

Studio Org & Roles Structure

Gaming, Esports & Digital Entertainment

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This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Produces an organisation and roles plan for a gaming venture — dev/art/design/product/liveops/marketing/compliance roles by stage, and how it scales. Use it to structure the team. For hiring use the Studio Hiring Plan.

Purpose of this tool & output

Structure the team and roles

How the output is used

Use it to structure the team and roles — a studio org structure across design, engineering, art, LiveOps and business.

Important cautions

Prioritise the roles that de-risk your model — for a studio that is design/liveops/UA; for RMG it is compliance/risk/finance from day one. Do not over-hire before product-market fit. Outsource non-core (art/audio/QA) early.

Companion documents

- Gaming Business Setup Guide
- Gaming Business Plan
- Gaming Model Selector
- Gaming Venture Feasibility Study
- Gaming Funding Strategy
- Gaming Market Entry Strategy

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.