URL: https://stvp.stanford.edu/blog/videos/organizational-structure-directors-vs-producers-at-ea

Kim talks about how producers have the creative vision for a product, while directors make sure the resources are properly allocated and the game ships on time. These are basically flipped from the roles of movie directors and producers, she adds.

Transcript

I like to call myself a "recovering entrepreneur" and so, I'll tell you a little bit about that.. Erin was saying she's a producer.. I'm a director.. I'm a director of production.. Just to explain, somewhere along the lines of the video game world, we switch things around.. Producers tend to be sort of people who have a creative vision about a project or a product.. They're the ones who are sort of thinking about what a vision of "Lord of the Rings" might be, and how to bring it to a fluid ship.. Producers are like directors in movies and directors in video games are like producers in movies.. As a director I'm responsible for making sure that we can ship the game on time.. I'll make sure that we have the funds that we need in order to sort of ship the game, make sure that we have the resources properly allocated, resources are actually doing what they're supposed to be doing on time and making sure all those pieces come together..

And so I tend to be the person, working with my producer of course, going to Nick saying, "We need some more money." And I do that a couple of times a year especially given what circumstance we might be in.. So, that's my relationship with Nick...