

4 Squad Goals-Make for Effective Collaboration

Hi everyone,

Today we're talking about working in teams here at College of Esports- something you probably already know loads about if you play team-based games. But academic group work comes with its own challenges, so let's explore how to make it work.

Starting a group project can feel a bit like joining a random lobby - you might not know everyone, and everyone has different ways of working. It's like any team game - you wouldn't want five players all trying to be DPS, right? Same with group work - you need different skills to succeed.

Let's look at what makes team projects actually work:

First up - communication. We've all had that moment in games where miscommunication leads to a wipe. Same goes for group work - clear communication prevents disasters. Set up a group chat early, but choose somewhere everyone checks regularly. Whether it's WhatsApp or Discord, make sure everyone's in the loop. Nothing tanks a project faster than people missing important messages.

Getting organised early is crucial. Have a quick meeting where you sort out who's doing what. Everyone needs to know their role and responsibilities - just like you would in a ranked team. Write it down and share it - this saves so many headaches later.

When you're splitting up tasks, be honest about your strengths. Maybe you're great at research but rubbish at presentations. That's fine - just be upfront about it. It's better to play to everyone's strengths than struggle with something you find difficult.

Think of check-ins like quick team huddles between rounds - just enough to make sure everyone's on the same page. You don't need hour-long meetings - just quick updates on how everyone's getting on. If someone's stuck, you can sort it before it becomes a problem. If someone's falling behind, the team can help.

Here's something people often forget - document everything. Keep notes of what you've decided, you don't want to lose stuff because someone's laptop died the night before the deadline.

What about when things go wrong? Maybe someone's not pulling their weight, or there's a disagreement about the work. Try sorting it as a team first, but if that's not working, talk to your tutor early. They've seen it all before and can help sort things out.

Remember - the goal isn't just finishing the project; it's learning to work effectively with others. These are exactly the skills you'll need whether you're heading into esports, game design, or any other part of the industry.