



Micro-Postmortem

Making While Learning To Make

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Who are we?



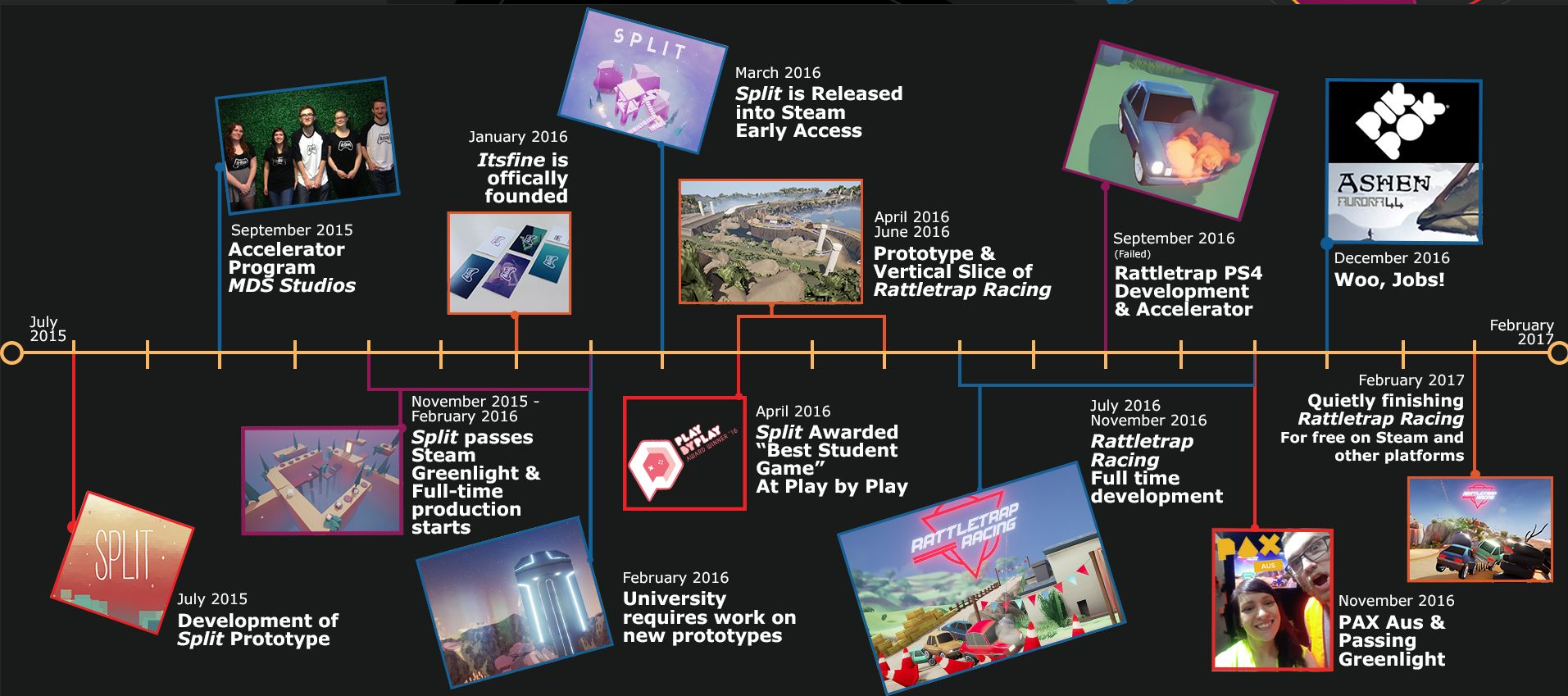
PLAY
BYPLAY

AWARD WINNER '16



PIK
POK®







A year and a half of challenges

Lack of understanding of full production process

Too much pressure & crunch

No plan/bandwidth for post-release support

Unrealistic expectations of ourselves





A year and a half of learning

We got to experience a full production cycle

We managed to develop 2 commercial games

We were employable

Build strong, lasting relationships with our
game-dev community





Tasty Takeaways

For Students

Network & Volunteer

Get industry mentors

Don't let crunch become your norm

Figure out how to support your games before & after release

For Educators

Encourage creative solutions & consider flexibility

Understand the ENTIRE production process

Provide external support

Listen to feedback on programs



GDC®

Thanks for Listening!



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