Active listening skill. Allows the person speaking to know that they have been understood.

Active sounds. Sound linked to an action.

Aesthetic competence. Ability to determine what is pleasing to the eye.

Ambient sounds. Sounds not related to the game action.

Application (app). Program for handheld devices and cell phones.

Art designer. Creates the visual elements and assets of the game.

Asset. Characters, objects, sounds, and visual elements of the game.

Audio engineer. Creates all sound assets.

Background music. Melody that sets the mood of the level.

Backstory. History of why and how the protagonist or main player is in the game situation.

Cheat codes. Programmed shortcuts and ability codes that make the job of the game tester easier.

Cinematic cut scene. Movie-like segment of a game that does not require the player to interact with any game element.

Compromise. Win-win situation when everyone gets some of what they want, but maybe not all of what they want.

Constructive criticism. Provides possible improvements or solutions in a positive manner.

Core mechanics. Programming within the game engine to enforce the rules and the system-shall commands.

Creative director. Sets the vision and direction, selects personnel, assigns job roles, and communicates between management and the design team.

Dependability. Ability to be relied upon and trusted.

Design documents. Standardized documents used by a design team to record all decisions and the vision of the game.

Dialogue. What characters say.

Division of labor. Each team member does the job that they can do the best and is assigned jobs that favor their strengths.

Dynamic. How the strengths and weaknesses of each team member work together to create a balanced team.

Ergonomics. Study of how the body works and how humans interact with tools and environments.

Game build. All effort needed to construct a game from concept to finished product.

Game designer. Establishes the rules of the game, finalizes the design documents, and ensures the game will work as envisioned.

Game engine. The programming platform used to create and run a game.

Game tester. Person who tests every part of the game for proper operation.

Game world. Setting in which gameplay takes place.

Game writer. Creates character depth and interaction.

Gantt chart. Displays the timeline for completion for each task needed by each department and employee.

Geometry. Field of math dealing with shapes.

Glitch. Programming error within a game.

Hard skills. Technical requirements for a job obtained through training and research.

Hierarchy. Structural organization of a company to streamline decision making.

Imagination. Creating a picture in your mind of something that does not exist.

Immersion. Degree to which a player connects to the game world.

Immersion strategies. Game elements that connect the player to the action in the game world.

Indie developer. Independent game makers and independent, non-mainstream firms.

Initiative. Taking on additional responsibilities without being asked.

Interdisciplinary team. Composed of many members with different hard skill strengths working toward the same goal.

Internal producer (IP). Responsible for ensuring the design objectives required by the production group are achieved by the design group.

Lead artist. Manages the art designer and the workflow needed to create all game assets.

Lead designer. Day-to-day leader of the design team.

Level designer. Interprets the design documents to create a game world and interactions for a single game level.

Listening skills. Understanding the points and opinions spoken by others.

Model. Three-dimensional asset.

Narrative writing. Creating a story.

Outside producer (OP). Responsible for making game discs and packaging.

Over budget. Spending more money than has been allocated for a project.

Physics. Science of matter and energy.

Physics engine. Uses mathematical formulas to create rules for movement, gravity, speed, flight, path of a projectile, and other game movements.

Positive attitude. Outlook on a situation that emphasizes an upbeat outcome.

Probability. Math dealing with random numbers and possible outcomes.

Professional dress. Clothing appropriate for the workplace or events.

Project manager. Coordinates all lead managers and ensures all project components are on task and well-managed.

Punctuality. Being on time.

Quality assurance (QA) tester. Game tester; tests every part of the game for proper operation and reports bugs for repair.

Research. Process of looking for and finding information.

Respect for others. Belief that the opinions and views of others are important.

Respect for self. Belief that you are important.

Responsibility. Ability to make sure an assigned task is successfully completed.

RPG. Role playing game; player takes on the role of the questing hero.

Scrum methodology. Tasks are assigned to small teams whereby all team members work toward the same goal.

Soft skills. Personal qualities and behaviors that help create better personal and interpersonal relationships.

Specialist. Possesses strong hard skill attributes and unique strengths, often achieved through special training.

Spreadsheets. Organization of numbers and data in tables or charts; often computerized.

Sprite. Two-dimensional asset.

Storyboard. Sketch of the important game frames with general ideas for motion, traps, and rewards.

Technical writing. Creating documents that give directions for the steps and processes needed in design.

Technology competence. Ability to understand and use the current computer/game platforms and programming/script languages.

Trigonometry. Field of math dealing with angles and curves.

User interface (UI). Controls used by the player to interact within the game.

User interface designer. Creates the controls used by the player to interact with the game.

Video game. Electronic software product that has all the elements of a game; played by combining a computer-generated game environment with a video graphic display and a user interface.

Video game designer. Possesses a set of physical and mental skills needed to complete design tasks.

Virtual world. Imaginary world created by a video game.

Voice-overs. Spoken words used for dialogue and narration during the game.

Win-win solution. Compromise or decision where both parties win.