



GDC Europe 2013 Session Scheduler

Please note: the information on this page reflects GDC Europe 2013.

List	Calendar	<input type="text" value="Enter Your Search Term(s) Here..."/>	Export Schedule:
Speakers	Help	<h2>The User Experience of Game Development Tools</h2> <p>David Lightbown <i>User Experience Director, Ubisoft</i></p> <p><input type="radio"/> <input checked="" type="radio"/></p> <p>Location: Congress Saal 2 Date: Tuesday, August 20 Time: 9:30am-10:30am Format: Lecture Track: Production Programming Vault Recording: Video</p> <p>Have you ever thought to yourself, "If our tools were more efficient, we could do less overtime and spend more time on polish?" As game developers, we tend to focus on producing games, not tools. However, the reality is that by investing in better tools we can make better games! The games industry needs to make the user experience of tools a priority. This session will show the process of designing better tools, so that your pipeline is focused on accomplishing the goals of the content creators. That makes everyone more efficient!</p> <p>Takeaway This session will show various examples for the benefit of improving the user experience of game development tools, which you can share with your team to build support for improving efficiency. You will also learn techniques that you can apply to your own tools to make them more efficient.</p> <p>Intended Audience Ideally, tools designers, technical directors and tools programmers. However, everyone in game development should be aware of the importance of improving the user experience of tools. No prerequisite knowledge is required.</p>	
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