

Managing Clients, Organizing Teams and Building Games as Thesis Projects

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SUMMIT

GAME DEVELOPERS CONFERENCE®

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2012

Creating an environment to support team game projects as
Masters theses

- Negotiating with IT and other university departments to ensure adequate technological and other practical support

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- Project management needs
- Usability testing environments and populations

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- Managing legal documents relating to intellectual property, future copyright issues and distribution of revenue

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- What to do when team falls apart.

Documents to protect everyone

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- Flu

Questions?