



# Improving the Culture of Critique:

Communicating Across Disciplines

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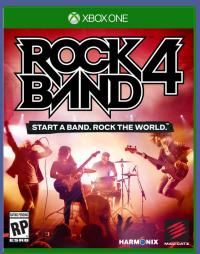


























## **Expanding from last year**

Strategies for giving or receiving feedback

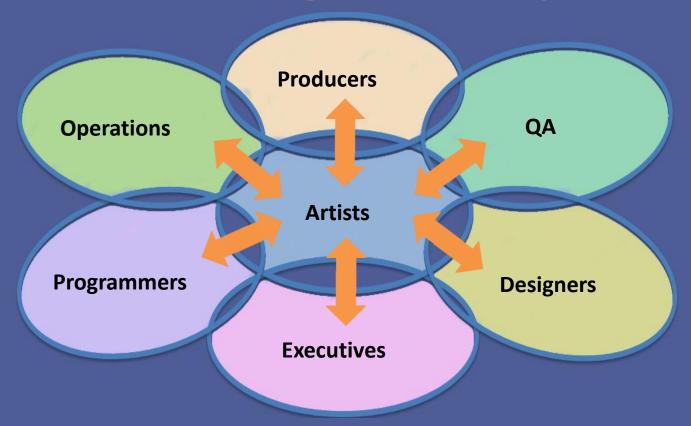


Strategies to improve the culture of critique across departments





## **Communicating Across Disciplines**









**Personal Preference Judgmental First Response** 

# Criticize ? Critique

**More Objective** 

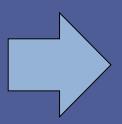
**Analytical** 

Reflective







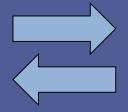


# Receiving





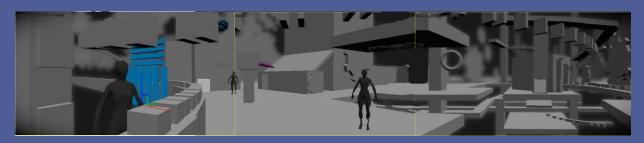




# Receiving























# IMAGINE

from another point of view







#### **Operations**

Do things that are trivial and easy

**Programmers** Kill good ideas

#### **Producers**

Don't care about quality, only the deliverable

#### **Artists**

Take too long

#### **Executives**

Give disruptive directives

#### QA

Are unskilled slackers

#### **Designers**

Create work for others





## How do you WANT to be seen?

#### **Operations**

Create a better work environment

#### **Programmers**

Think in terms of systems

#### **Producers**

Facilitate process

#### **Artists**

Think in terms of aesthetics and experience

#### **Executives**

Enjoy contributing to the process

#### QA

Have a robust understanding of the game across disciplines

#### **Designers**

Help us contextualize our work





# Empathic communication is vital





## **Shortcut to Empathic Communication**

Remember that behavior is shaped by a wish to:

- Be respected
- Be heard
- Be valued





## **Strategies**

Before the conversation

**During** the conversation





## Before the conversation

- Create Inclusive structures
- Prepare for the conversation
- Build Relationships





## GDC17

## **Before** the conversation

- Create Inclusive structures
- Prepare for the conversation
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## Be Inclusive with a Kick-off Meeting







## Be Inclusive with Regular Communication







#### Be Inclusive with Established Methods of Critique

#### Part One: Get to know the damn thing

- Describe it objectively
- Describe your subjective reactions to it

#### Part Two: **Analyze it**

- What is the goal?
- What were the makers intentions?
- How does the work achieve its goals or fall short?





### Be Inclusive through Brainstorming







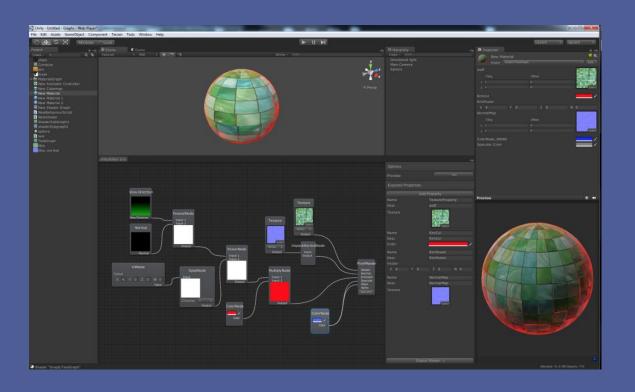
## **Before** the conversation

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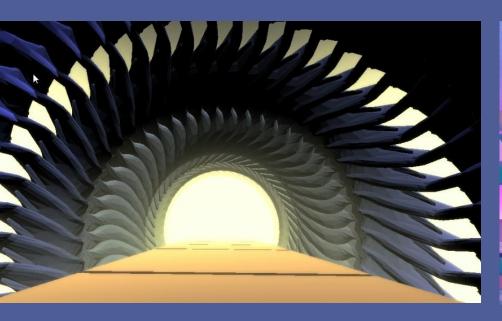
### Prepare by Researching ahead of time







#### Prepare with quick prototypes

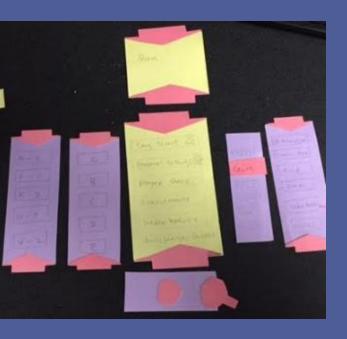


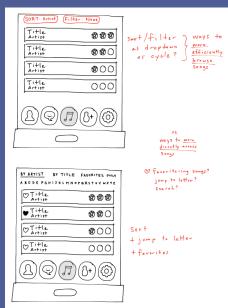






#### Prepare with visualizations



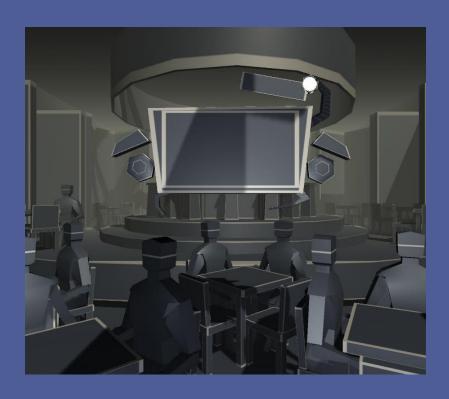








## Prepare by Defining Problems









## Before the conversation

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# **Build Relationships** through **sharing appreciation and respect**

If you SEE something

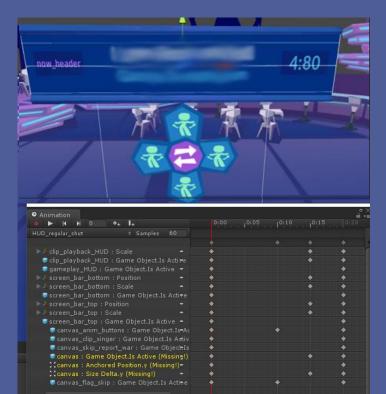


**SAY** something





### **Build Relationships** through **Asking for HELP**



AnimationHiera			
Referenced Animator (Root):	MHUD_screen (Animator)		
Reference path:	Animated properties:		
clip_playback_HUD			
screen_bar_bottom			
screen_bar_top			
gameplay_HUD/canvas_anim_buttons			
gameplay_HUD/canvas		■None (Game Object)	
screen_bar_top/canvas_flag_skip			
gameplay_HUD			
gameplay_HUD/canvas_clip_singer			
gameplay_HUD/canvas_skip_report_war			
Delete bad curves			





#### Build Relationships through organized events











## Before the conversation

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# During the conversation





What helps conversations go well? A Moderator!







## Moderators

# facilitate empathic communication

- Focus the critique
- Clarify communication
- See conversations from the outside

Anyone, anytime can be a Moderator







## Moderate by defining our unique perspective









## Moderate by defining our unique perspective

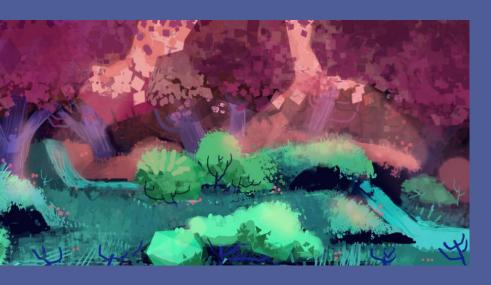
- Invite others to do the same
  - "As a designer, how do you see this issue?"
- Establishes value of all points of view







## **Moderate** through **Reflection**









### **Moderate** through **Reflection**

- Rephrase (don't repeat)
- Excellent translation technique
- Disciplines may speak about the same thing in different ways







### **Moderate** through Reflection

- Shows you are listening
- Shows you care
- Helps others hear you
- Especially if your feedback will be difficult to hear

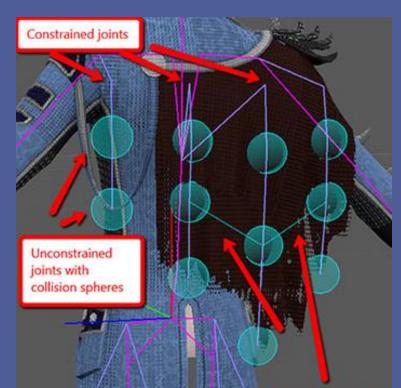






## Moderate by Asking Questions when giving feedback

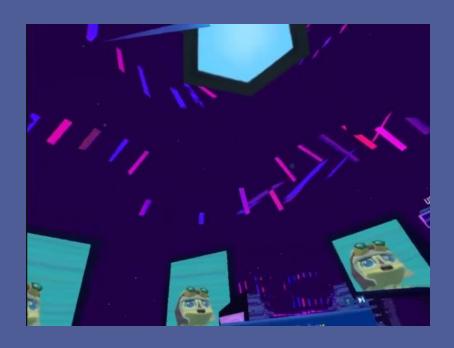
- Assume our assumptions are **FALSE**
- Saves time and energy
- Helps people feel included and valued

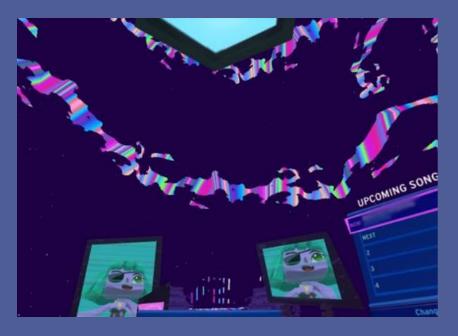






# Moderate by Asking Questions when receiving feedback



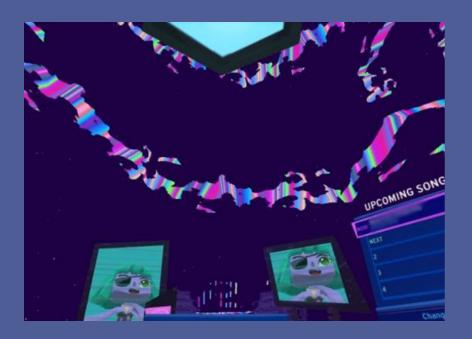






# Moderate by Asking Questions when receiving feedback

 Non-artists often find it difficult to talk about art







## **During** the conversation

- Be participants and moderators
  - Define our unique perspectives
    - And help others define theirs
  - Rephrase and reflect ideas back
  - Ask questions





## Sometimes we just disagree

 Have a structure in place







## Sometimes we just disagree

These strategies
 help us disagree
 with respect and
 understanding







## Sometimes we just disagree

Disagreements
 can be a way
 to bond







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from another point of view





## Thank you!

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