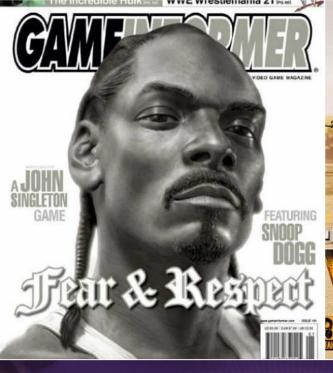
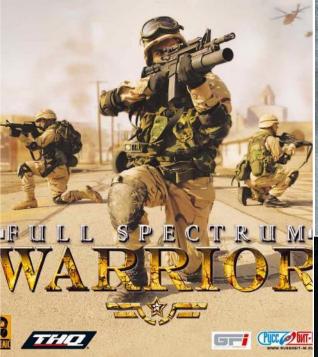
# Battling Burnout

THE SIDE PROJECT RITUAL

LARALYN MCWILLIAMS



www.FreeRealms.com









#### PlayStation<sub>®</sub>2









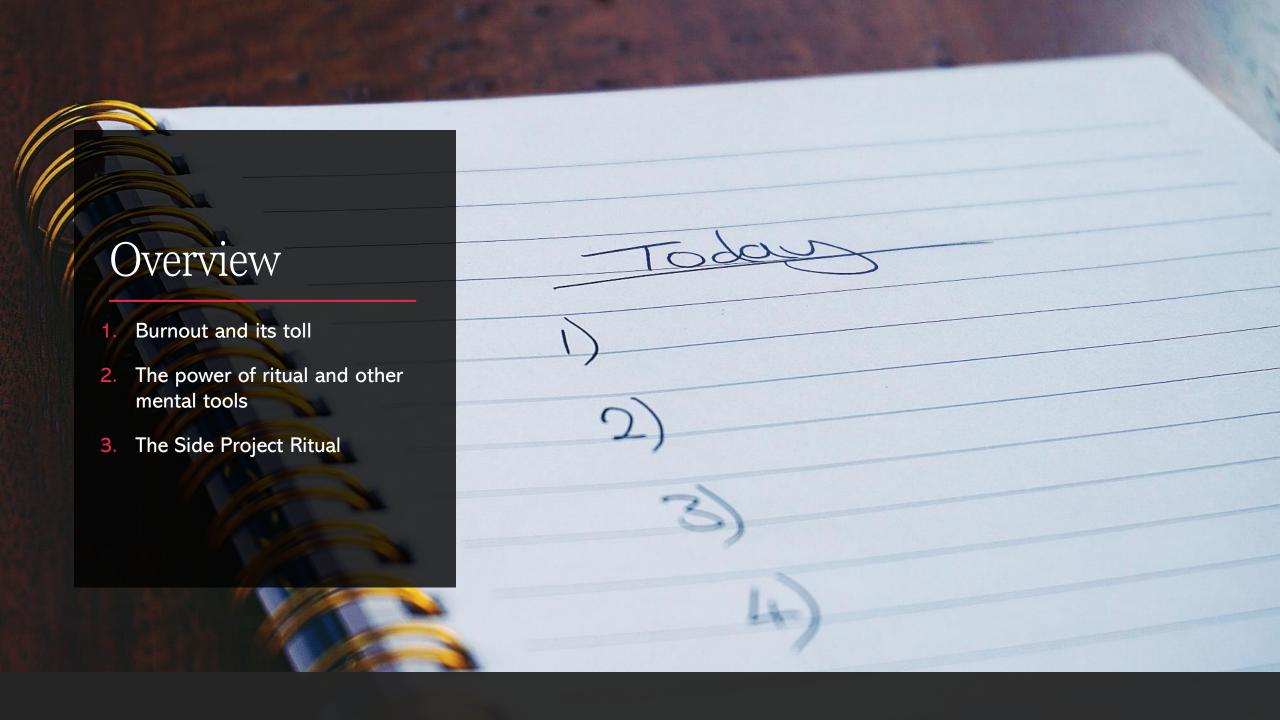
### Designing With Intent

Setting Success Criteria For Creativity

Laratyn McWillian

Chief Creative Officer, Skydance Interactiv

@laralyr





## WORLD HEALTH ORGANIZATION ICD-11



Burn-out is a syndrome conceptualized as resulting from chronic workplace stress that has not been successfully managed.



It is characterized by three dimensions:



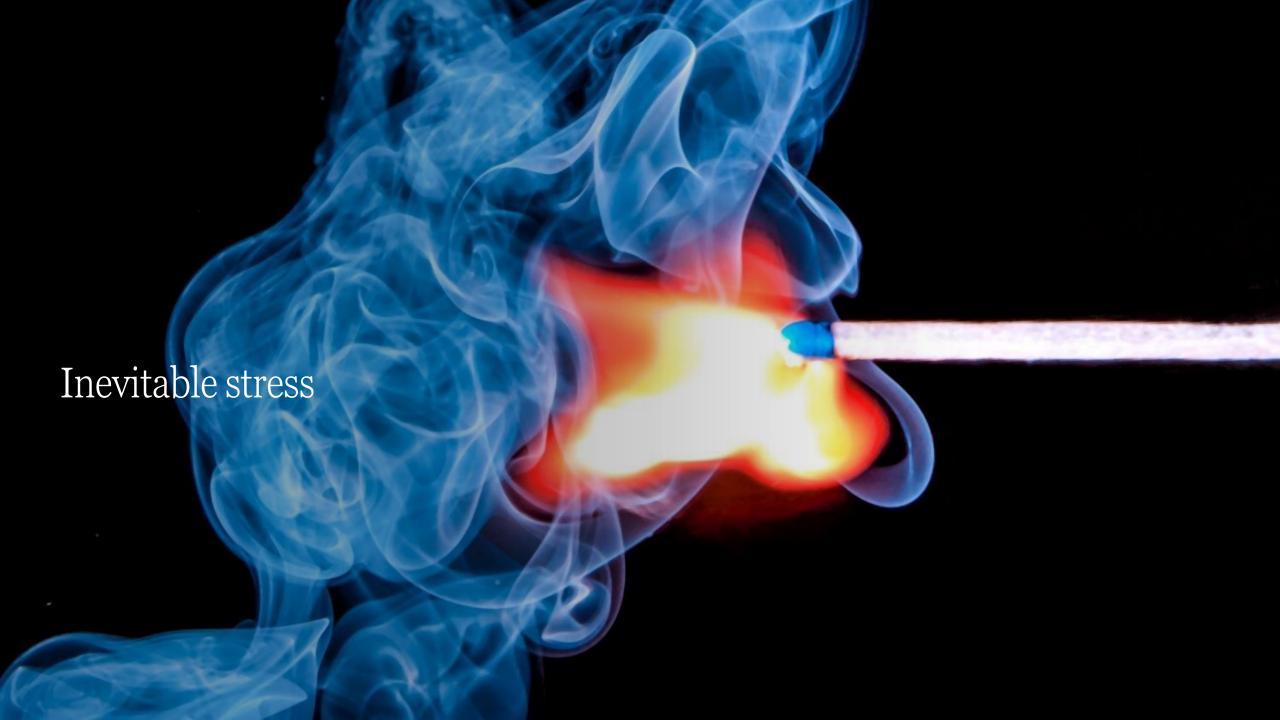
Feelings of energy depletion or exhaustion;



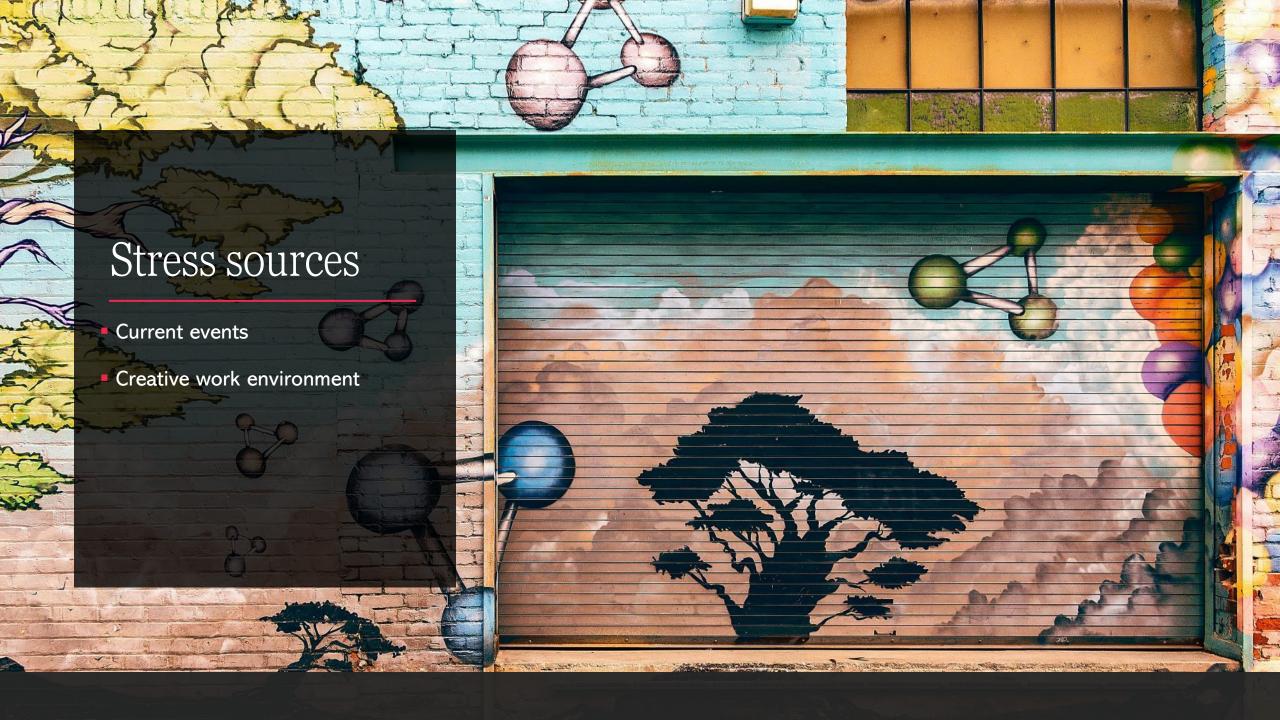
Increased mental distance from one's job, or feelings of negativism or cynicism related to one's job; and



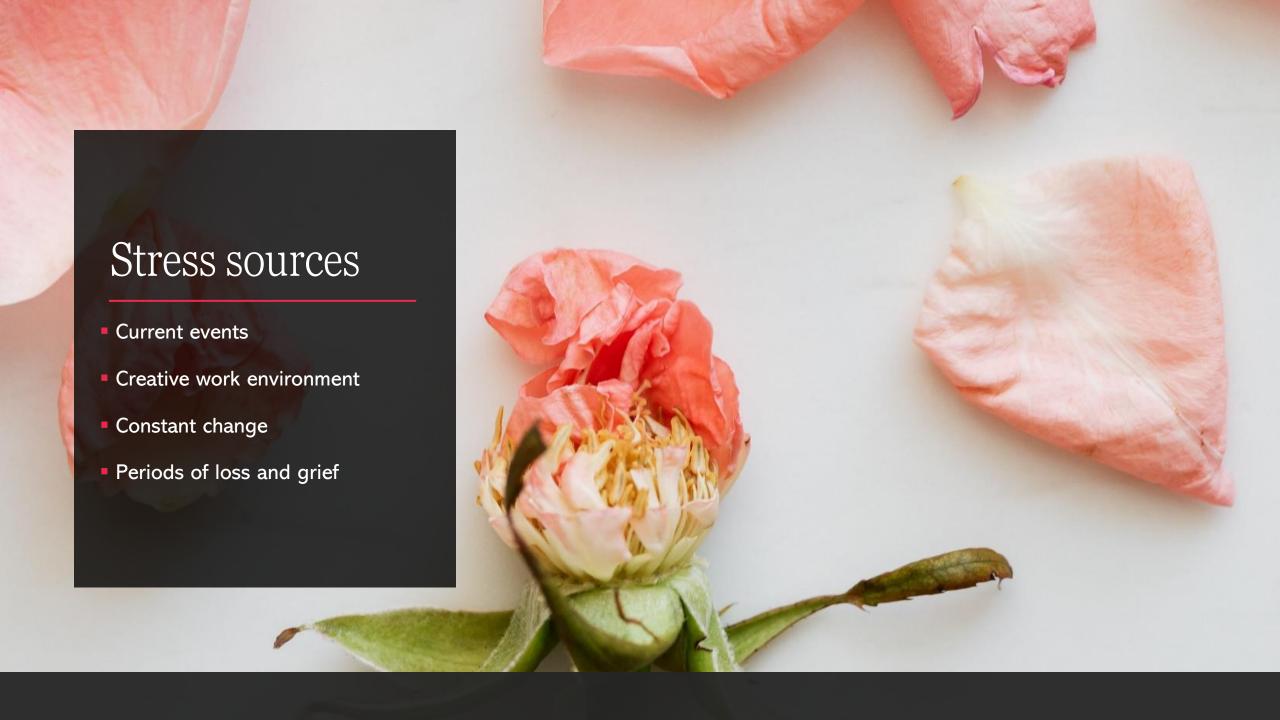
Reduced professional efficacy.

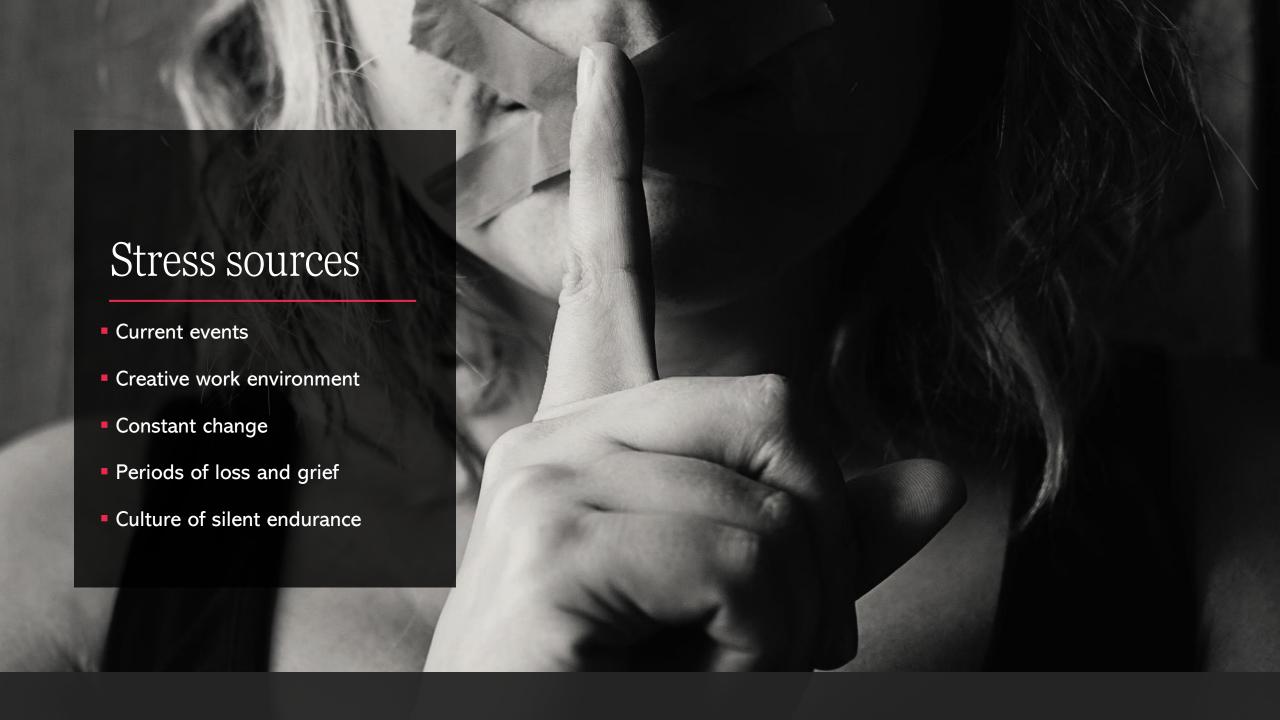




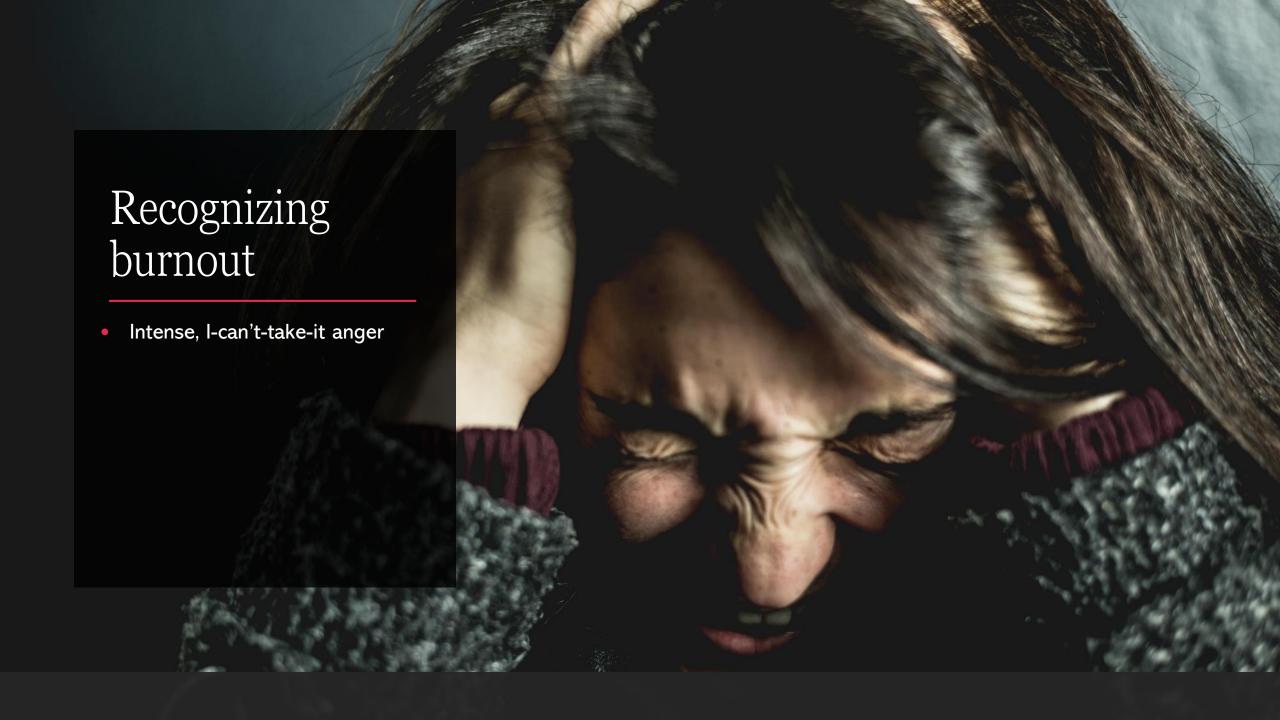


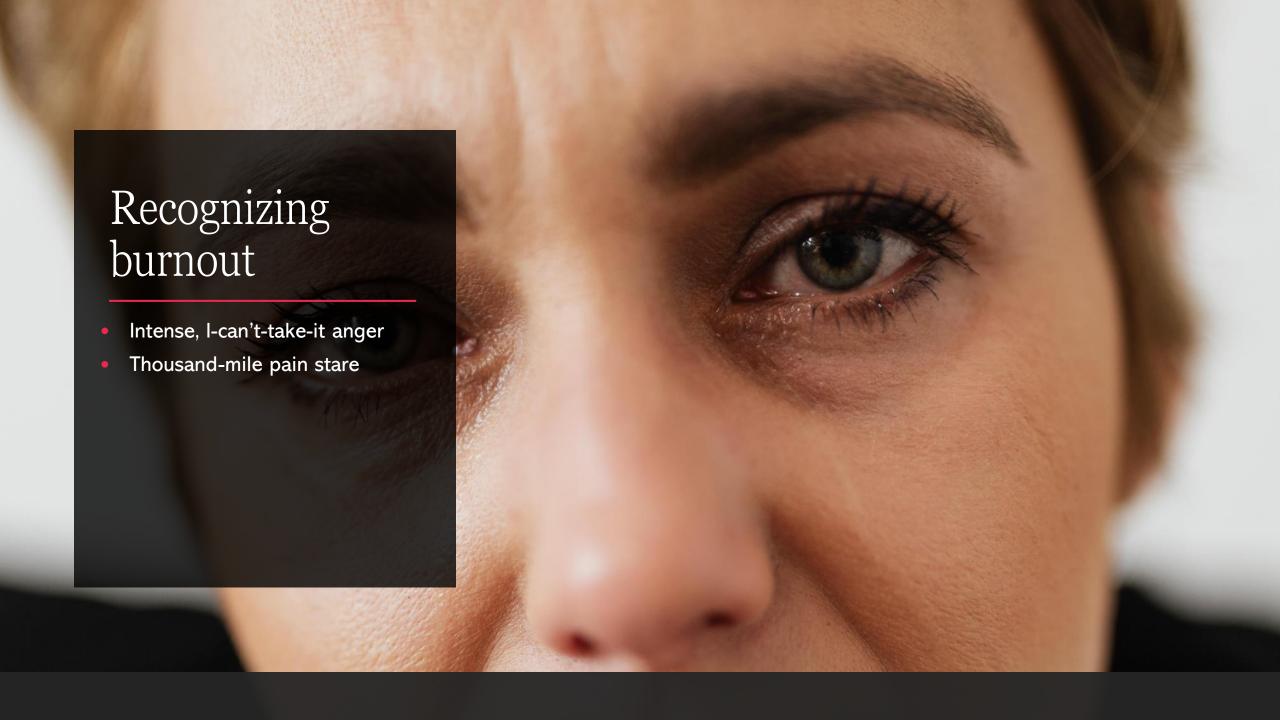


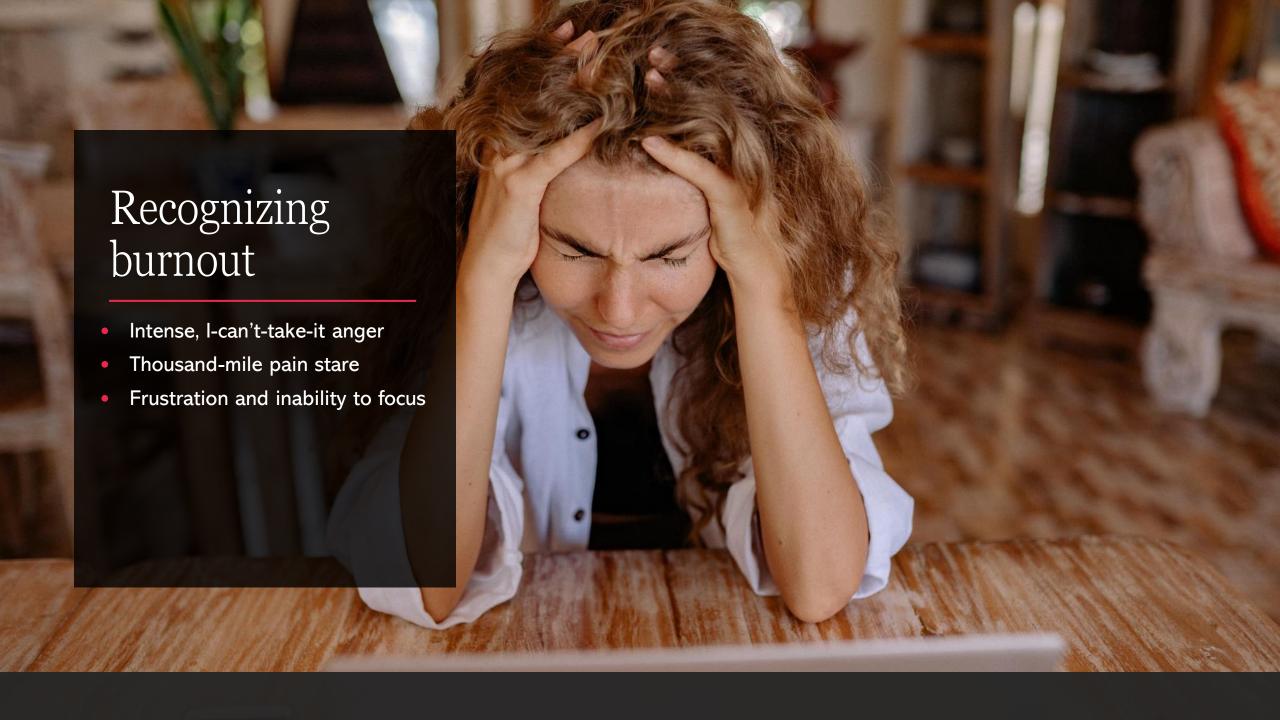


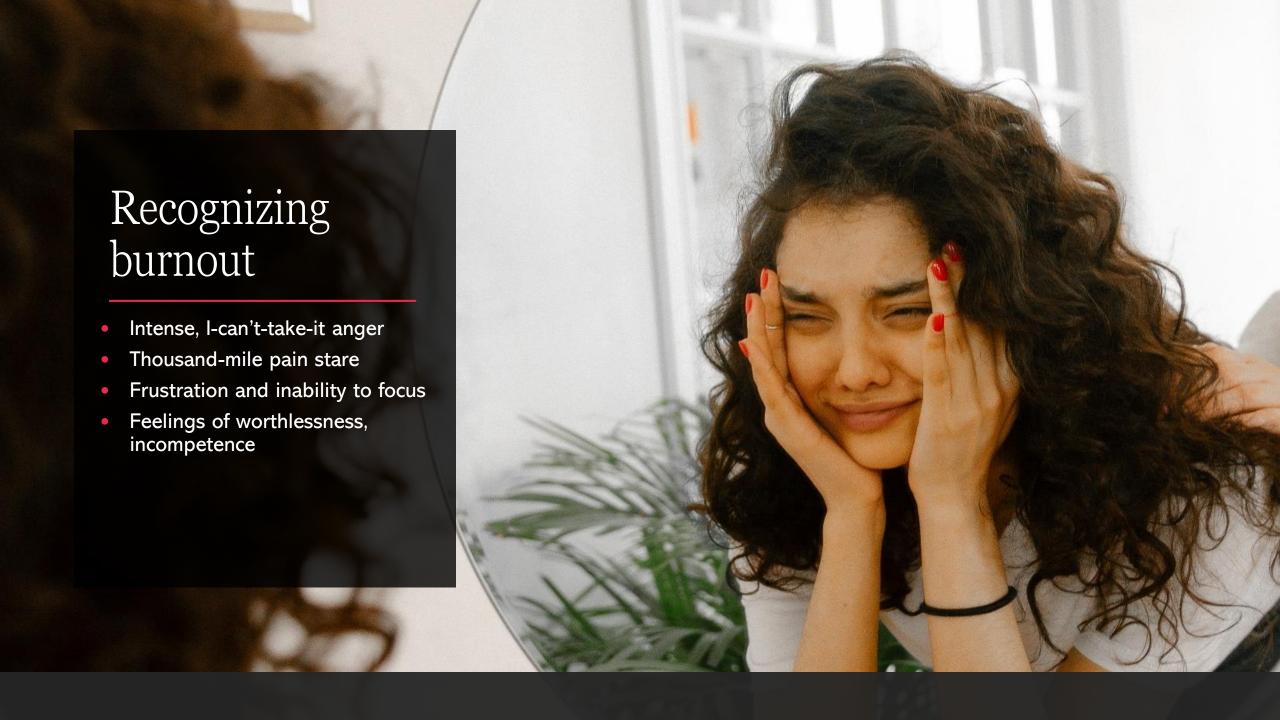


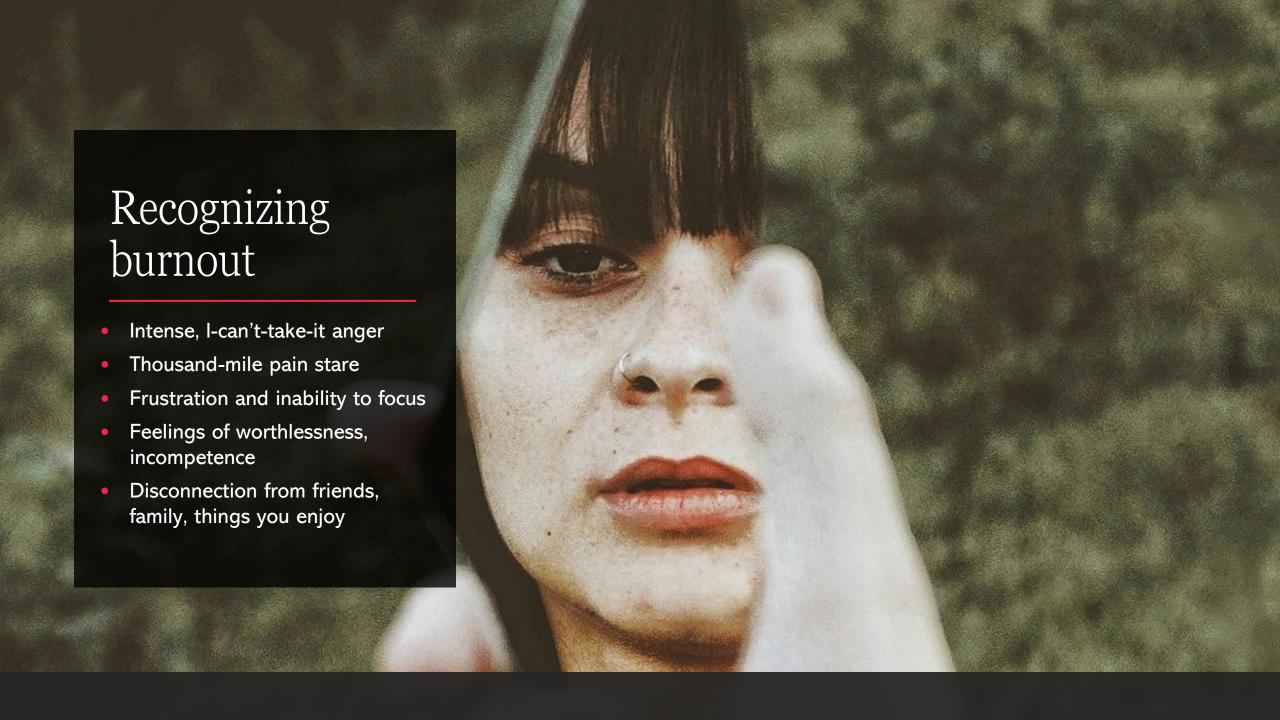


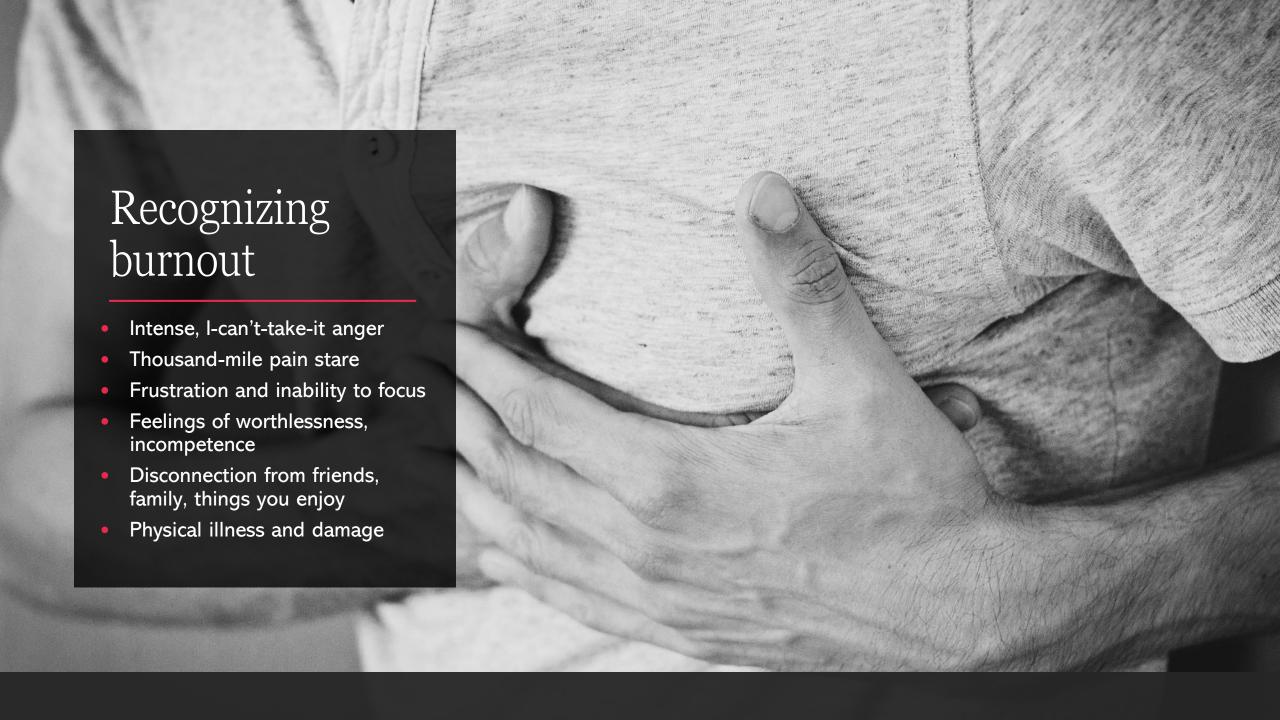
















91% say having an unmanageable amount of stress or frustration negatively impacts the quality of their work.

83% say burnout from work can negatively impact their personal relationships.

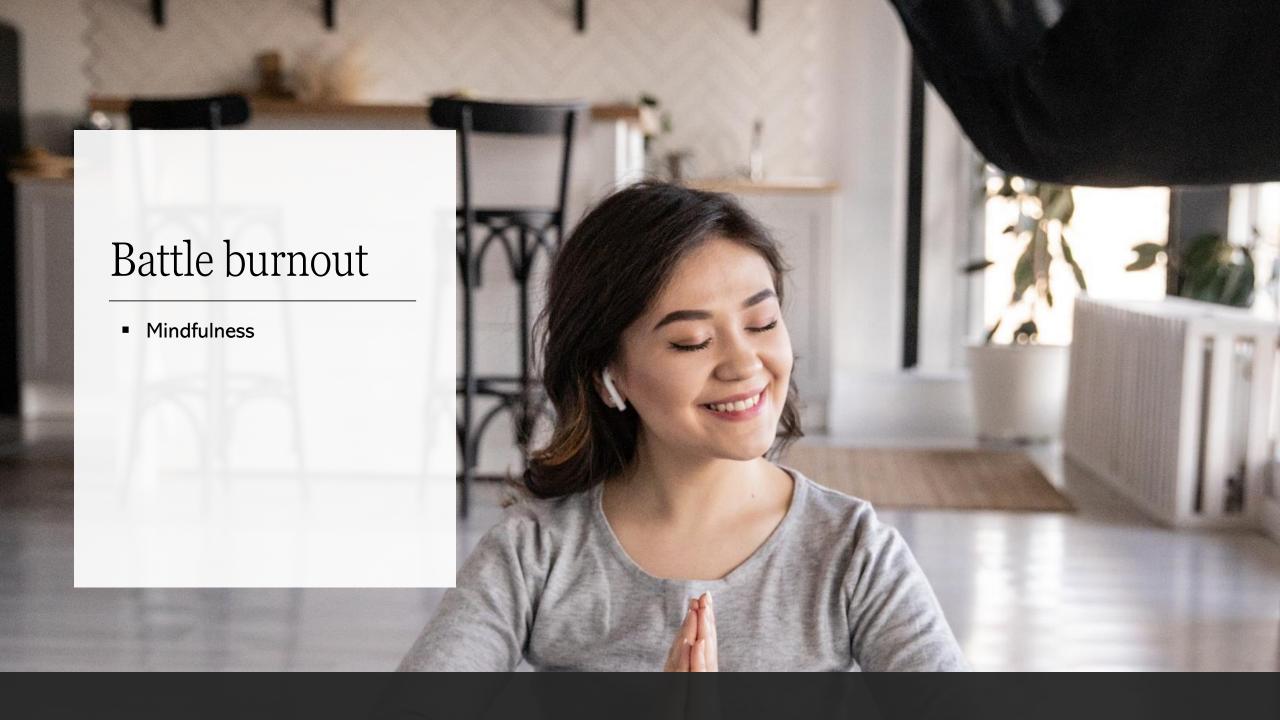
87% say they have passion for their current job but 64% say they are frequently stressed.

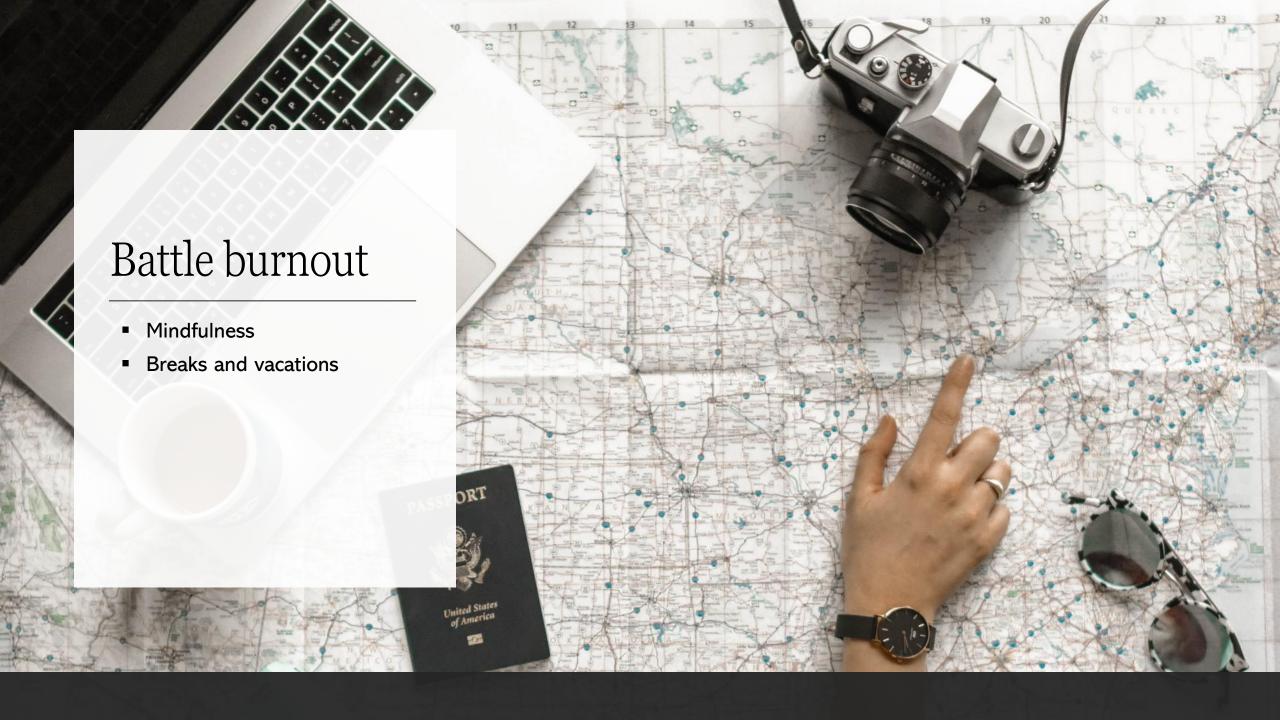
## HIGH COST

Game development has existed as a career for at least thirty years, and yet:

- 51% of game devs have been in the industry for less than 7 years
- 69% of game devs have been in the industry for less than 11 years
- 82% of game devs have been in the industry for less than 16 years
- Only 16% of game devs have been in the industry for 15 or more years





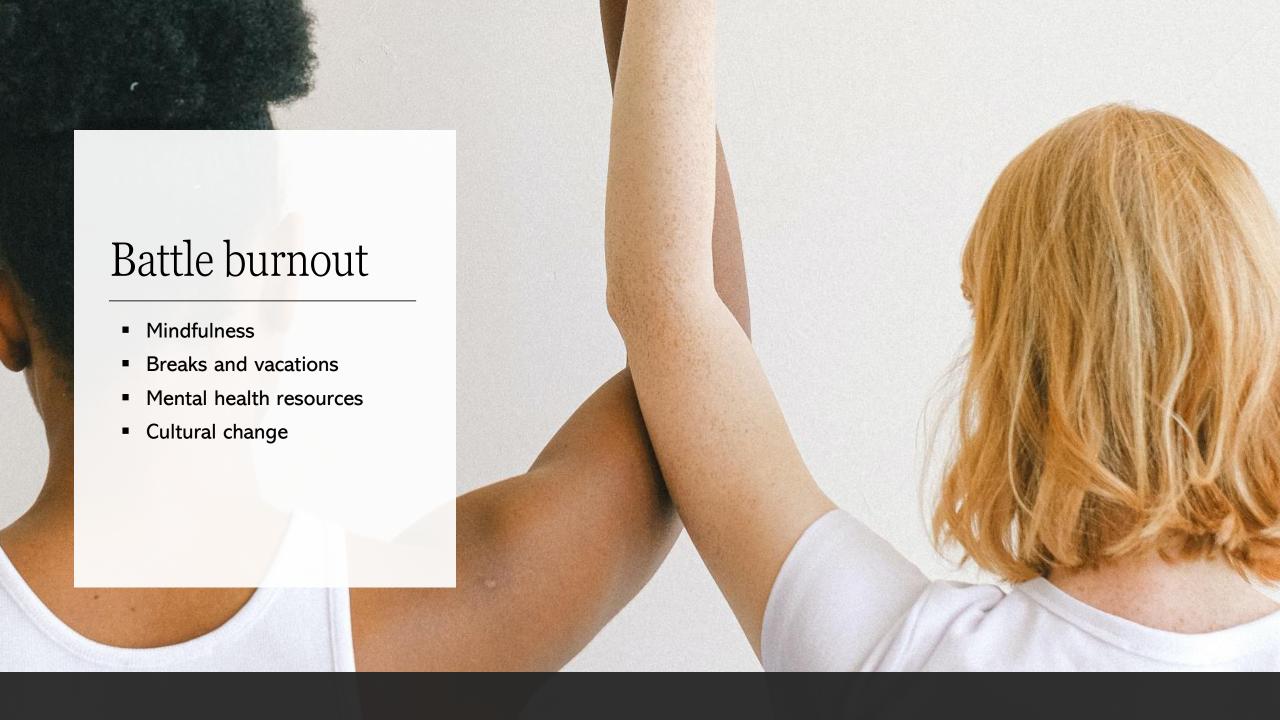


### Battle burnout

- Mindfulness
- Breaks and vacations
- Mental health resources





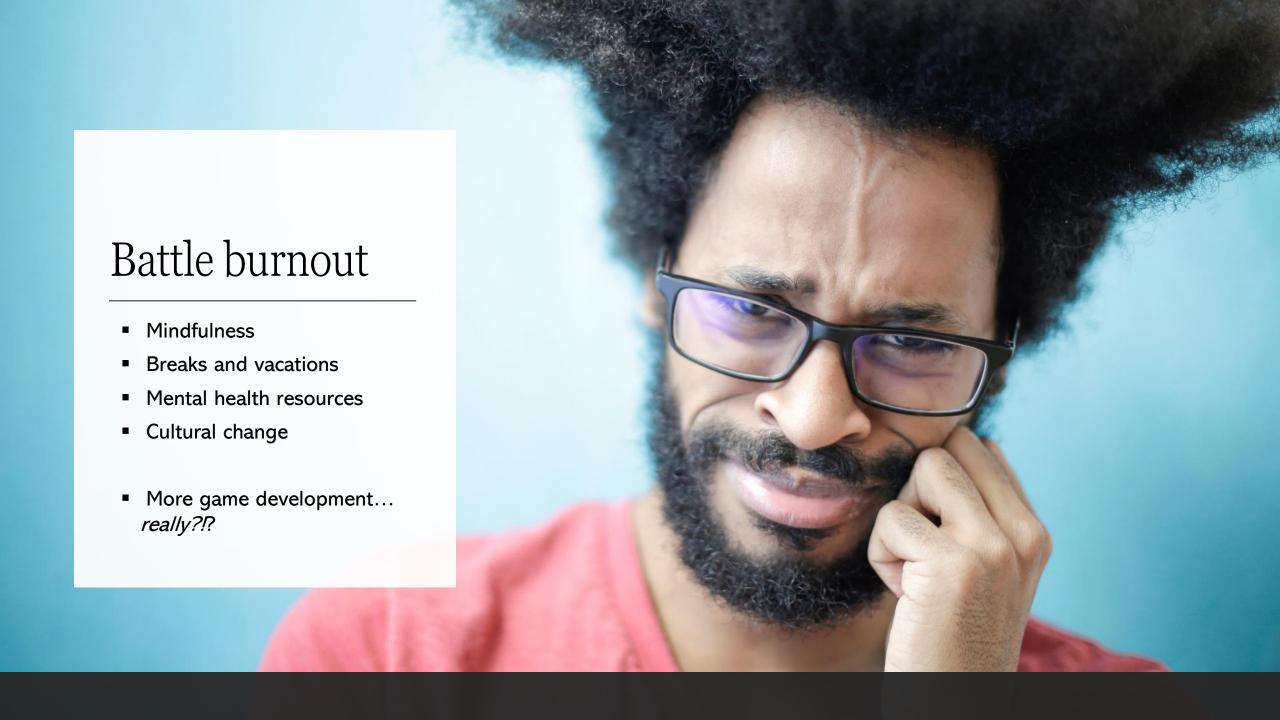










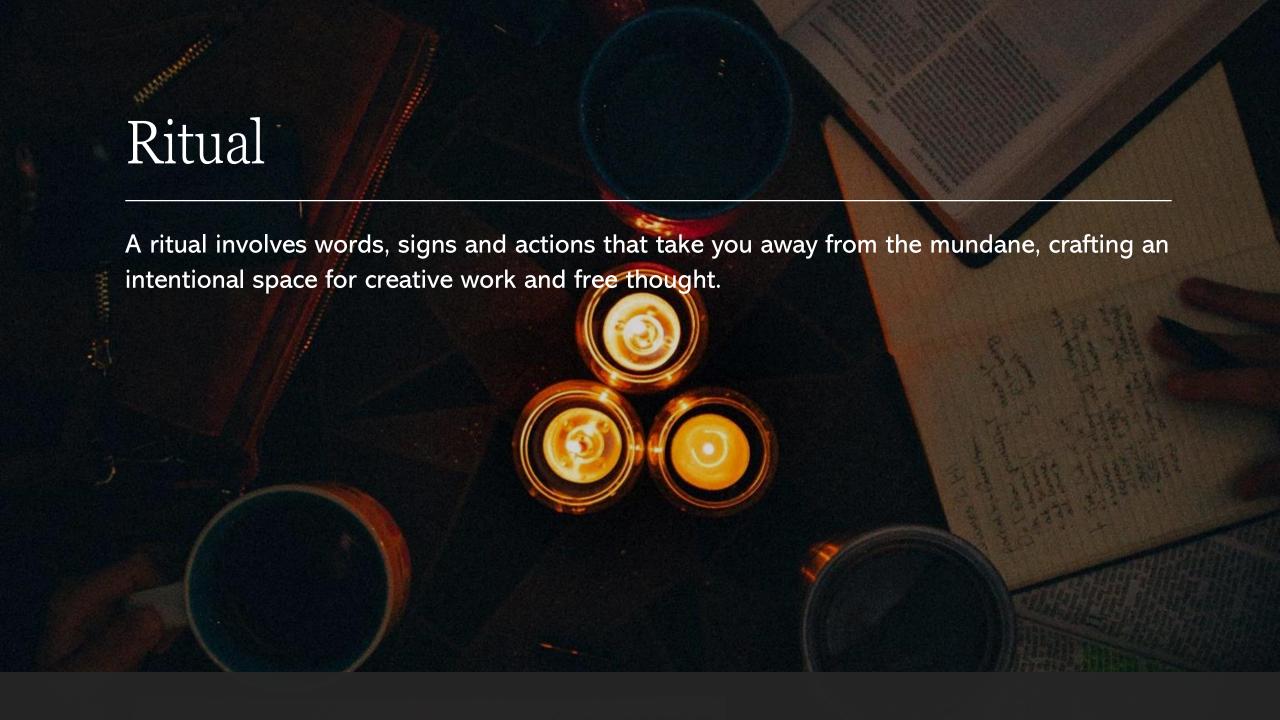




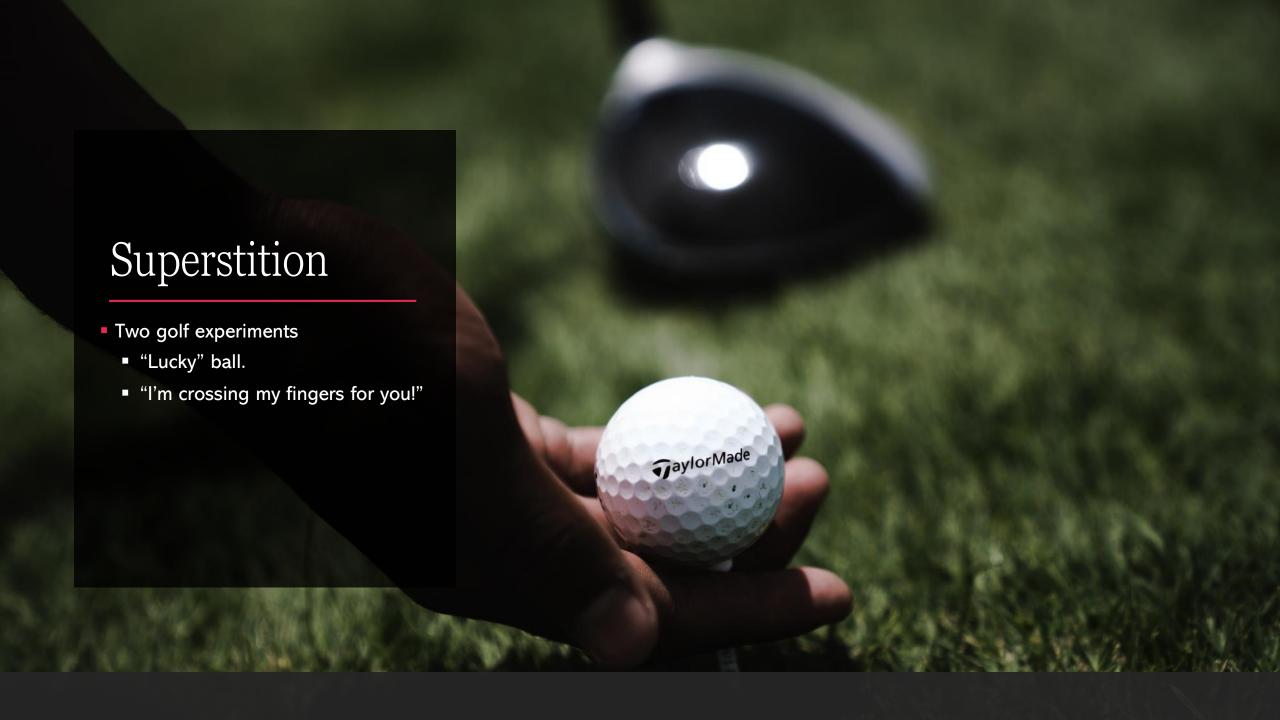




Mental tools and tricks USE COGNITIVE SCIENCE TO REBOOT AND BUILD RESILIENCE







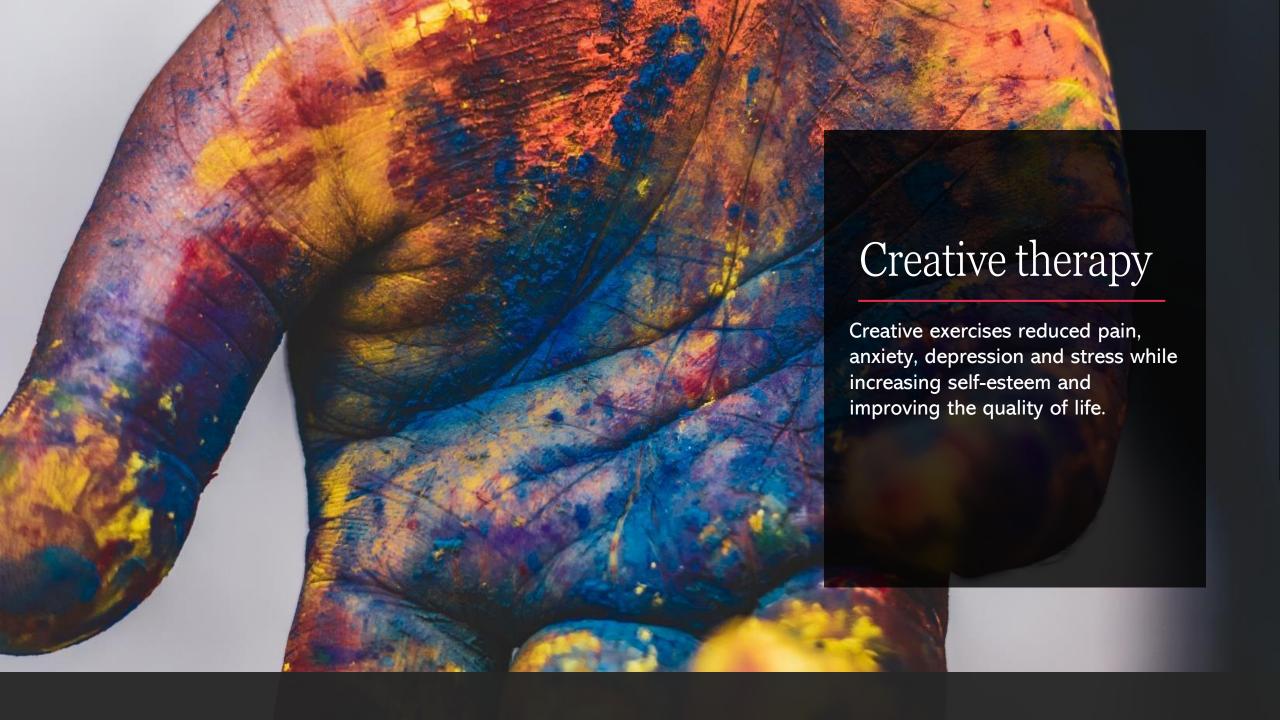


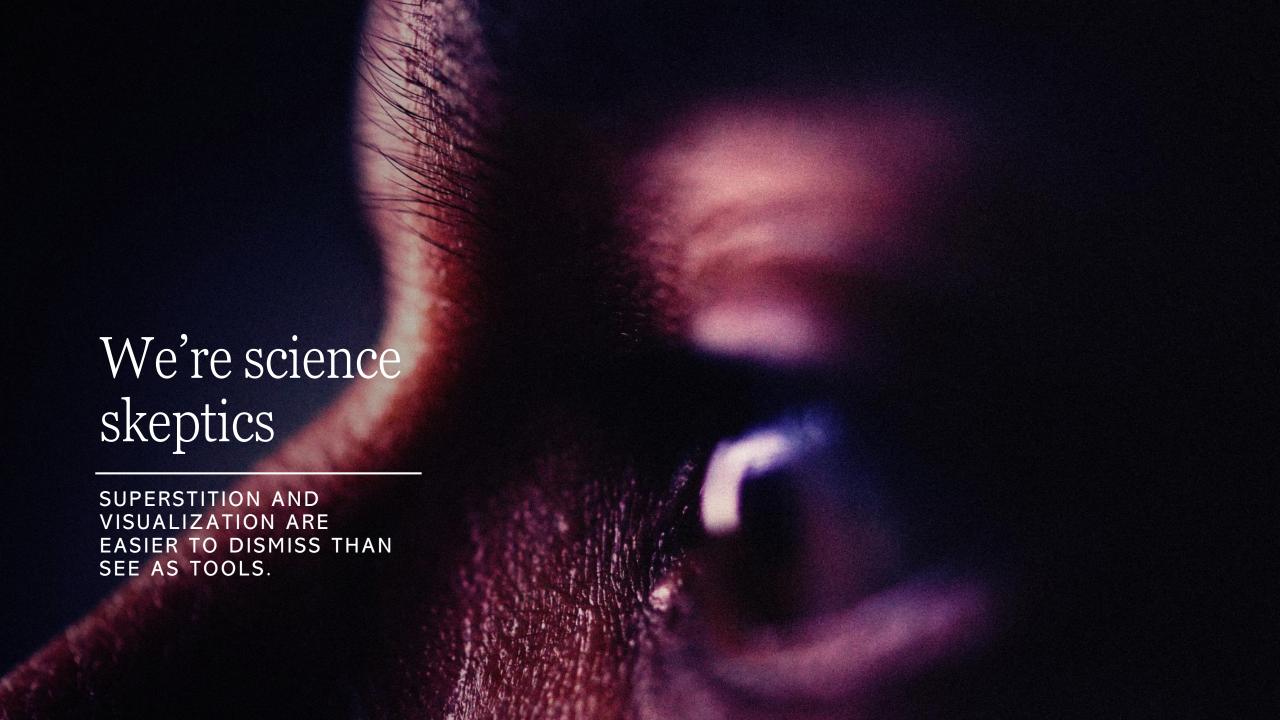


## Superstition as a tool

LEVERAGE THAT INTERNAL SYSTEM TO BUILD SELF-CONFIDENCE AND SELF-ESTEEM.







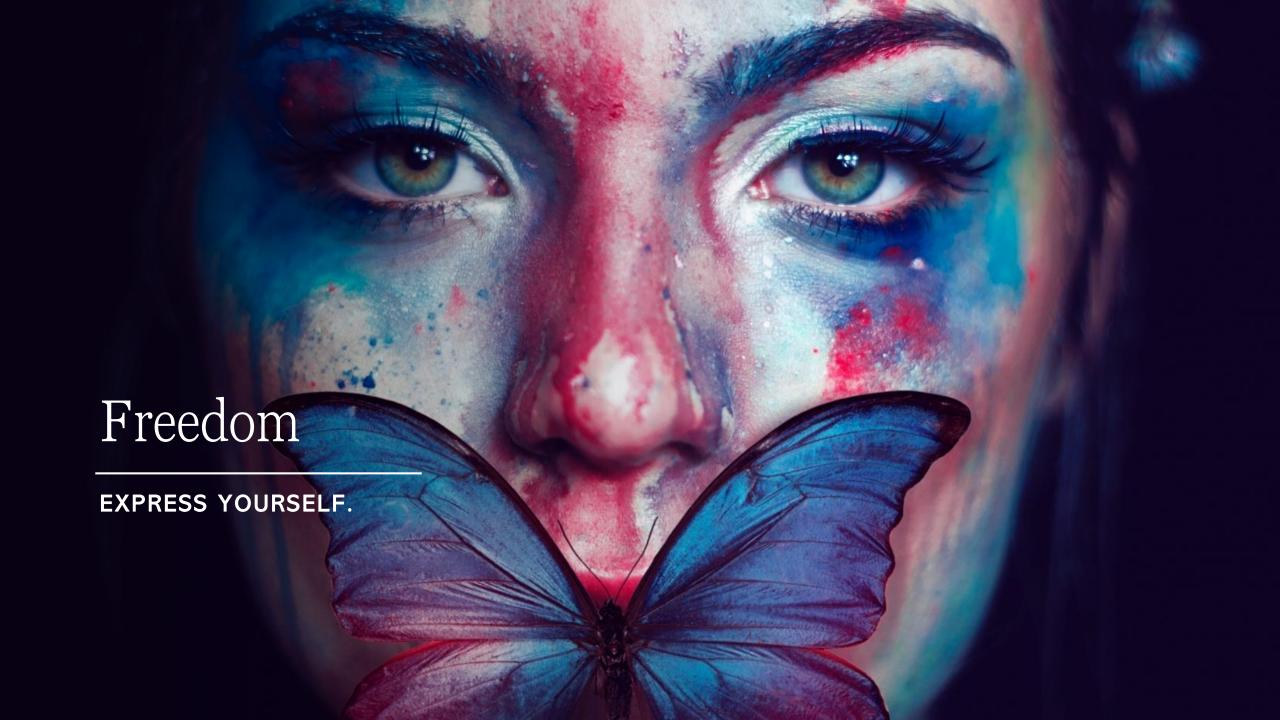




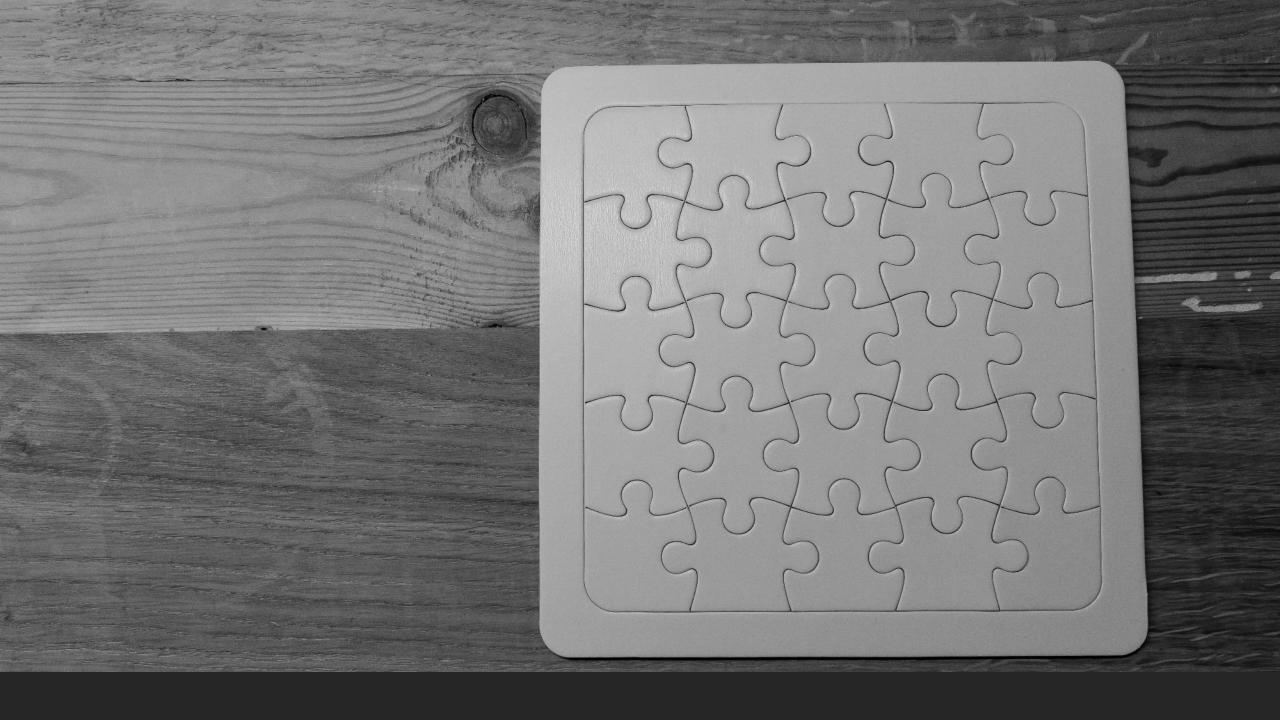












## The Side Project Ritual

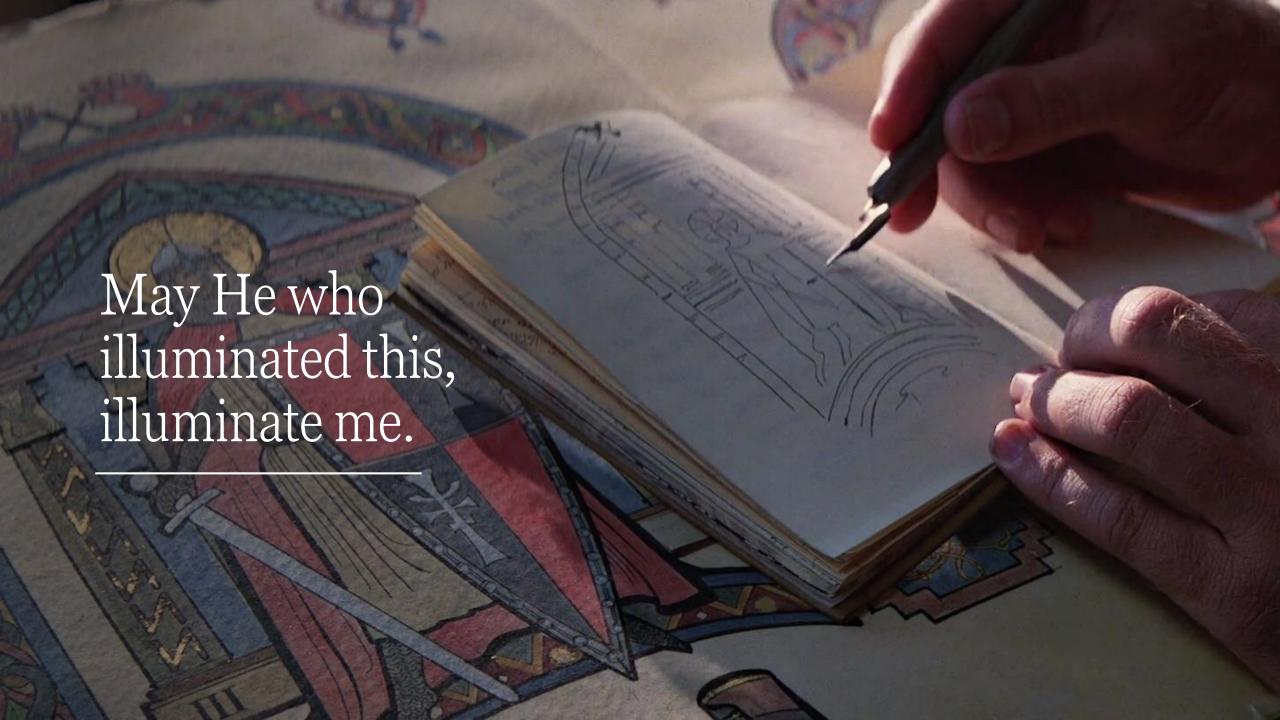
1. Opening





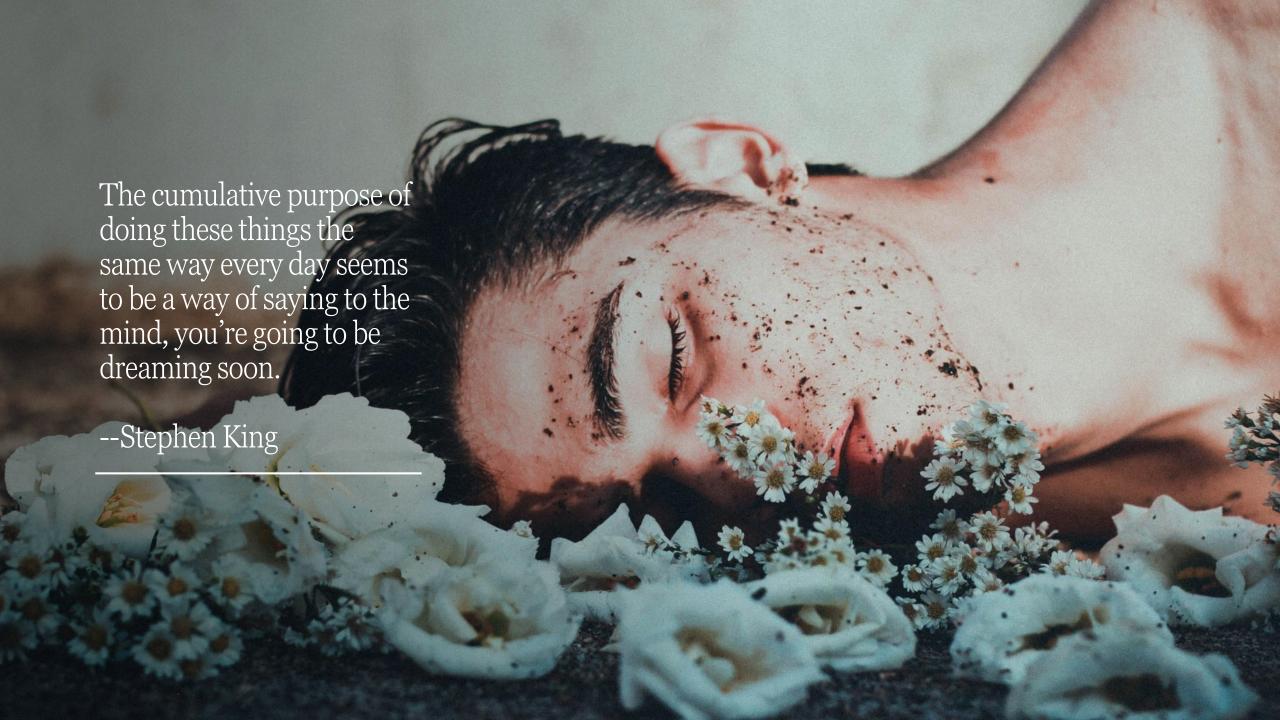






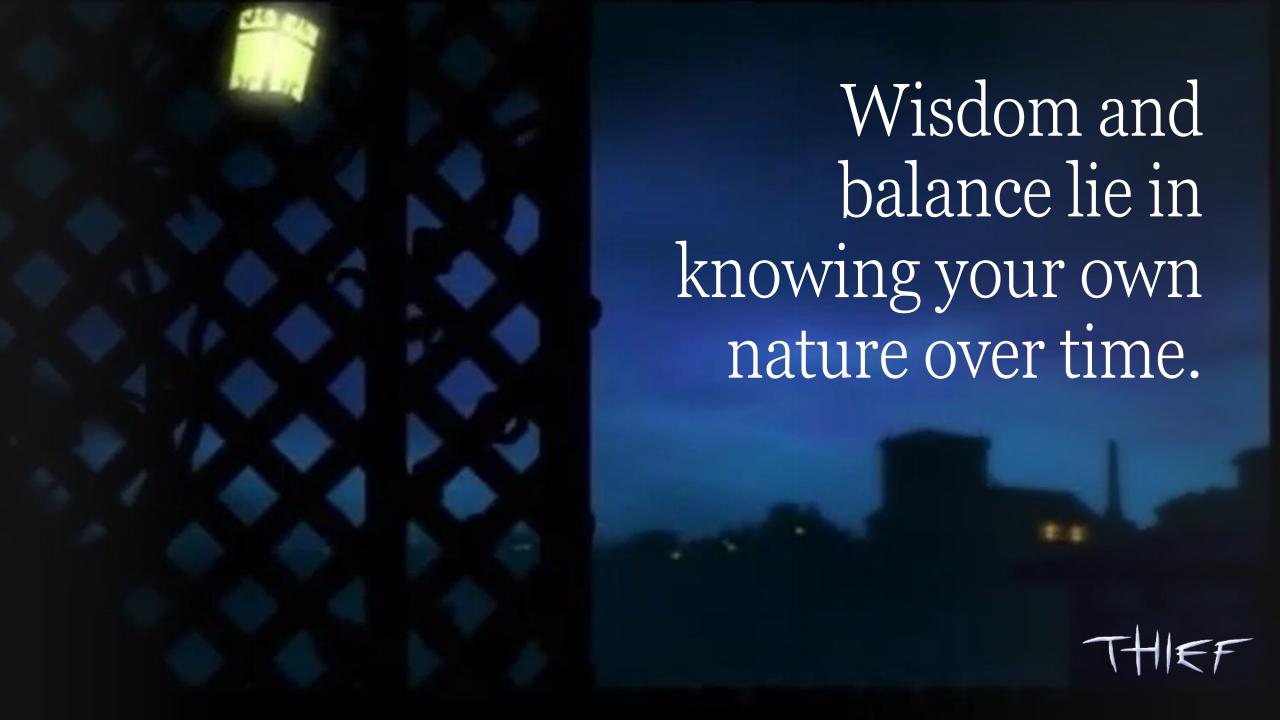






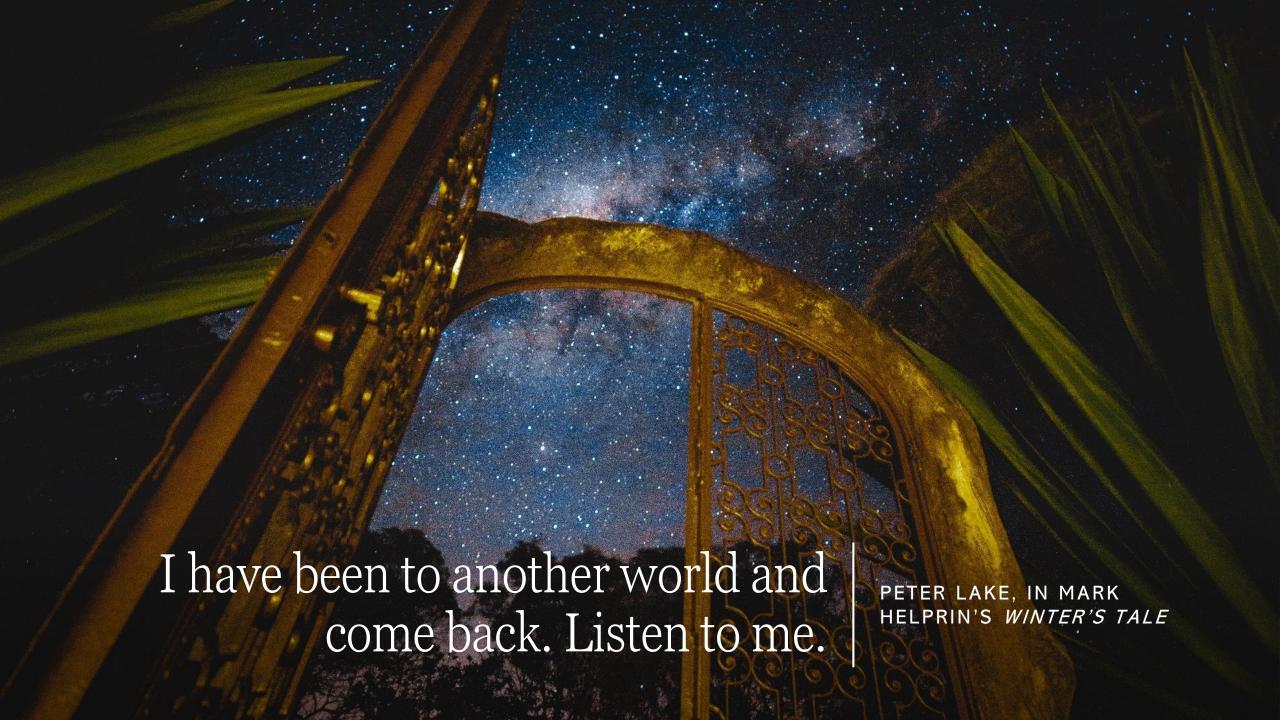


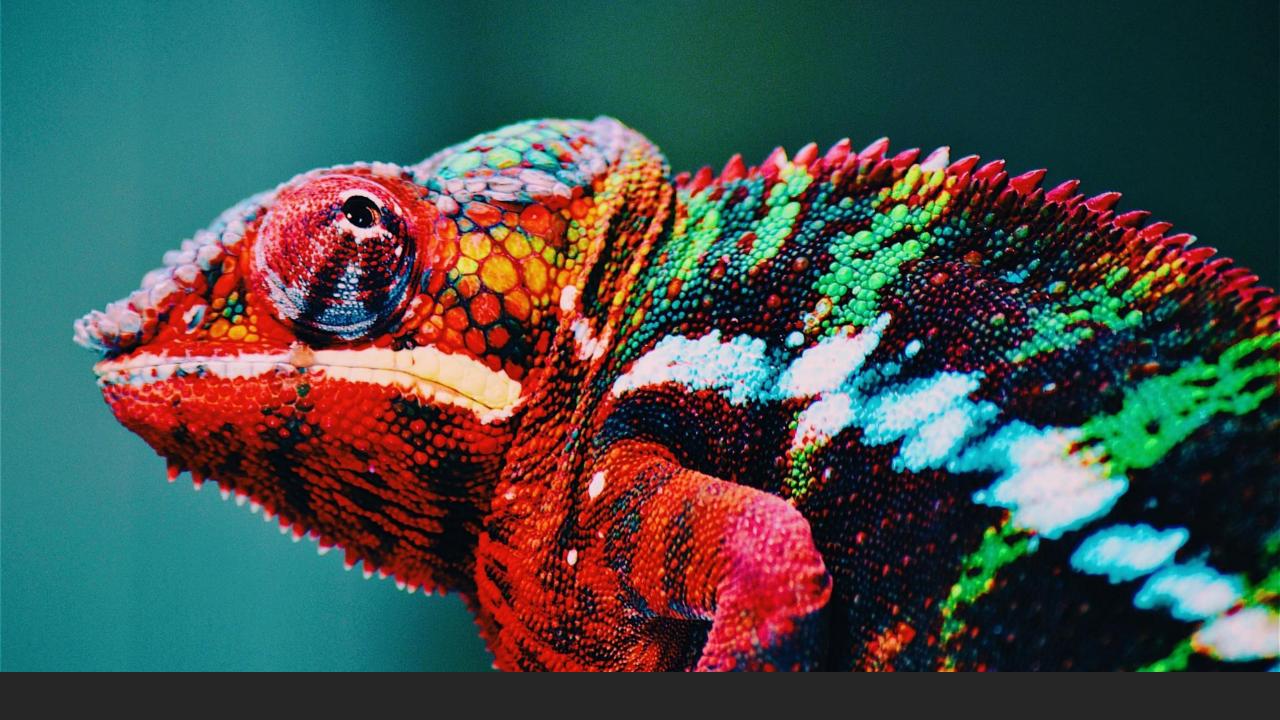








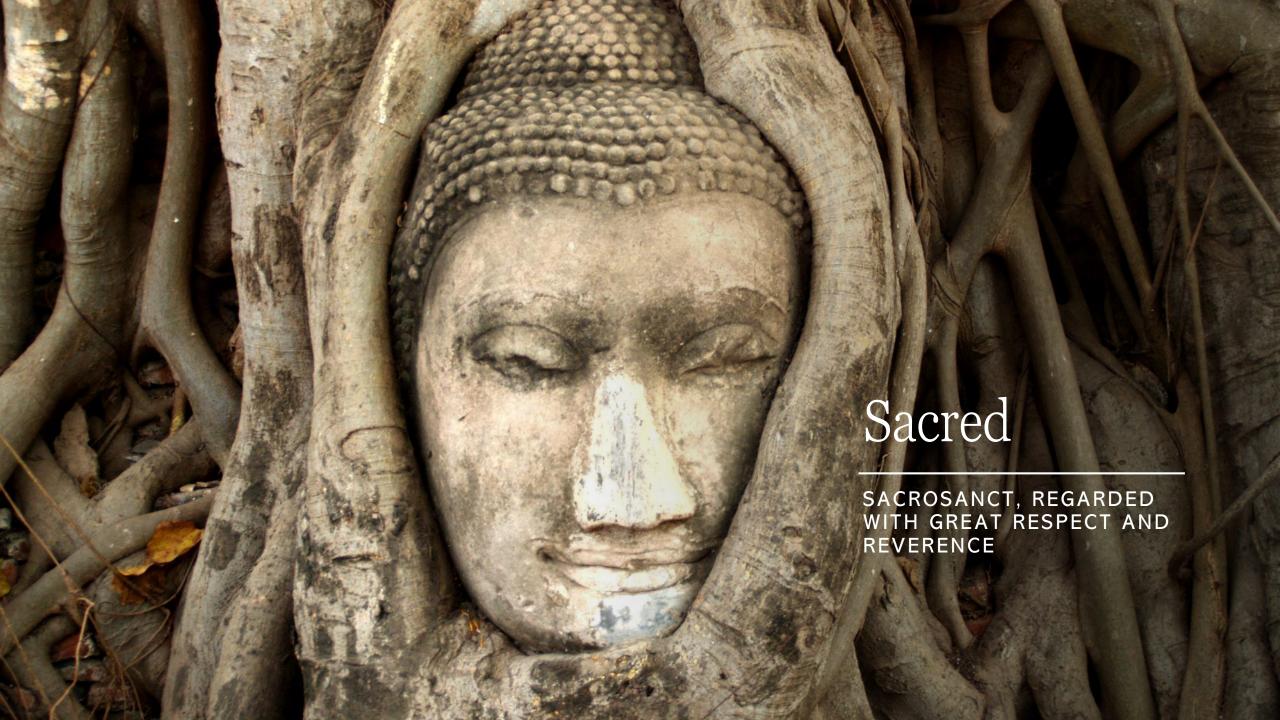


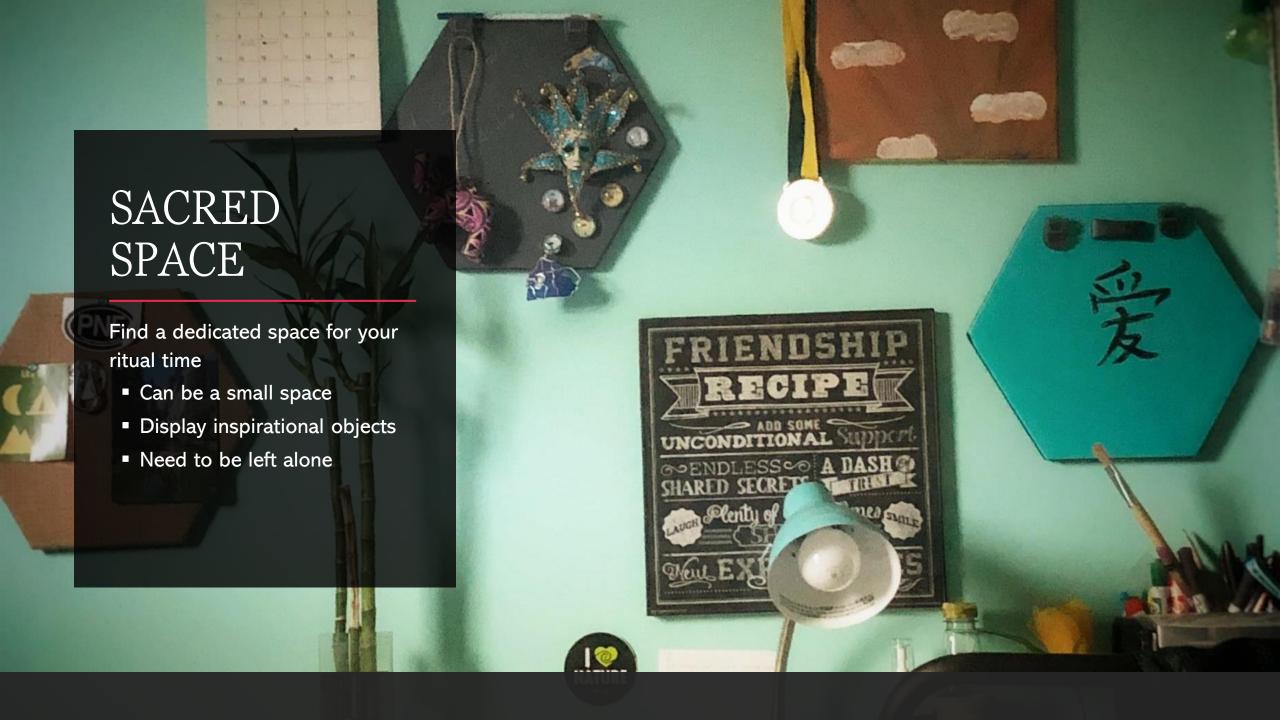


## The Side Project Ritual

- 1. Opening
- 2. Sacred space and time







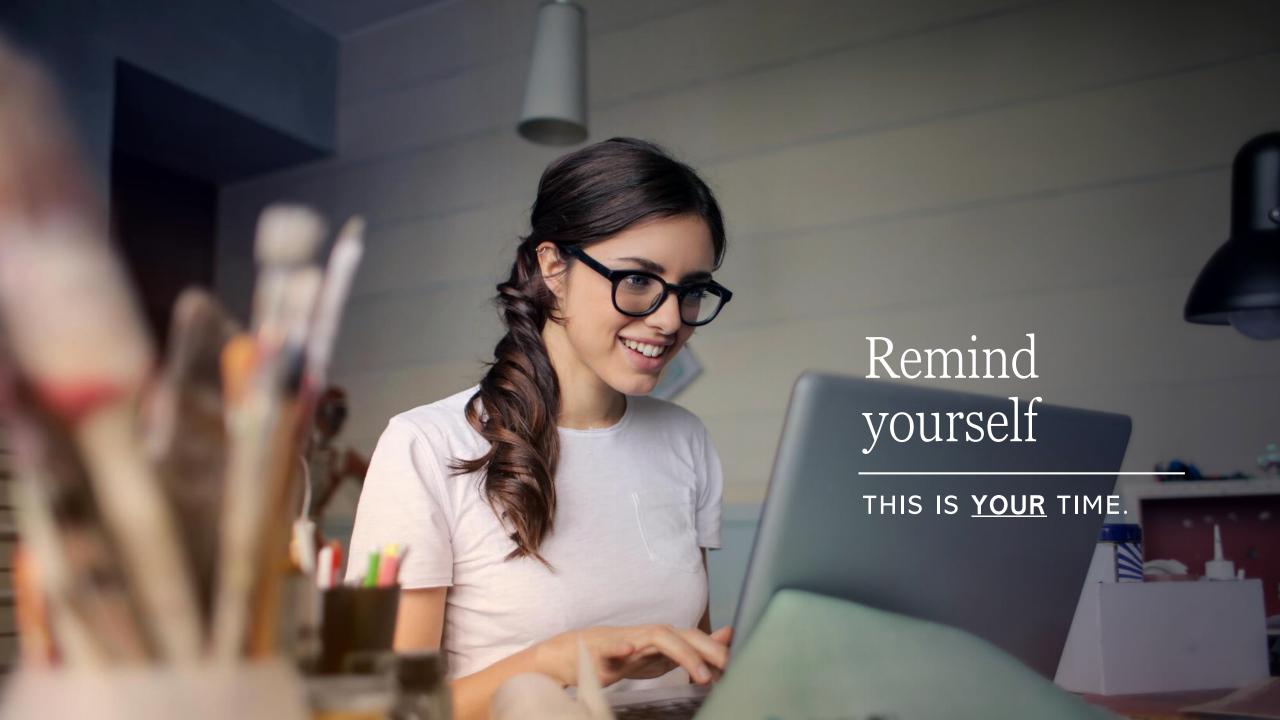




## Sacred Time

Decide how much time to spend and commit

- Block out distractions
- Stay focused
- Persist... even when it's frustrating
- Use the time for creativity even if it means switching tasks

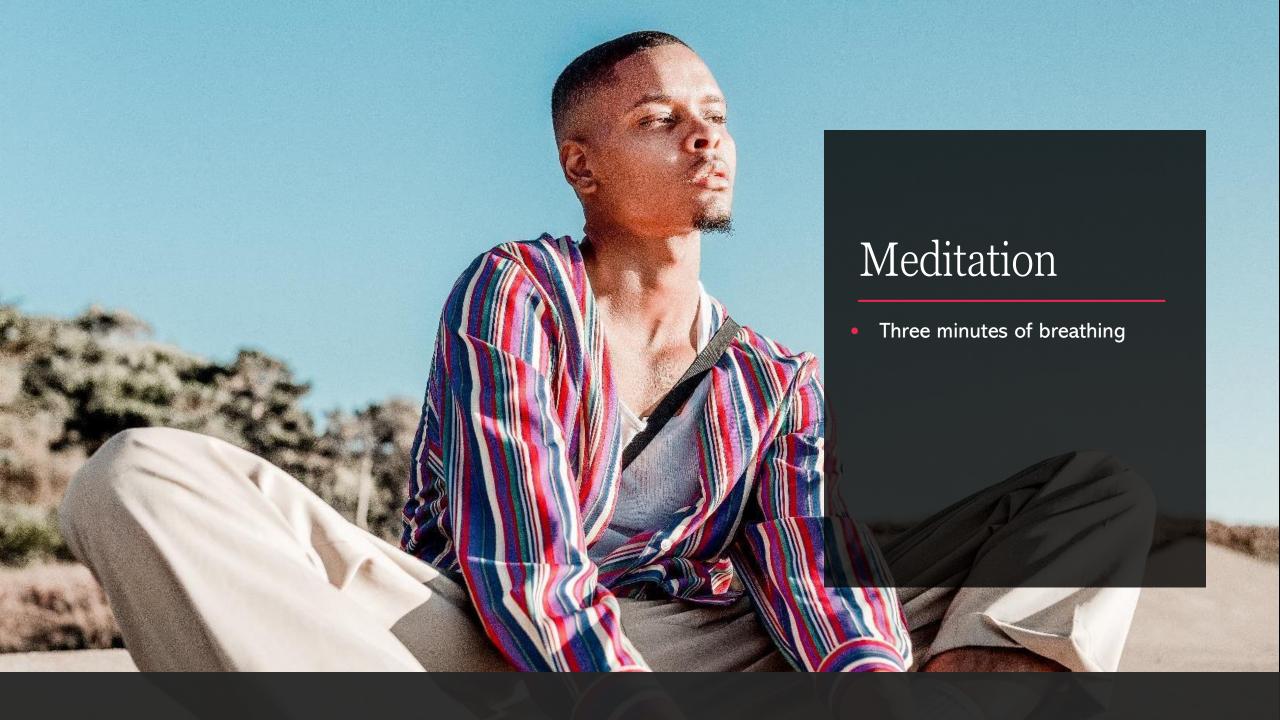


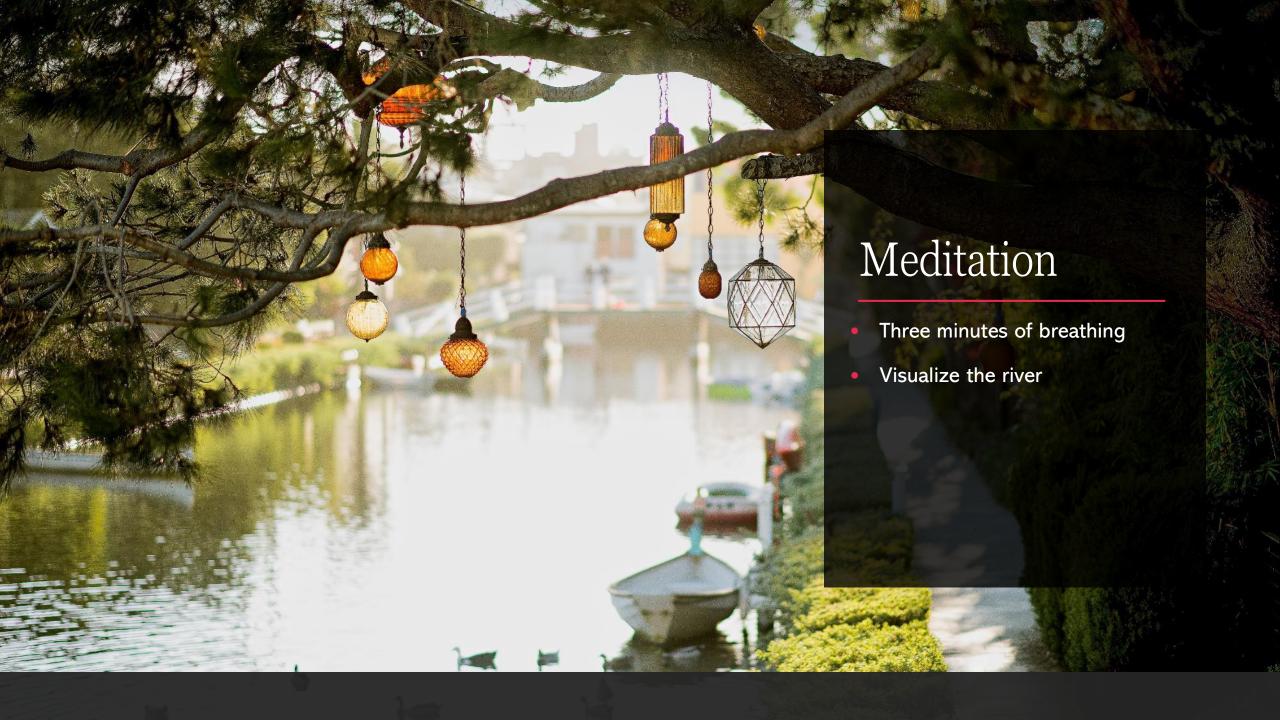
## The Side Project Ritual

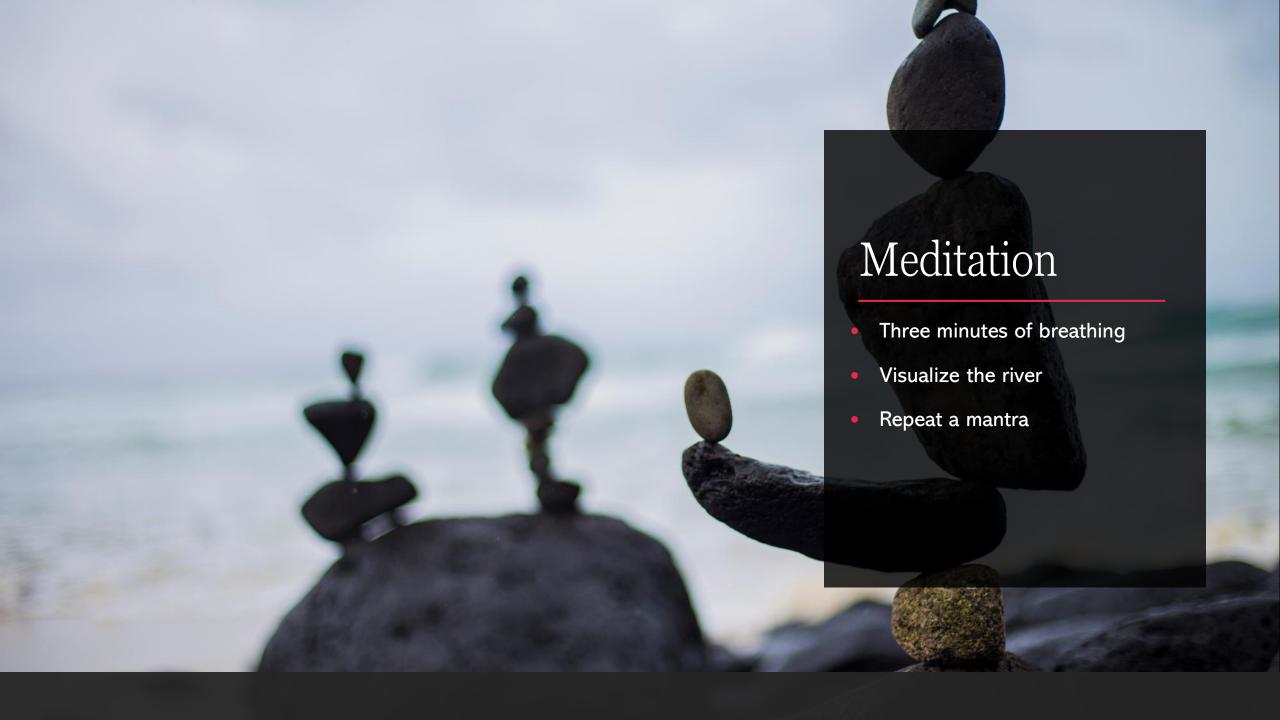
- 1. Opening
- 2. Sacred Space
- 3. Mindfulness



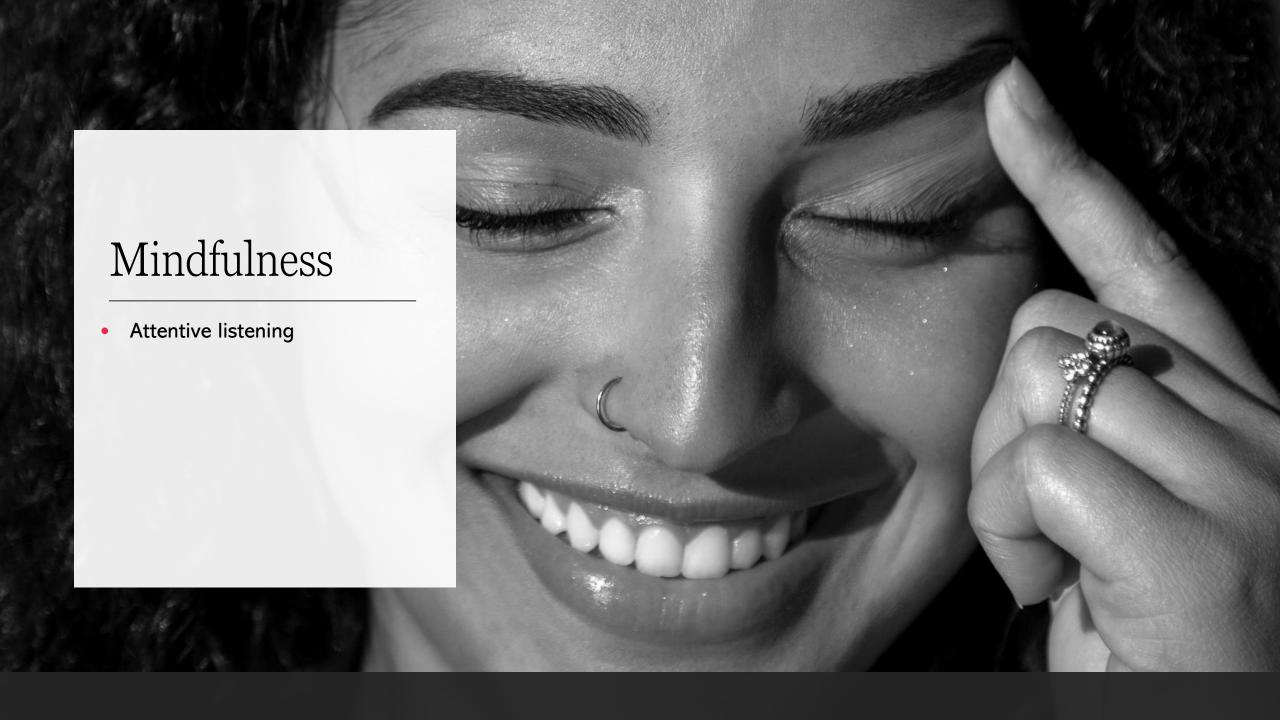


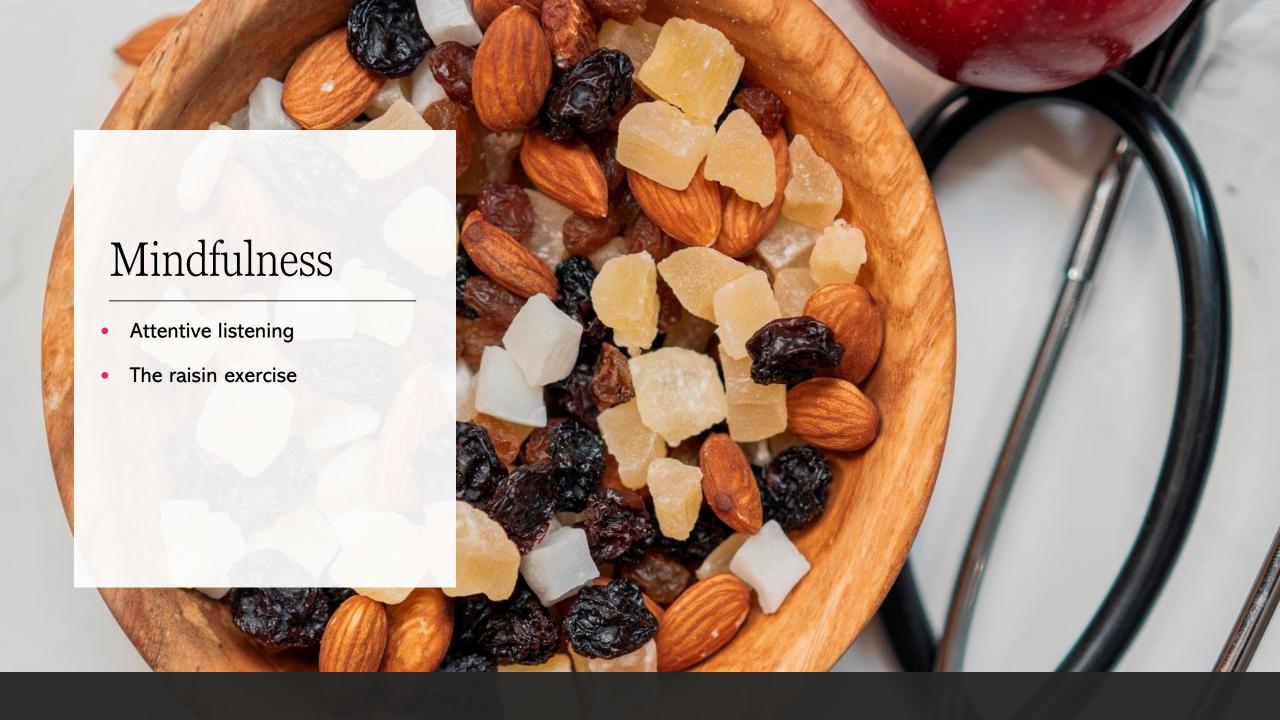


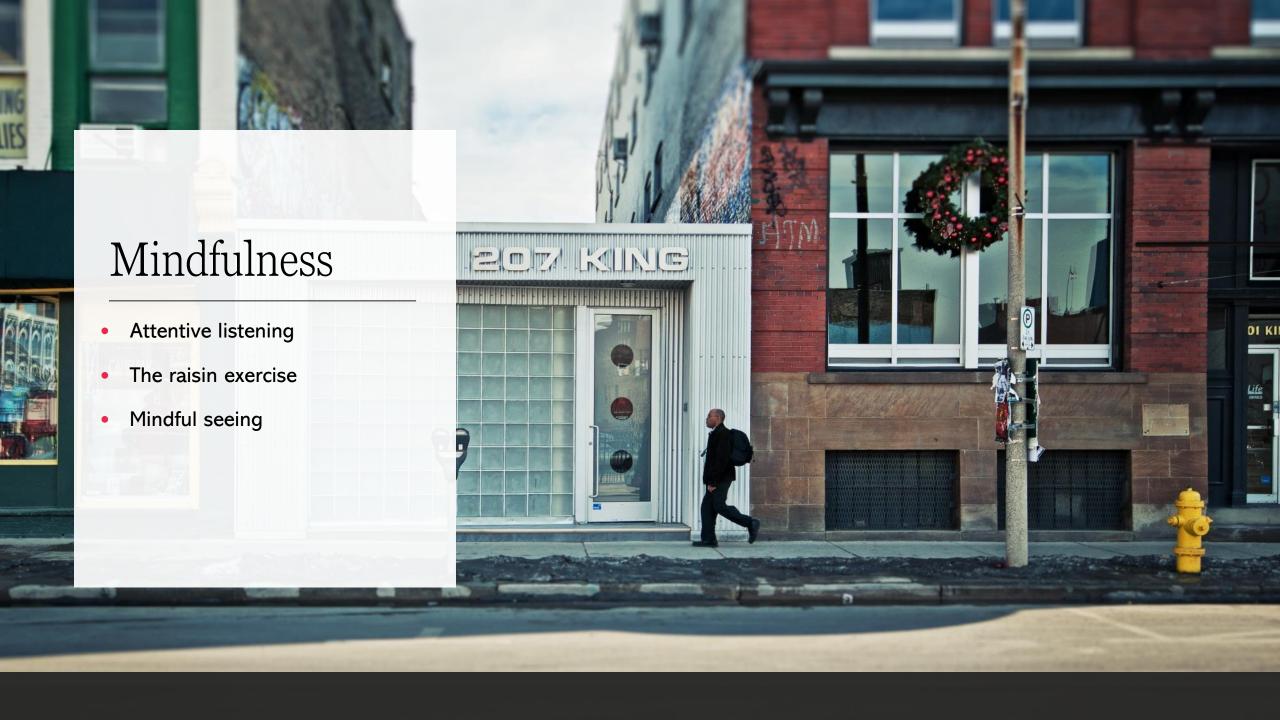






























MIND + BODY





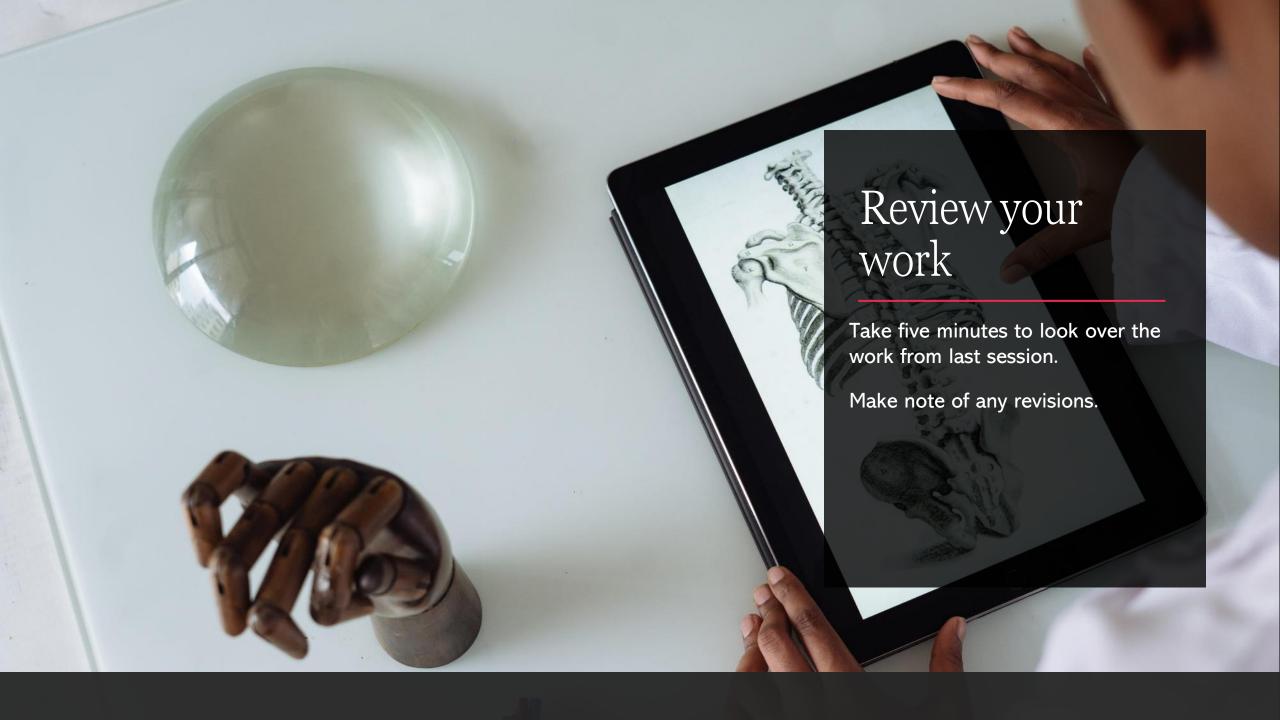
+ HeartMath.

EXPERIENCE

## The Side Project Ritual

- 1. Opening
- 2. Sacred Space
- 3. Mindfulness
- 4. Focused goals for today







## The Side Project Ritual

- 1. Opening
- 2. Sacred Space
- 3. Mindfulness
- 4. Focused goals for today
- 5. Do the work



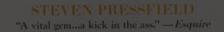
### The War of Art



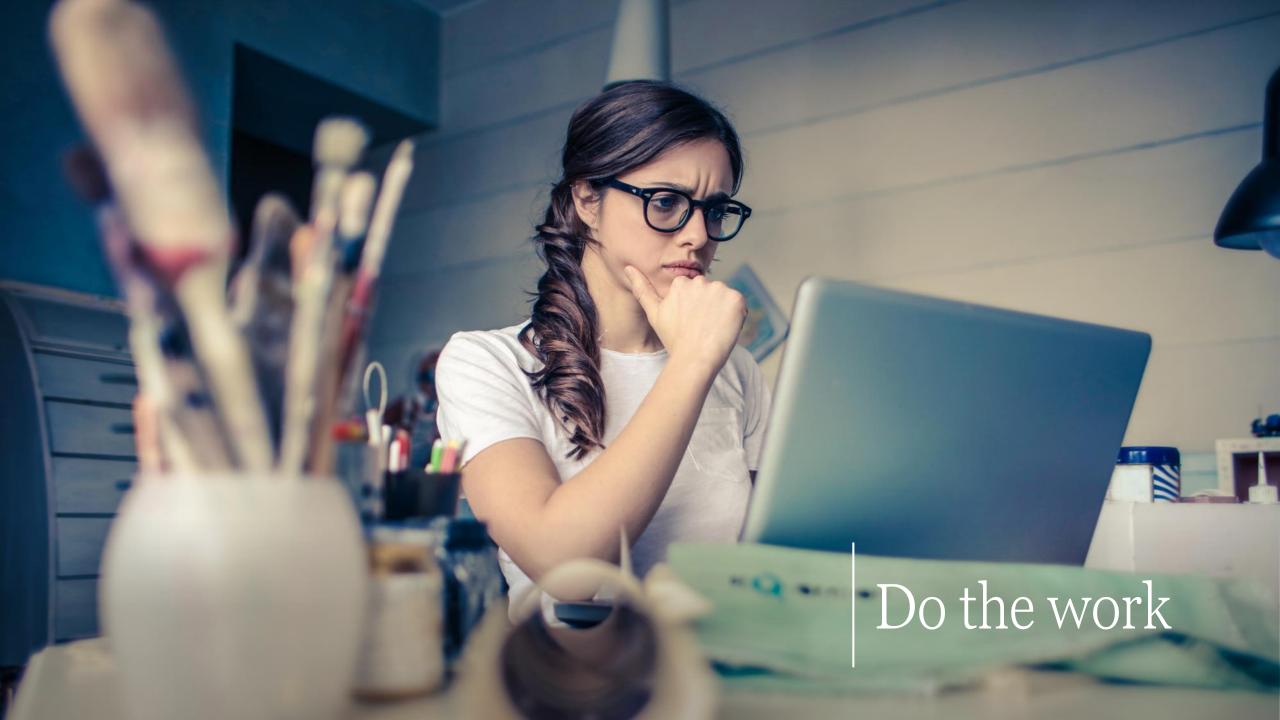
**Inner Creative Battles** 

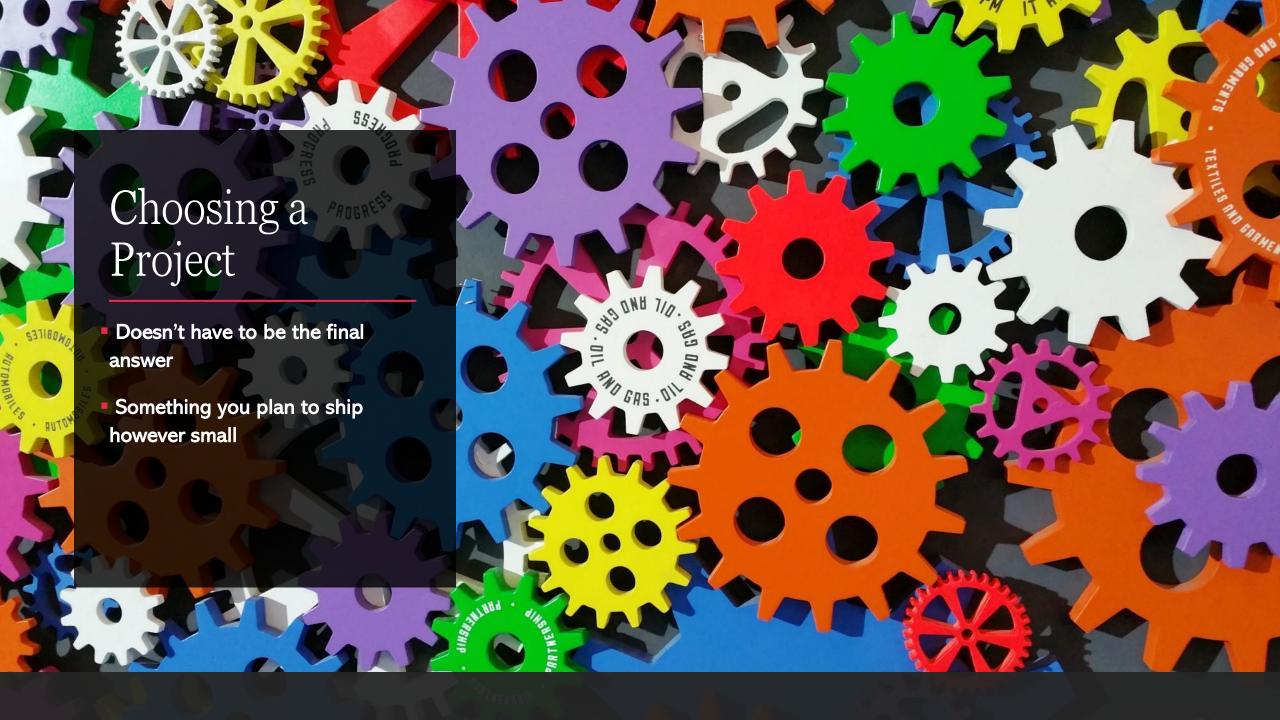
"There's a secret that real writers know that wannabe writers don't, and the secret is this: It's not the writing part that's hard. What's hard is sitting down to write.

What keeps us from sitting down is Resistance."



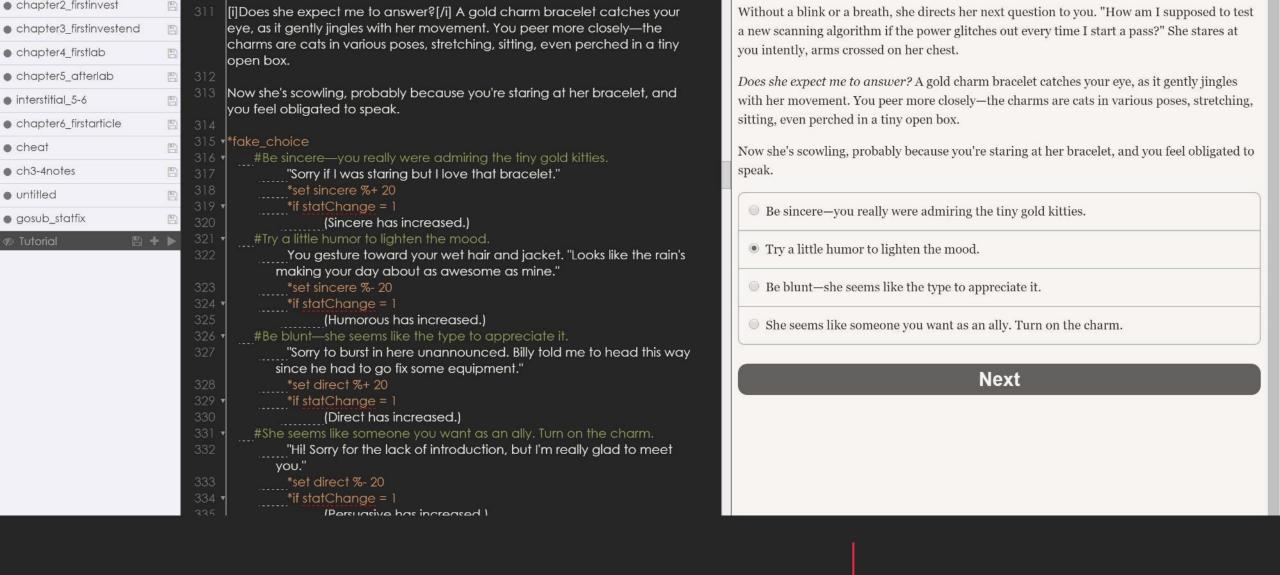
# The War of Art Most of us have two lives. The life we live, and the unlived life within us. Between the two stands Resistance.











# Narrative game tools

TWINE, CHOICE OF GAMES, INFORM



# THIS IS PICO-B Simple game tools

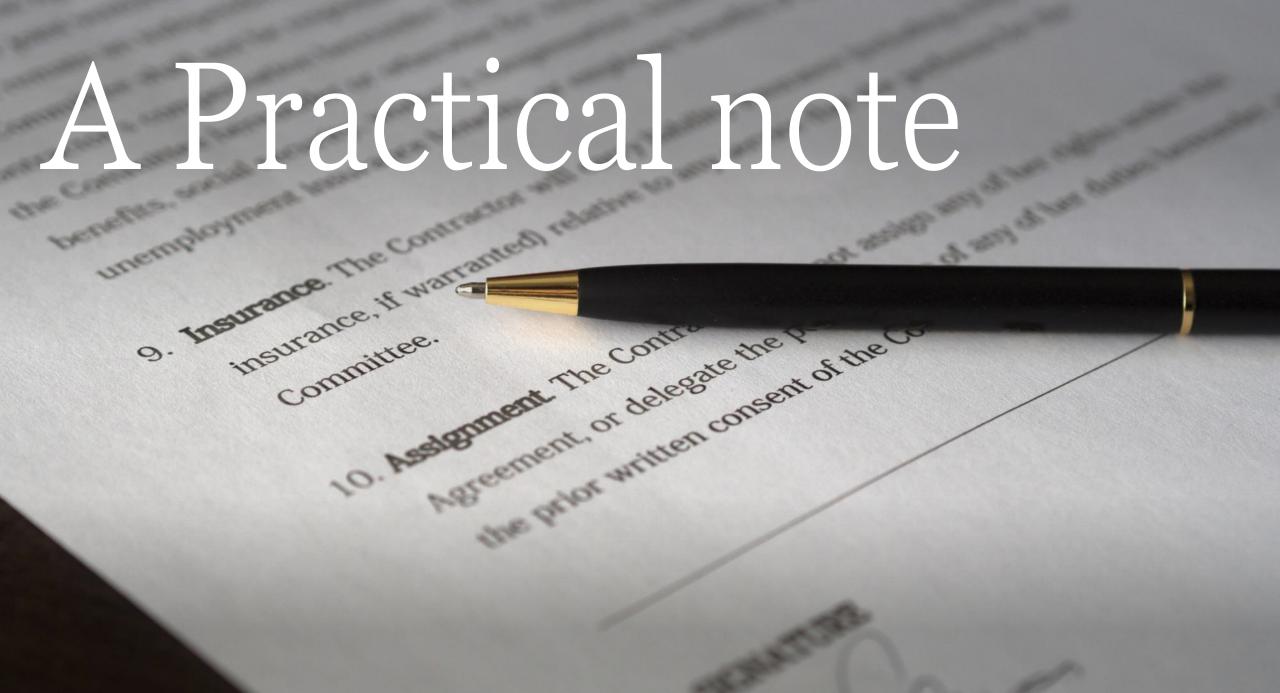
GAMEMAKER, RPG

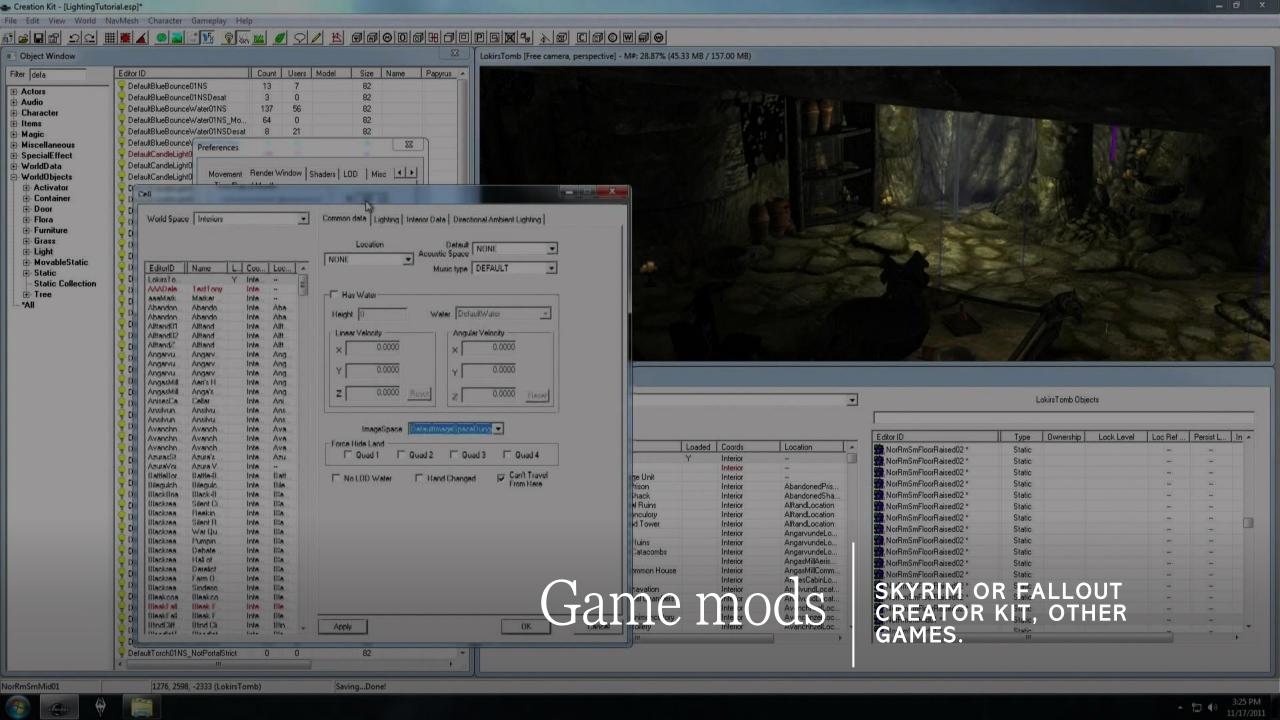
MAKER, PICO-8



Game engines

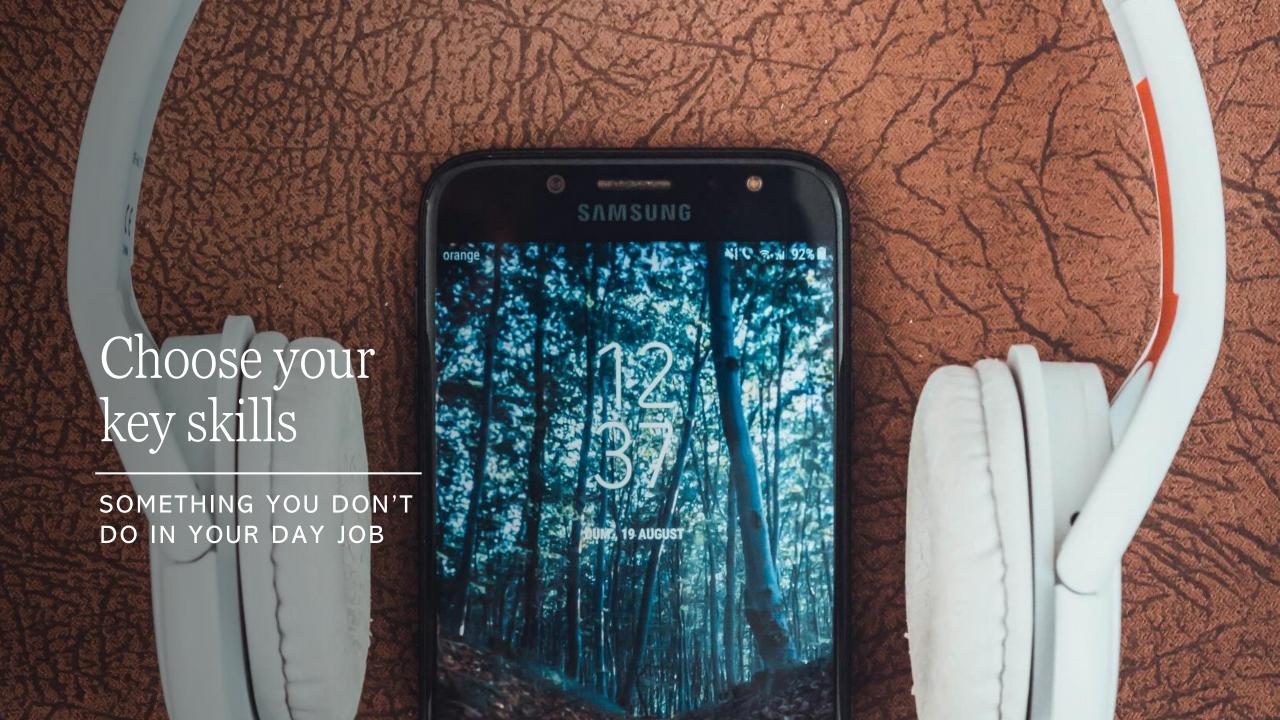
UNITY, UNREAL.











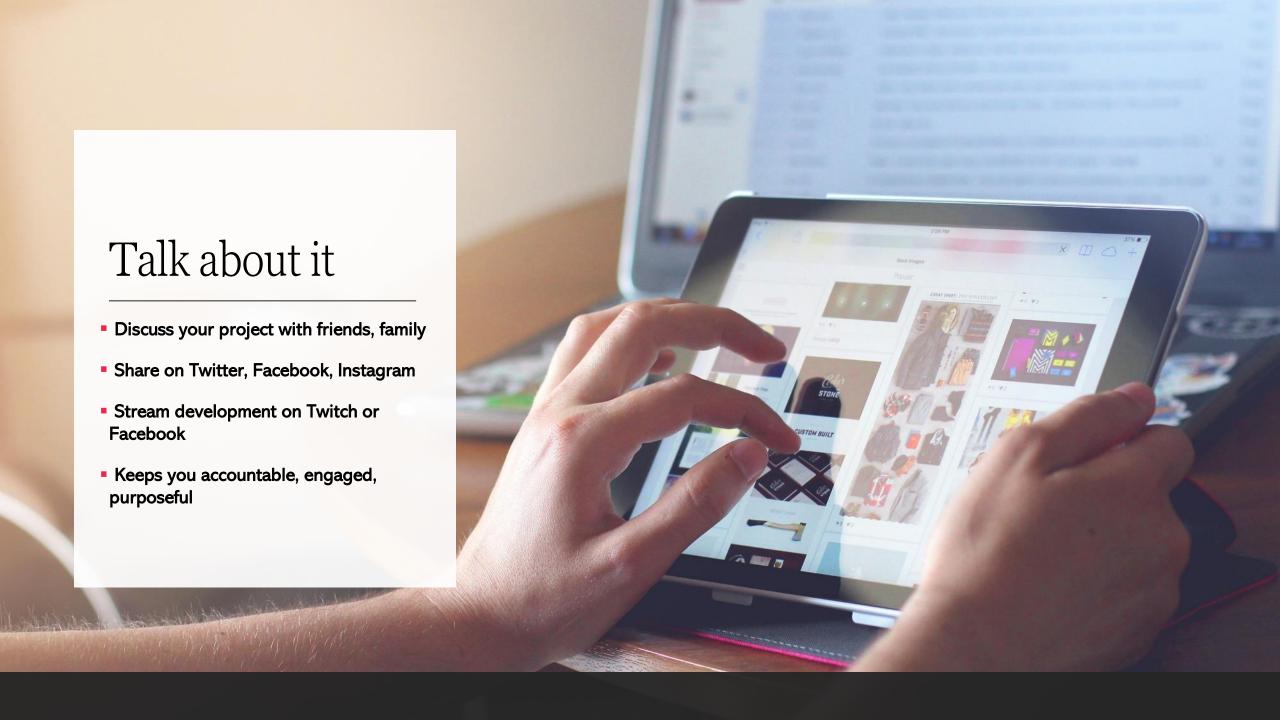






# Talk About It

DIRECT CONNECTION WITH PEOPLE THROUGH YOUR PERSONAL WORK



- 1. Opening
- 2. Sacred Space
- 3. Mindfulness
- 4. Focused goals for today
- 5. Do the work
- 6. Purposeful goals for next session
- 7. Gratitude
- 8. Closing



# SAVE YOUR WORK

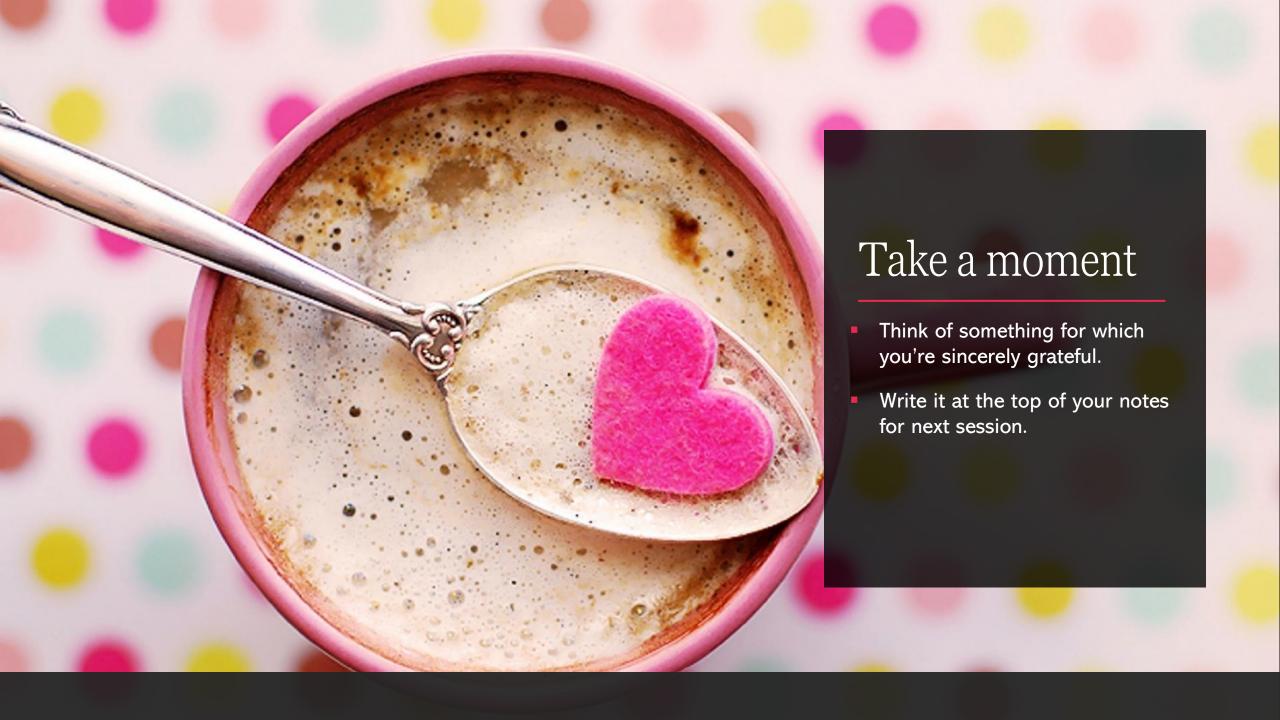




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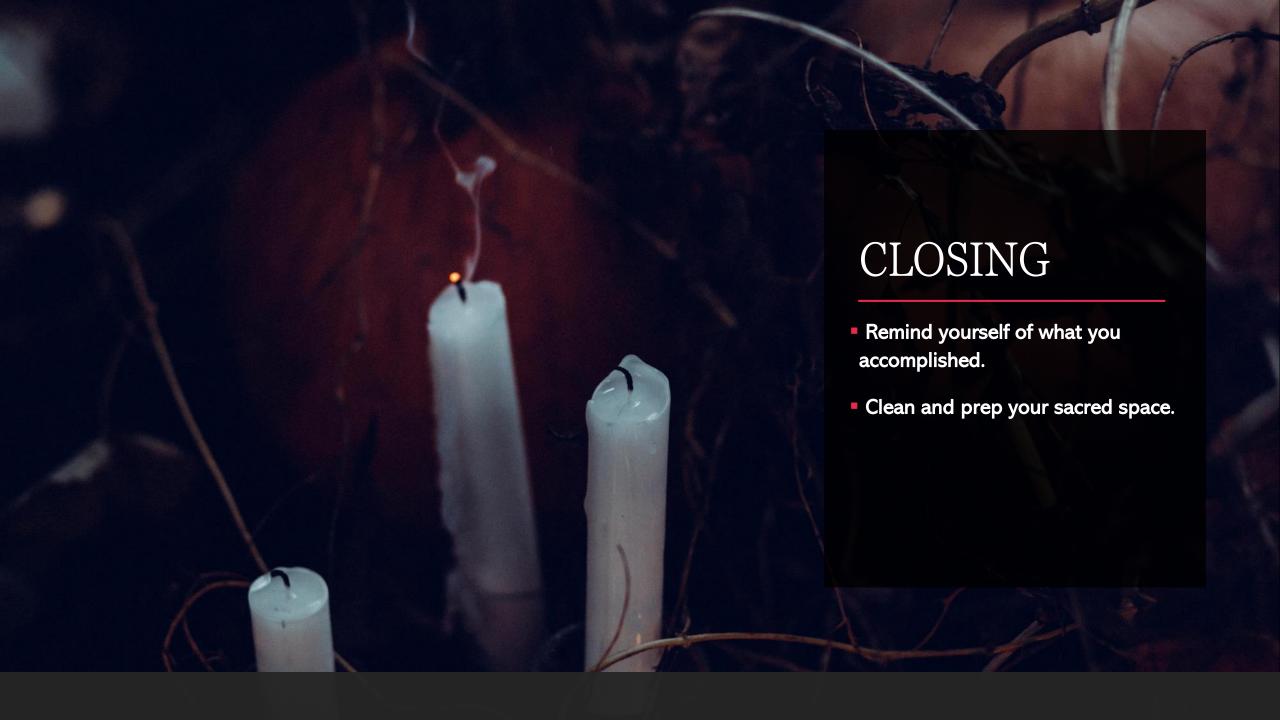






- 1. Opening
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Ending Focus

CHOOSE SOMETHING THAT EMPHASIZES WHY YOU DO THE WORK.



- 1. Opening
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- 8. Closing







- 1. Opening
- 2. Sacred Space
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