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 10 minutes (strict!)
  - 8 groups / 2 days = ~4 groups/day
  - 45 minutes / 4 groups = ~10 minutes
  - Added time for judging, comments, applause, etc.
Demo Video of Game

- Two slides of intro
  - Team Name, Game Name, names of developers
  - High-Concept 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!

Demo 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
    - Put it on Web space ahead of time Sunday night
Evaluation

- Panel will evaluate, Peers (students) will vote
- Gameplay
- Audio Art (may want sound effects)
- Visual Art
- Programming
- Overall
- Fun

- So, 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
- You can practice lots! (6 times takes ~ 1 hour)
- Have a backup video in case things go wrong
  - And they will!
- Relax and have fun!
Judging

- The judges 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 the projects
  - Judges' Choice
  - Audience Choice
  - Most Fun
  - Best Artistic Effect
  - Best Programming
  - Maybe some others ...
Setting up for your Pitch

- Come to FL-222 at Noon on the day you will present to load your stuff onto the presentation machine
- Bring
  - Your PowerPoint file
  - A .exe of your game to demo, and/or
  - A demo movie of your game

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