

Game Dev Outsourcing Strategy

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 outsourcing strategy for a game studio — what to outsource vs keep in-house, selecting vendors, managing quality/IP/pipeline, and cost. Use it to scale capacity flexibly. For the vendor contract use the Developer / Work-for-Hire Agreement (G11).

Purpose of this tool & output

Outsource art, audio, QA and dev effectively

How the output is used

Use it to outsource art, audio, QA and dev effectively — an outsourcing strategy that keeps quality and IP control.

Important cautions

Outsource well-specified non-core work (art/audio/QA/porting) with tight specs, style guides, QA and — critically — contracts assigning IP to you and confidentiality. Keep core design/direction and IP-critical tech in-house. Manage quality and dependency risk. Guidance only.

Companion documents

- Game Studio Hiring Plan
- Studio Culture & Creative Environment
- Remote / Distributed Studio Ops
- Studio Roles & Career Framework
- Studio Performance Management

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.