GAME 400/490/610

Documentation and Expectations

PRESENTING

SELLING YOUR GAME

- This is your chance.

- There is no dress code, but people present and respond better if you dress up.

- You're a team, but you don't have to blindly split the work; play to your strengths.

- Practice the pitch.

- Do not overtalk or talk over your fellow presenters.

SHOW IT, DON'T BLOW IT

- Your going to need to show off your game eventually…

- Don't play the game as part of the presentation.

- Record a video and include it instead.

- This gives you the ability to tailor what you show.

- Heck, make gifs of gameplay and sprinkle them throughout as well…

TEST IT

- Just like your game, you should test your presentation before-hand.

- Make sure it looks good on the screen you will be using.

- Make sure the audio works.

- Make sure any auto play videos or gifs play properly.

- Make sure the fonts show up properly and pictures don't overlap text...

PRACTICE IT

- Nothing ruins a good presentation faster than unprepared presenters.

- This doesn't mean you have to memorize it.

DON'T JUST READ IT

- Nobody wants to just hear you read what is on the slide. I mean they can do that themselves. In fact, they are doing that as you talk and if your reading and their reading don't sync up well, it is more jarring to them than if they read the slide themselves and heard you paraphrase it and add extra context.

- See what I mean?

FINAL THOUGHTS

- Be wary of humor.

- Keep to the time limit.

- Don't be wishy-washy.

- No one wants to hear excuses.

THE END

Get Ready to Pitch!