GDC
GAME DEVELOPERS CONFERENCE

MOSCONE CENTER | FEB 27–MAR 3, 2017
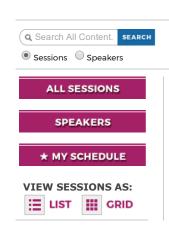SAN FRANCISCO, CA | EXPO: MAR 1–3, 2017

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Getting Productivity from Play: How Ubisoft Is Making Better Tools by Using a Familiar Resource

Speaker:

David Lightbown | User Experience Director, Ubisoft

Location: Room 3005, West Hall

Date: Wednesday, March 1

Time: 2:00pm - 3:00pm

Format: Session

Track: P+ Programming, Production & Team Management

Pass Type: GDC All Access, GDC All Access + VRDC, GDC Main Conference, GDC Main Conference + VRDC - Get your pass now!

Vault Recording: Video

Have you ever met a game developer who doesn't want to learn how to be more productive? Maybe not, but what you may not know is that you can be more efficient by using an unexpected resource that is familiar to all game developers: video games! In this presentation, you will see how you can improve the productivity of your tools and pipelines by applying user experience concepts that are inspired from the games that you create and play every day.

Takeaway
You will take away a list of common patterns that are designed to improve productivity, the context in which they can be used, examples of how they were used on tools for the 'Assassin's Creed', 'Rainbow Six', and 'Far Cry' franchises, and how to apply them to your own tools.

Intended Audience
No pre-requisite knowledge required. Programmers, tools programmers, technical directors, technical artists, producers, and managers would benefit from this presentation. However, the material is general enough that all game developers could benefit from the information in this presentation.