**IMGD 1001: Project Presentation**

### Introduction
- Present game to independent panel
- Showcase your development
  - Ex: May be publishers/developers (want to see your skills)
  - But don’t need to do the marketing analysis
- Ex: May be professors (give you grade, advise your projects)
- Only 5 minutes (strict!)
  - 5 groups
  - 5 minutes * 5 groups = ~25 minutes
  - Added time for judging, comments, applause, etc.
- Then our exam!

### Demo Video of Game
- Two slides of intro
  - Team Name, Game Name, names of developers
  - High-Concept description
  - Highlight innovative features
  - artwork, gameplay, programming ...
  - Indicate what Art is yours
- Give demo / show demo video
- Could make custom level if getting to “good part” takes too long
- Could make video (Camtasia in labs)

### Evaluation
- Panel will evaluate, Peers (students) will vote
- Gameplay
- Audio Art (if you have sound effects)
- Visual Art
- Programming
- Overall
- Fun
- So, emphasize where notable and where effort spent on above

### Awards
- Best of the projects
  - Judges’ Choice
  - Audience Choice
  - Most Fun
  - Best Artistic Effect
  - Best Programming
  - Maybe some others ...

### Setting up for your Pitch
- Be ready to swap laptop
  - Can borrow one from ATC
- On USB, bring
  - Your PowerPoint file
  - Your game to demo, and/or
  - A demo movie of your game, as appropriate
Tips (1 of 2)

- 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 should talk
- Don’t mumble. Don’t talk to the slides.

Tips (2 of 2)

- Slides
  - Don’t crowd the slides.
  - Keep the font size large enough for back to see
  - Use color wisely

- Practice lots! (6 times takes ~ 1 hour)
- Have a backup plan in case things go wrong
  - And they will!
- Relax and have fun!