Paper Title
Paper Authors(s)

Your Names

Worcester Polytechnic Institute
IMGD 4600 – Serious Games
B-Term 2015

Motivation

- *Why did the authors write this paper?*
- *Who are the authors? E.g., academics, game company, other?*
- *What kind of paper is it? E.g., a survey, a design study, an evaluation? Be specific.*
- *What should the reader hope to learn by reading this paper?*

Contribution

- *Summarize the main contribution(s) of the paper in a few sentences (in your own words)*
- *Don't just repeat the abstract of the paper!*
- *A picture or video would nice here, if possible*

Details

- *Up to five slides summarizing details of paper*
- *Include pictures, video, demo and/or graphics if possible*

Related Work

- *Start with the related work that the author(s) cite in the paper, but consider bringing in other work you know about or locate yourself*

- *Don't just list a bunch of papers!*

- *What general areas of work are related?*

- *Focus on the two or three most important related papers (one slide per paper) and describe why it is important (you will have have to actually go and look up these related papers yourself---use Google Scholar). Don't choose to focus on a paper you cannot find.*

Future Directions

- *What next steps, if any, do the authors say they are planning to take in this area?*
- *Can you suggest some next steps?*
- *E.g., another related game, a better evaluation, etc. Be specific.*

Discussion Questions

- *This is a very important part of your presentation!*
- *Think of at least three or four good questions for the class to discuss—they do not have to be exactly about the paper, but anything that the paper made you think about*