Introduction

- Present game to independent panel
- Get them to care about your game
  - Ex: Publishers (deep pockets)
    - But don't need to do the marketing analysis
  - Ex: Professors (give you grade)
  - -> In this case, PUBLISHERS! (more later)
- Only 6 minutes (strict!)
  - 23 groups / 2 days = ~12 groups/day
  - 12 groups / 2 sections = ~6 groups in 55 minutes
  - Added time for judge comments, applause, etc.
  - We'll start promptly (for a change 😊)
Demo Video of Game

- Two slides of intro
  - Team Name, Game Name, names of developers
  - One-sentence description
  - Highlight innovative features
    - artwork, gameplay, ...
    - Indicate what Art is yours

- Give demo / show demo video
- Camtasia for videos (Recorder and Studio)
  - Note, for home use, Fraps cheaper
- WARNING! Camtasia only compresses video very slightly.
  - At 640x480 likely 300+ MB for 5 minutes!

Demp Video of Game:
Compress After Capture

- **Camtasia**
  - Import video files → drag to timeline → Produce video as... → (can pick any of QuickTime, Windows Media Player, Flash)

- **Virtualdub**
  - [http://sourceforge.net/projects/virtualdub/](http://sourceforge.net/projects/virtualdub/)
  - Install in user space
  - Video → Compression → (Choose one, Microsoft?) → Save as AVI

- WARNING! At 8:1, but 5 minutes of video still 50+ megs
  - Install on computer ahead of time
    - Monday/Tuesday at 8:00am
    - Put it on Web space ahead of time Sunday night
Evaluation

- Gameplay
- Audio Art (may want sound effects)
- Visual Art
- Programming
- Overall

- Emphasize notable and where effort spent on above

Tips

- Write a "script" of:
  - What you will say, and
  - What you will demo.
  - Pre-plan your demo carefully to show key stuff

- Everyone in group talking is a good idea
- Don't talk too much without visuals
- Have a backup video in case things go wrong
  - And they will!
- Relax and have fun!
Judging

- Each judge will have $1,000,000 to spread amongst all the projects presented in a given session
  - Can fund whole projects
  - Can give seed funding
  - Can walk away from project

Awards

- Best of each session move on to next round
  - Judges' Choice
  - Players' Choice
  - Most Novel Game Idea
  - Most Fun
  - Funniest
  - Best Use of Pizza
  - Best Artistic Effect
  - Best Programming
  - Others?
What Else to Turn in

☐ Each team should email the TAs a description of what each team member did
  ▪ Can submit as a group, or individually

☐ Send me (gogo) your two slides for your team this weekend
  ▪ Use the template we sent you