

Studio Performance Management

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 a performance-management approach for a game studio — goals aligned to projects, feedback and reviews, handling underperformance, and growth — suited to creative teams. Use it to run fair performance systems. For roles/levels use the Roles & Career Framework tool.

Purpose of this tool & output

Manage and grow team performance

How the output is used

Use it to manage and grow team performance — a performance-management approach for a creative studio.

Important cautions

Manage performance in creative teams with a balance of accountability and psychological safety — crude output metrics harm creativity and morale. Handle underperformance fairly and supportively with a clear process. Follow lawful employment practice; this is general guidance, not legal advice.

Companion documents

- Game Studio Hiring Plan
- Studio Culture & Creative Environment
- Remote / Distributed Studio Ops
- Studio Roles & Career Framework
- Game Dev Outsourcing 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.