Small Team Audio / 1 Person Audio Team

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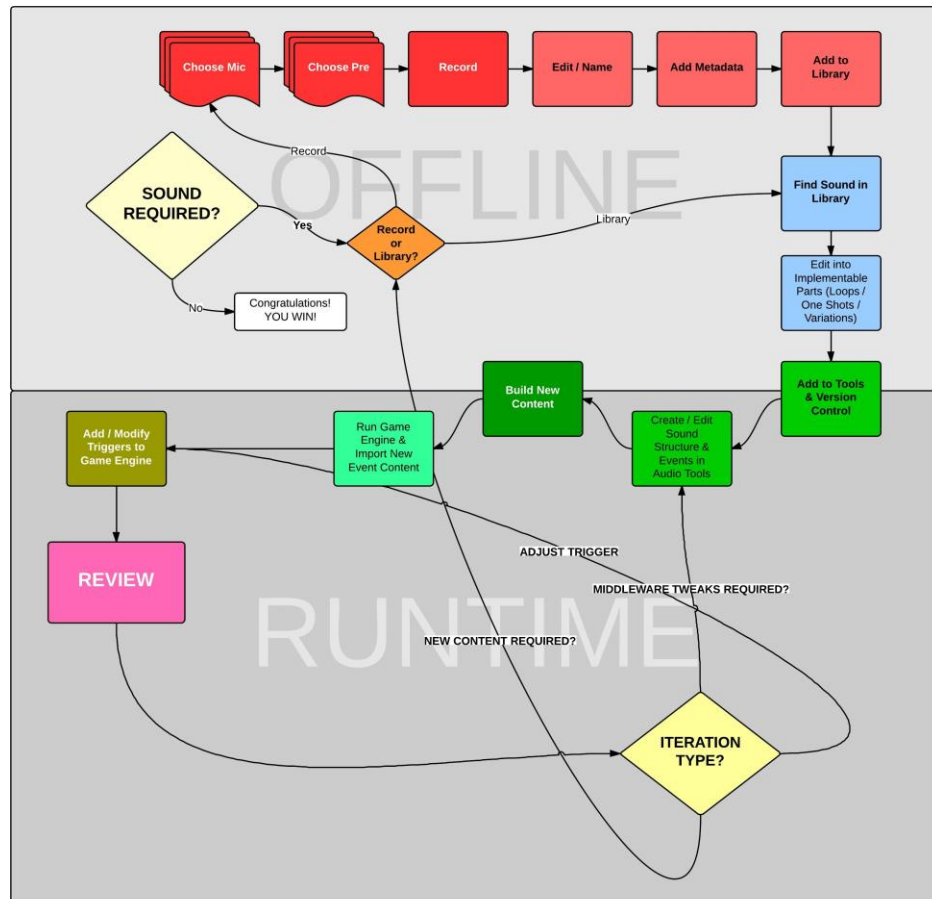
Overview

- 1 Person Audio Team Skillsets (Skillets!)
- The Age of the Super-Agile!
- DIY ethos (hands-on environ, make it, fake it)
- Multi-Discipline Reality / X-Discipline Roles
- Small Scale = Anti-Industrial

Skillsets…

Middleware
Composer
Sound Designer
Unity/Implementer/Scripting
Project Manager
Sound Recordist

Strong Advocate
Ability to Connect

Super Agile

- At small scale with small timescales - agile becomes…

- SUPER-AGILE!(this is the business model)

- Deliverables, dates, projects, change faster than ever.

- Fast switching between skills & projects

- Reactionary. (Never on back foot) Hold Ideas Lightly

DIY

- There is NO BARRIER
- Bullshit ("Improvise")
- No dependence on 'expensive' hardware or software.
- Social / 'Free' Work. Work for Work.
- Flexible space, not studio space.

X-Discipline

- At small scale, responsibilities are vague = which is a good thing!

- If you have a human skill, it is likely to be used across multi-disciplines rather than just applied to sound, art or design.

- Job simply boils down to making games. NOT making audio for games.

Small Scale is Anti-Industrial

- Structure and specialties only exist where there is scale.

- Audio team career path exists, but will not be used until we grow.

- Mid-sized growth more likely to need contractors than PFT staff.

Back to the Dren-meister