

DEVELOPMENT & IT
RESPAWN GAMES**RESPAWN** *games.***YOUR** *workbook.*

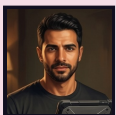
Development & IT at Respawn Games. You write all your answers for Day 1 and Day 2 in this file.

BEFORE YOU START

Write your answers in the white boxes, in English. German words in brackets are fine when you get stuck. Save this file at the end of every day and keep it.

DAY 1 · DEVELOPMENT & IT · RESPAWN GAMES

SIX WEEKS, TOO MANY TICKETS.

**Your contact: Kai**

LEAD DEVELOPER · RESPAWN GAMES

Open the internship page for Day 1 and keep it next to this workbook. Work through the steps in order.

DAY 1 · STEP 1 OF 3

TWO EMAILS IN THE INBOX

On the internship page: M1 (Monday, 8:30 a.m.).

Write two sentences. Sentence 1: What problem does Kai want to solve with AutoDev? Use a number from Kai's email. Sentence 2: What are Emre's two worries? Name both.

Help: "Kai wants to use AutoDev because the tickets need ... hours, but ... Emre worries that ... and that ..."

DAY 1 · STEP 2 OF 3

PLAN THE WEEK

On the internship page: M2 (How Development & IT plans its week), M3 (The ticket board).

Read a), b) and c) below first. Then decide for each ticket: does the team work on it this week, or later? Your tickets for this week must fit into 40 h. Tick one box for each ticket.

T-101 · Crash	☐ This week	☐ Later
T-102 · Bug	☐ This week	☐ Later
T-103 · Feature	☐ This week	☐ Later
T-104 · Bug	☐ This week	☐ Later
T-105 · Crash	☐ This week	☐ Later
T-106 · Bug	☐ This week	☐ Later

a) Write down your tickets for this week in the order the team should work on them, and add up their hours.
Example of the form: T-100, T-200 = 10 h

b) T-106 is a difficult case: no player sees this bug. Explain in three sentences where T-106 belongs in your plan and why. Say what the rule from M2 does not cover. If T-106 is in this week, name the ticket that moves to “Later”.

Help for b): “The rule only talks about ... T-106 is dangerous because ... So I put it ...”

c) Add one sentence to the team's rule so that the next case like T-106 is clear.

— DAY 1 · STEP 3 OF 3

HOW AUTODEV WORKS

On the internship page: M4 (How an AI coding assistant works), M5 (A real study: faster or slower?).

a) Use M4. Explain in two sentences why an AI coding assistant is often good at routine tasks. Use the term “routine task”.

b) Use M5. The developers believed they were faster, but they were slower. Give one possible reason for this. Use what M4 says about wrong code. Two sentences.

Kai writes to Jan: *“The company says 30% faster. So we save 30% of all our hours. Easy.”*

c) Use M1 (what the company promises), M3, M4 and M5. Give two reasons why Kai's calculation may be wrong. One or two sentences for each reason.

Help for c): “First, the company promises 30% only for ... tickets, but tickets like the crashes T-101 and T-105 are ... Second, the study in M5 shows ...”

DAY 1 · MY NOTES

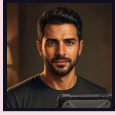
WHAT I LEARNED TODAY

Write three sentences, one for each important thing you learned today, in your own words. For example: how the team decides what comes first, and what the study in M5 found.

Done for today: save this file. Then open the internship page for Day 1 and let it check your workbook.

— DAY 2 · DEVELOPMENT & IT · RESPAWN GAMES

FASTER, OR SLOWER?

**Your contact: Kai**

LEAD DEVELOPER · RESPAWN GAMES

Open the internship page for Day 2 and keep it next to this workbook. Work through the steps in order.

— DAY 2 · STEP 1 OF 5

CALCULATE AND CHECK

On the internship page: M6 (AutoDev at Respawn: the facts), M3 (The ticket board).

a) Add up the hours of the routine tickets in M3. Then calculate the hours with AutoDev: routine tickets need 30% fewer hours. Write down both calculations.

b) Add up the hours of the complex tickets in M3. Then calculate Kai's worst case with AutoDev: complex tickets take 19% longer. Write down both calculations.

c) Kai's worst case: add your results from a) and b) with AutoDev and write down the calculation. Compare the result with all six tickets without AutoDev. Then answer in one sentence: Does AutoDev save time in this case?

d) Best case: routine tickets are 30% faster, and complex tickets stay the same. Write down three calculations: the hours the team saves in one week, what these hours are worth in staff costs (Personalkosten) in one week, and what they are worth in one month (count one month as four weeks). Then answer in one sentence: Is AutoDev worth its monthly price for the team ($3 \times \text{€}39$)?

— DAY 2 · STEP 2 OF 5

TEST AUTODEV YOURSELF

On the internship page: Step 2.

On Day 1, Emre asked Kai in an email: “If AutoDev does all the small tickets, which tickets are left for me to learn on?” Answer him in two sentences. Use the list of routine tickets in M6 and the simulator: in which kind of week does AutoDev save the most time, and what does that mean for Emre?

Help: “Emre, the routine tickets are ..., and these are the tickets you ... AutoDev saves the most time when ..., so ...”

— DAY 2 · STEP 3 OF 5

ZOOM OUT: THE WHOLE CITY

On the internship page: M7 (Fewer first jobs?).

a) What happens to young developers like Emre? Complete this sentence in the box: “Most companies give routine tickets to AI, so young developers ..., therefore in five years ...”

b) M7 says that AI replaces book knowledge more easily than experience. What could companies like Respawn do now, so that they still have experienced developers in five years? Sentence 1: name one idea. Sentence 2: explain how your idea gives young developers experience.

Emre says: *"Fine. Then I just learn how to check AI code instead of writing it myself."*

c) Can Emre become an experienced developer this way? Judge in three sentences. Use M4 and M5 from Day 1: wrong code can look just as good as right code, and even experienced developers misjudged their work with AI.

Help for c): "To check code, you need to ... In M5, even experienced developers ... So ..."

DAY 2 · STEP 4 OF 5

YOUR RULE AND YOUR STATEMENT

On the internship page: Step 4.

a) Write the team's rule for AutoDev in one sentence. Your rule answers three questions: Does the team use AutoDev? For which tickets? Who checks the code?

Help: "The team uses AutoDev for ..., and ... checks the code" or "The team does not use AutoDev, and ..."

b) Prepare your statement. Write exactly three sentences, one in each box.

Sentence 1 starts with: "Our rule is ..." Write your rule from a) again as one sentence and start it with these words.

Sentence 2 starts with: "The strongest reason for our rule is ..." Use a number from Step 1 or a fact from M5 or M7.

Sentence 3 starts with: "The biggest weakness of our rule is ..., and we deal with it by ..."

Help for sentence 3: "The biggest weakness of our rule is that it costs ... hours / that Emre ..., and we deal with it by ..."

c) Everyone prepares this part. Ms Borgwardt chooses some of you to read their three sentences out loud. Then two classmates ask two questions: "Who loses because of your rule?" and "How much does your rule cost?" Write your answers here, one or two sentences each.

Question 1: "Who loses because of your rule?"

Help for question 1: Think of Emre. If your rule leaves AutoDev out, think of the team and the 51 h of work in 40 h.

Question 2: "How much does your rule cost?"

Help for question 2: Give two numbers: the price of your rule in euros per month and the hours of work in one week. Compare the hours with the 40 h the team has. AutoDev only for the routine tickets: $3 \times \text{€}39 = \text{€}117$ a month, and $11.9 \text{ h} + 34 \text{ h} = 45.9 \text{ h}$ of work. AutoDev for all tickets: $\text{€}117$ a month, and your results from Step 1 c) (worst case) and d) (best case). No AutoDev: $\text{€}0$, but 51 h of work.

— DAY 2 · STEP 5 OF 5

THE STATEMENTS

On the internship page: Step 5.

First, while you listen: who loses in each statement? A few words for each one. Then think about all the answers to the first question, “Who loses because of your rule?” Write two sentences under your notes: What do the people who lose have in common?

Help: Look at your notes. Do the people who lose decide about the rule? “Most of the people who lose are ... They all ...” If you missed the statements: leave out the notes and write two sentences. Think of Emre, and of the people who lose under your own rule. What do they have in common?

— DAY 2 · MY NOTES

WHAT I LEARNED TODAY

Write three sentences, one for each important thing you learned in Development & IT, in your own words. For example: when AutoDev saves time, and what your rule changes for someone like Emre.

Done for today: save this file. Then open the internship page for Day 2 and let it check your workbook.