

Junior Designer/ Senior Level Designer/ Senior Game Designer



IN 3-5 YEARS



Job holders will leverage AI & Analytics to execute preliminary basic game designs/testing, provide insights on popular game designs to aid game designers in design curation. Job holders focus on spotting loopholes in gameplay and designing.

KEY TRENDS



AI &
Analytics



Immersive
Technology

FUTURE TASK-LEVEL VIEW

- AI automates basic routine game design tasks (e.g. NPC creation, setting basic challenges)
- Job holders will focus on seeking potential improvements and spotting loopholes in gameplay that remain undetectable by technology
- Customer Behavioural Analytics routinely collects data on gameplay experience to tailor game designs to gamers' preferences
- AI will analyse past gaming user data and experience to suggest game application interfaces that users prefer using to ensure that UI/UX are well-customised to appeal to gamers
- Virtual Reality enhances visualization of game designs by job holders and allows them to use 3D models for aesthetic development and trials

SKILLS ANALYSIS



CURRENT SKILLS GAP

- Game Concept Design
- Gameplay Design
- User Experience Design

ADDITIONAL FUTURE SKILLS

- Customer Behaviour Analysis
- Creative Storytelling
- Critical Thinking
- Data Analytics
- Transdisciplinary Thinking

