● Able to ensure the quality of the game product being developed and meeting all prescribed requirements
Remark	