



**trios COLLEGE**  
*BUSINESS ♦ TECHNOLOGY ♦ HEALTHCARE*

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**Name:** \_\_\_\_\_

**Date:** \_\_\_\_\_

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# **Video Game Technical Design Week 3 Assignment Version: 2.0**

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**Faculty of  
Video Game Design & Development +  
Internship**



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Choose one of the 5 one pager GDDs and create a power point presentation pitching the game to the class. The presentation should be between 3 to 10 min long and cover all points in the outline.



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## Video Game Digital Media

### Video Game Design & Development + Internship

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Evaluation:

| SECTION  | SCORE |
|--|-------|
| Title<br>High Concept<br>Story Outline<br>Gameplay<br>Platform<br>Development time<br>Summary<br>Any Licensing needed                    | 13/15 |
| Speaks Clearly / Good Volume<br>Provides Eye Contact with group<br>Good timing<br>Generates Interest from peers<br>(‘I would play that’) | 4/5   |
| TOTAL  | 17/20 |



## **Video Game Digital Media**

### **Video Game Design & Development + Internship**

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**You read from your slides too much and seemed to be all over the place during the pitch.**