# GAM220 - World Pitch

Over the summer break you will devise a world pitch and then during the first week of study block 1 you will present it to your teammates and team supervisor via presentation lasting no more than 5 minutes. The session appears on you timetable as "World Pitches Team #".  Your pitch should contain. 

* **Content Communication** – i.e. how well have you communicated your ideas?
* **World & Gameplay** – i.e. have both been considered in appropriate depth?
* **Distinctive Hook** – i.e. does your pitch demonstrate something novel and interesting?

Feedback and ratings of your pitches will be derived, in part, through peer evaluation.

On the following page there is a rubric which informs the marking of the pitch. On Page 3, there is a marking sheet, which students can use to mark their peers.

World Pitch Rubric

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Criteria** | **Weighting** | **Clear Fail** | **Near Pass** | **3rd** | **2:2** | **2:1** | **1st** | **>1st** |
| Communication | 25% | There has been no engagement with the pitch process | Communication of world features and design is poor | Communication of world features and design is adequate | Communication of world features and design is good – the world is clearly understood and articulated | Communication of world features and design is strong – the world is clearly understood and well-articulated | Communication of world features and design is strong – the world is clearly understood and actively sold as a place for games | Communication of world features and design is comprehensively informed, confidently delivered and approaches industry standard |
| World & gameplay | 25% | here is world or gameplay described | There is no real link between world & gameplay | There are some links between world & gameplay | There are clear links between world & gameplay, but these may not be fully explored | There are clear links between world & gameplay | There are excellent links between world & gameplay, these links are examined. | There are excellent links between world & gameplay well-articulated within the world pitch context. |
| Hook | 25% | here is no novelty or the world idea has no merit. | The world idea has scope, but no real distinctive hook or feature | The world idea has a potential distinctive hook or feature | The world idea has an emerging distinctive hook or feature | The world idea has an emerging distinctive hook or feature which is clearly emphasised | A distinctive hook informs and enhances the world idea | A unique, creatively distinctive hook informs and enhances both world idea and potential game possibilities. |
| peer assessment | 25% | o real engagement with the peer assessment process | The is some engagement with peer assessment. | The is some engagement with peer assessment, but this is not comprehensively maintained. Feedback is not always useful, is flippant, or of low quality. | The is a good level engagement with peer assessment and the feedback given is appropriate. | The is a good level engagement with peer assessment and the feedback given is constructive and of a high standard. | The is an excellent level engagement with peer assessment and the feedback given is generous and constructive. | The is of an excellent level engagement with peer assessment and the feedback given is exemplary. |

# GAM220 - World Pitch Peer Assessment Form

# Student Name:

# Please fill out constructive feedback notes on each team member’s presentation. You should also provide a rating out of 10 for each pitch.

# Presenters Name:

# Feedback:

|  |
| --- |
|  |

# Rating: /10

# Presenters Name:

# Feedback:

|  |
| --- |
|  |

# Rating: /10

# Presenters Name:

# Feedback:

|  |
| --- |
|  |

# Rating: /10