

Lead Game Designer/ Game Director



IN 3-5 YEARS



Job holders can leverage AI & Analytics to provide insights on game vision and gameplay, and use cloud gaming platforms to accelerate the review of games via real-time gaming feedback. Job holders remain key in ideation of game design and styles, and in coaching their team to achieve desired outcomes.

KEY TRENDS



AI &
Analytics



Cloud
Computing



Immersive
Technology

FUTURE TASK-LEVEL VIEW

- Behavioural Analytics provide insights on game vision and gameplay by crawling through market reports and external research to assist job holders in making better informed decisions and drive game vision
- AI and 3D VR models will add an interactive element in gameplay which assists in elevating the quality of game designs curated by job holders
- Job holders will continue to use their technical experience to define design and technical requirements, solve complex issues and align expectations
- Cloud Computing enables real-time gaming feedback through cloud systems, thereby accelerating the review of games by job holders
- Job holders remain key in ideation of game design and styles, and will need to coach their team to achieve the desired outcomes

SKILLS ANALYSIS



CURRENT SKILLS GAP

- Decision Making
- Developing People
- Game Concept Design
- Game Technical Design
- Gameplay Design

ADDITIONAL FUTURE SKILLS

- Business Acumen
- Business Negotiation
- Creative Storytelling
- Data Analytics
- Market Research
- Transdisciplinary Thinking

