

Videogame Designer Interview Questions

1. Share an effective method you have used to generate new game design ideas.

2. How do you keep abreast of game design technology and techniques? How has this benefited you in your work? Provide an experience.

3. Describe effective test specifications you have developed for quality assurance staff.

4. What factors do you consider when evaluating game design features?

5. Describe a successful gameplay test plan you created. What methods made it successful?

6. Provide a time when you successfully balanced and adjusted gameplay experiences. How did you effectively ensure critical and commercial success of your product?

7. Describe an effective method you have used to write game text and dialogue.

8. Share an experience in which obtaining feedback from staff and integrating it improved a game you designed.

9. Provide an effective method you have used to provide feedback to production staff. What do you look for in technical game qualities?

10. Share an experience in which you presented a successful new game design concept to management or colleagues.

11. Describe an effective two-dimensional concept layout or three-dimensional mock-up you prepared.

12. Describe a two- or three-dimensional graphical design which you successfully prepared from initial sketches.

13. Provide an effective method you have used to ensure intended gaming experience of games.

14. Share an effective method you have used to guide discussions between development teams.

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15. Describe an effective mission, challenge, or puzzle you devised for a game. How about one that was not as effective?

16. What is the state of your design level documentation? What is one thing you are trying to improve?

17. What factors do you consider when determining supplementary virtual features?

18. Describe a successful gameplay prototype you created for presentation.

19. Provide a time when collaborating with production staff helped you to create and manage plans, documentation, goals, and schedules.

20. Share an experience in which consulting with stakeholders helped you in your work.

21. Provide an experience in which conducting a design review helped you in the development of a game.

22. Share an effective method you have used in collaborating with artists to ensure appropriate visual style.

23. What methods do you use to document formal game design? What is one thing you would like to improve in your documentation?

24. Describe the core game features you created for a game which you were happy with. How about features you created which you were not as happy with?