



**STUDIO  
IMUGI**

Jongwoo Kim

@StudioImugi

[jongwoo@studioimugi.com](mailto:jongwoo@studioimugi.com)



# Finding Your Creative Voice Through Game Jams

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[jongwoo@studioimugi.com](mailto:jongwoo@studioimugi.com)



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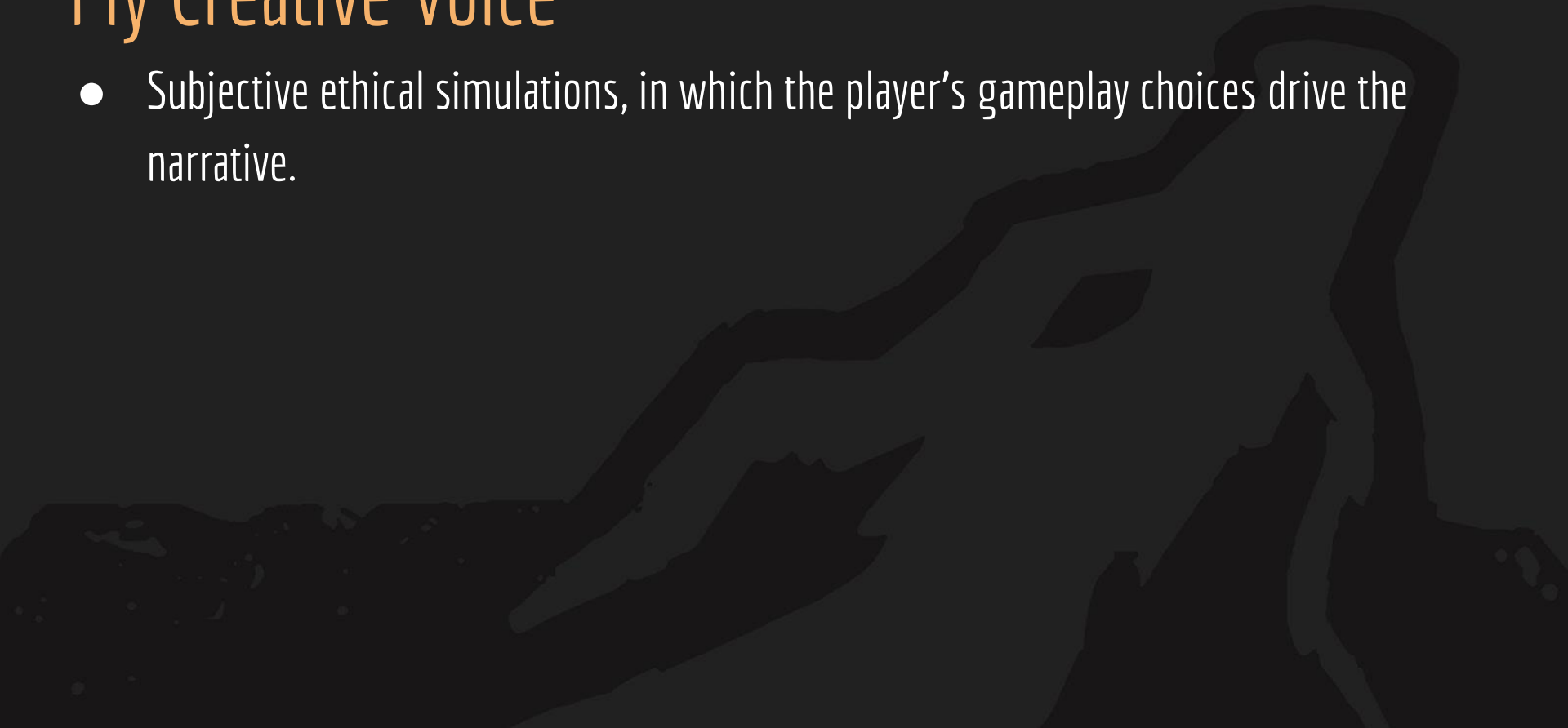


*Kitfox Games*



# My Creative Voice

- Subjective ethical simulations, in which the player's gameplay choices drive the narrative.





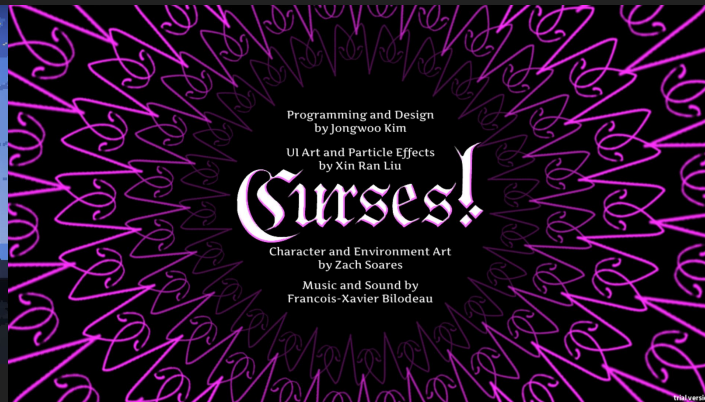
# My Career Plan...?

1. Study Game Design
2. Get an entry level job in the industry
3. ???????
4. Become a Game Designer!

# My Actual Path

1. Study Game Design + Programming + Production
2. Get an entry level job in the industry
3. ~~?????????~~ Do 13 game jams in a year
4. Become a ~~Game Designer!~~ Creative Director!

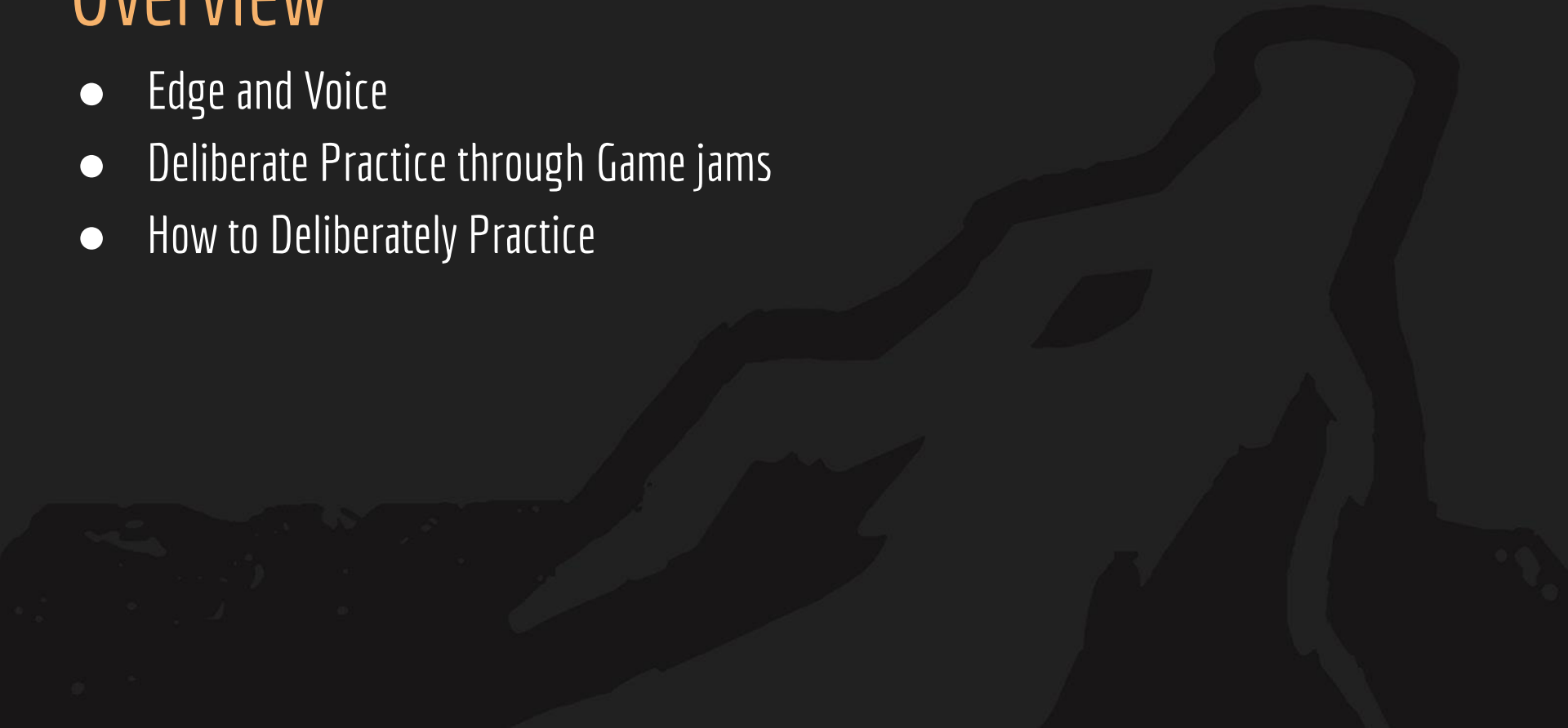






# Overview

- Edge and Voice
- Deliberate Practice through Game jams
- How to Deliberately Practice



# Edge and Voice



# Edge x Voice = Credibility

- **Edge:** Any skill or knowledge that sets you apart.
- **Voice:** Your unique aesthetic, style or tendency in game design.
- **Credibility:** Why should someone entrust you to design a game or join your team?

# Credibility Trap

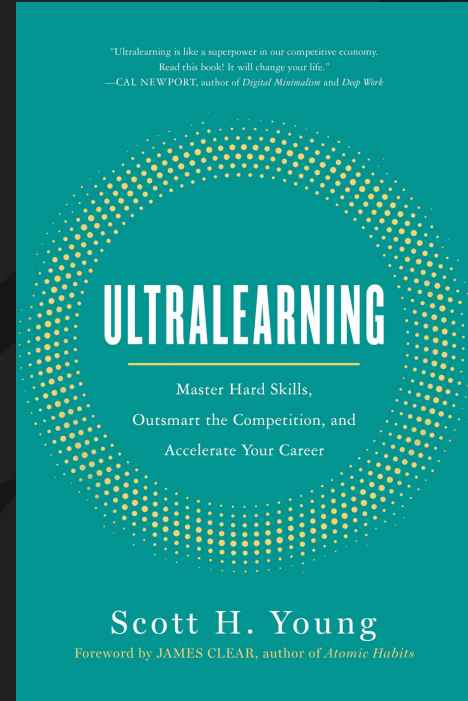
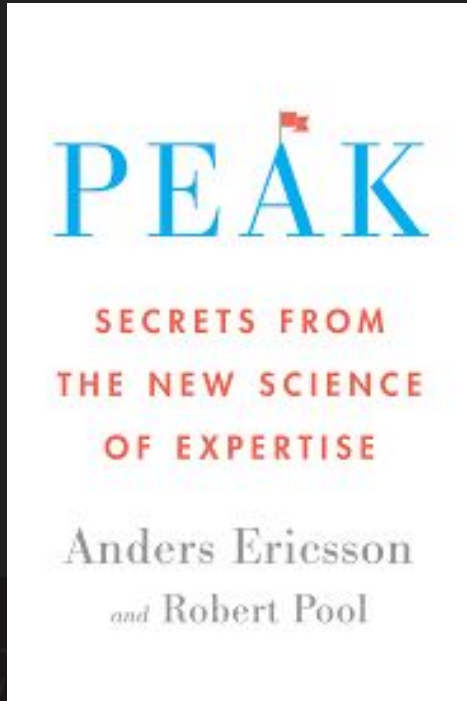
- If you lack either, you will likely be stuck in a “Credibility Trap”
  - **Edge, but no Voice:** Hired for a non-lead or non-creative role. Never given a chance to do creative things.
  - **Voice, but no Edge:** Not hired at all, or never given resources for a full production.
- You must have proof that you can **lead and complete creative projects.**



# Deliberate Practice through Game Jams



# Deliberate Practice





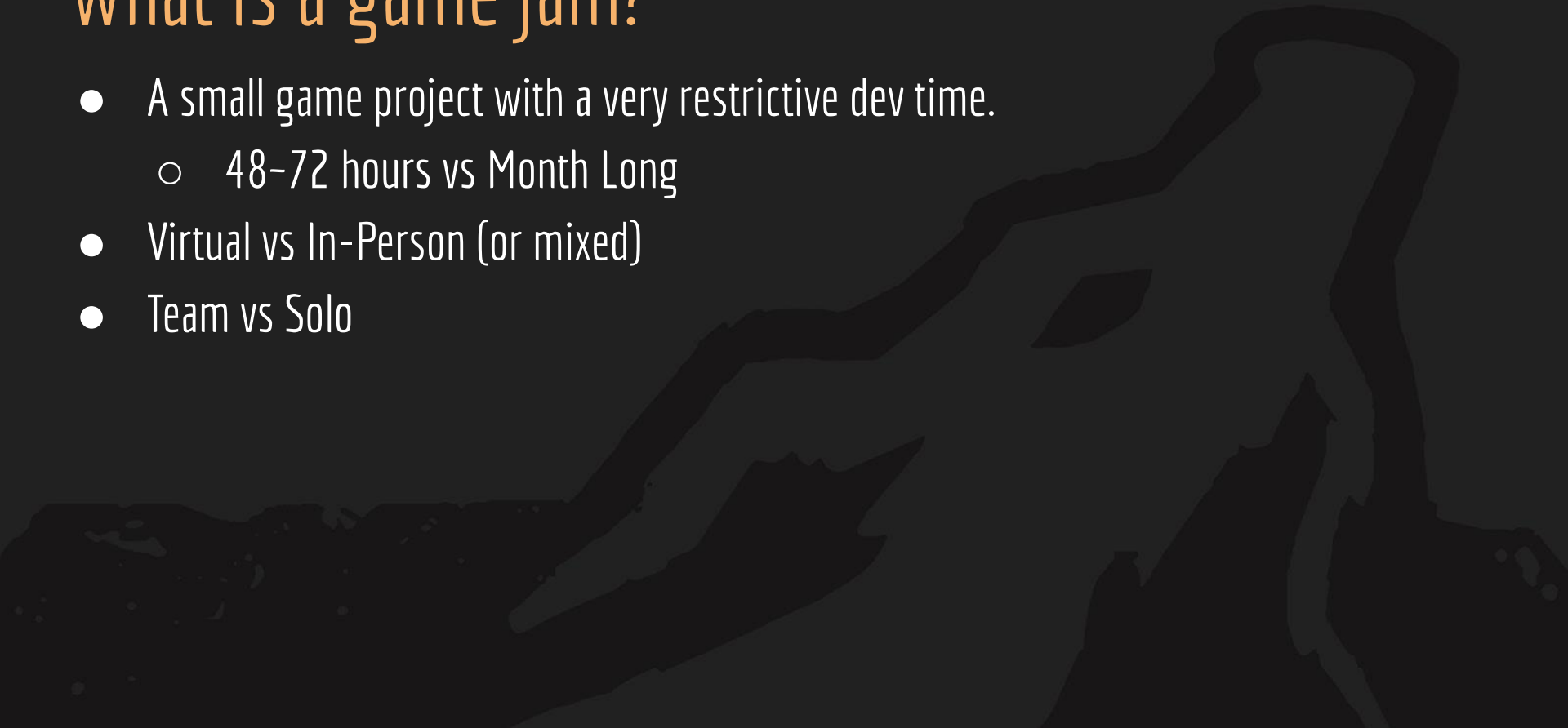
# Deliberate Practice

- Intense focus
- Relevant to “real” development
- Outside of our comfort zone
- Quick and repeatable

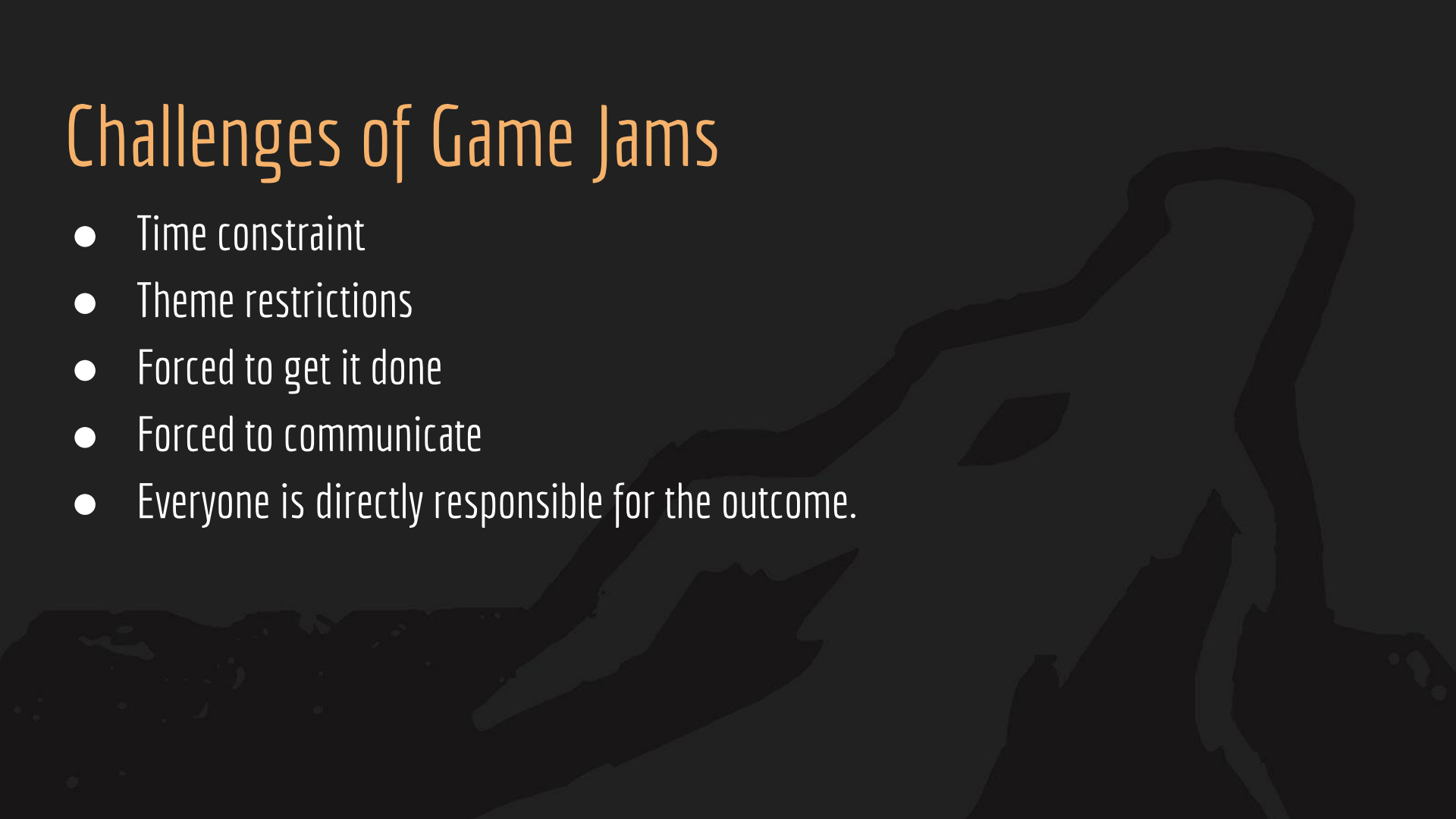


# What is a game jam?

- A small game project with a very restrictive dev time.
  - 48-72 hours vs Month Long
- Virtual vs In-Person (or mixed)
- Team vs Solo



# Challenges of Game Jams

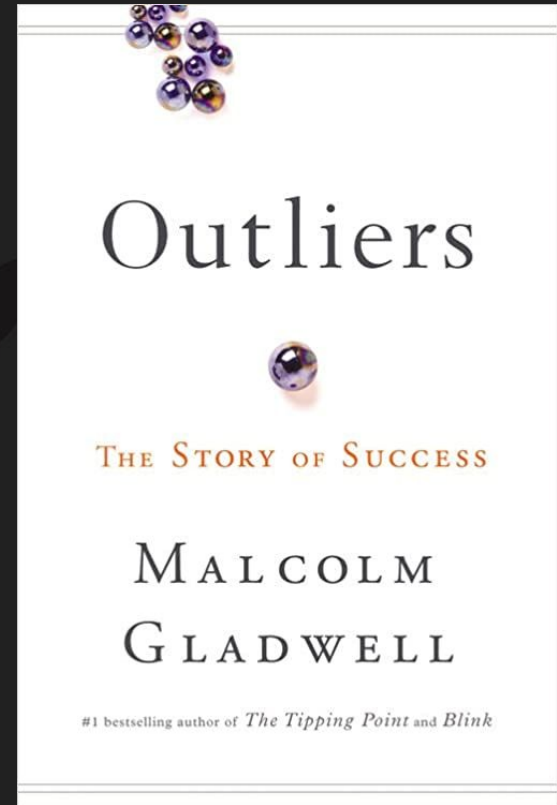
- Time constraint
  - Theme restrictions
  - Forced to get it done
  - Forced to communicate
  - Everyone is directly responsible for the outcome.
- 

# Deliberate Practice

- Game Jams are a great way to do “deliberate practice” for game development.
  - **Edge - Production Awareness:** What phase is the game in, and how do we ensure we finish the game in time/budget?
  - **Voice - Design Thinking:** What is the intended player experience? How does a given idea, mechanic or asset enhance it?

# Quantity Matters


- Eminence and Output are correlated (*Outliers*, Malcolm Gladwell)
- More completed projects means more chance at making something cool!
  - Professional projects usually take 2-4 years each!



# Take Creative Risks







# THE SHROUDED ISLE

## SUNKEN SINS

START

CONTINUE

SETTINGS

QUIT





# HOUSE IOSEFKA

RESPONSIBILITY:  
FERVOR



Vasin Iosefka

??????  
??????



Ludmila Iosefka

♣▲Full of Fervor?  
??????



Dimas Iosefka

♣▲Disciplined?  
??????



Chessa Iosefka

♣▲Obedient?  
??????



Suzan Iosefka

??????  
??????



Fania Iosefka

♣▲Ignorant?  
??????



## ADJUDICATOR IOSEFKA

INQUIRIES REMAINING: 2

APPROVAL: SATISFIED

BEGIN INQUIRY

RENAME VILLAGER

CONFINE  
(3 OPEN VAULTS)

APPOINT ADVISOR

SATISFIED



KEGNNI



IGNORANCE

SATISFIED



IOSEFKA



FERVOR

SATISFIED



CADWELL



DISCIPLINE

SATISFIED



EFFERSON



PENITENCE

NEUTRAL

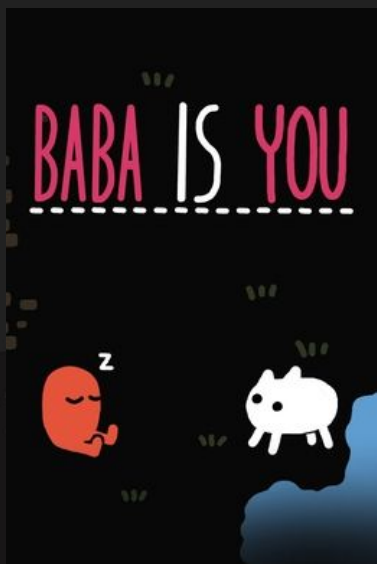


BLACKBORN



OBEDIENCE





# How to Deliberately Practice



# Work in a team



# Keep an Open Mind



# Pace Yourself



# Pace Yourself

- Day 1: Brainstorm/rough planning
- Day 2:
  - Tech/Pipeline set up.
  - Rough playable
- Day 3:
  - Integrate assets/Polish
  - Playtest + Bugfixes
  - Submit

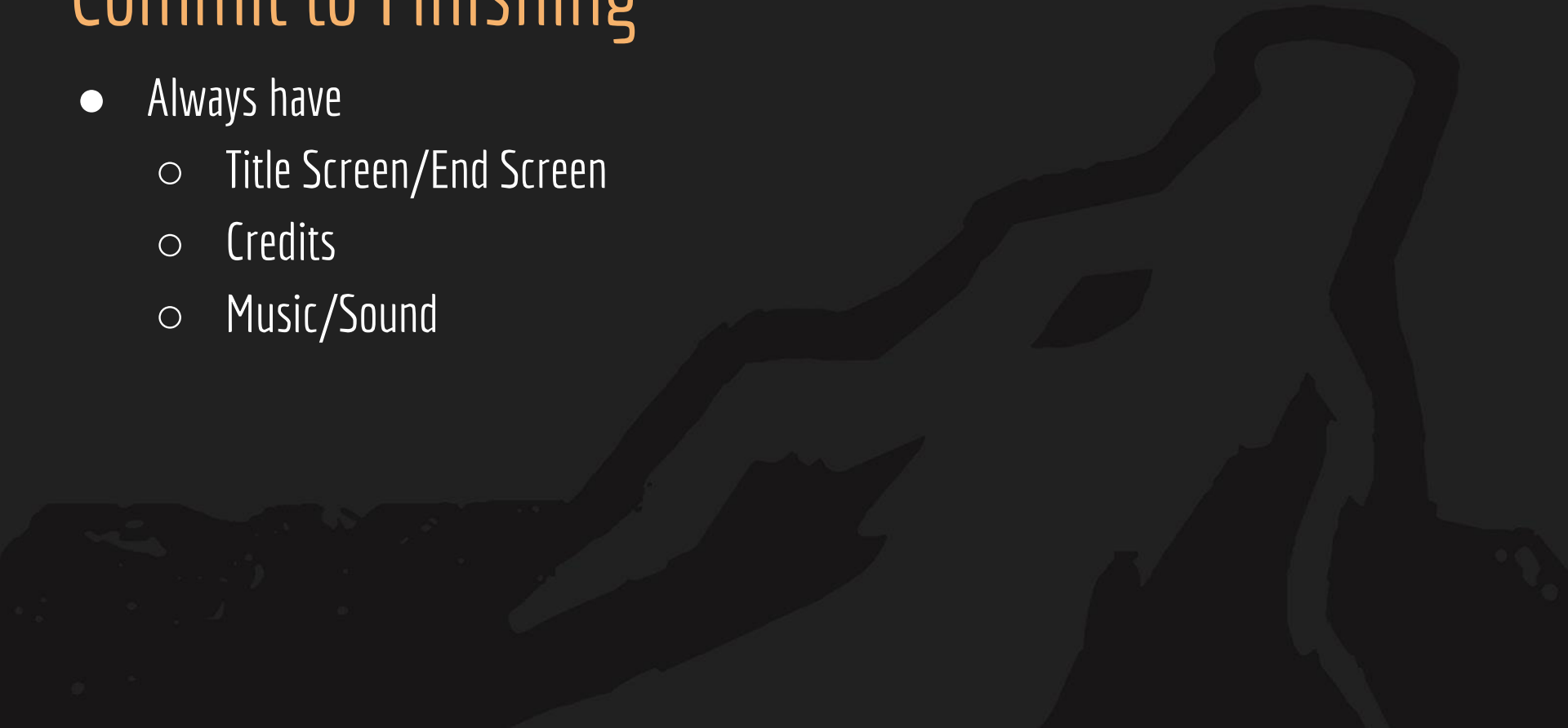


# Commit to Finishing



# Commit to Finishing

- Always have
  - Title Screen/End Screen
  - Credits
  - Music/Sound





# Keep Exploring!



# Takeaways



# Takeaways

- Edge x Voice = Credibility
- Game Jams are Deliberate Practice
  - Teamwork
  - Open Mind
  - Realistic Schedule
  - Commit to Finishing
- Be patient! It takes time to find your Creative Voice!



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