



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!

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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)

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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

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Awards

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

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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

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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!