Proof of Concept (PoC) Presentation Review

Time Limit: 15 Minutes per team including Q&A

Criterion	Description	Points
Correctness	PoC satisfies expectations and demonstrates evidence of the feasibility or non-feasibility of the core game design or mechanic and the intended player experience.	/10
Identifying the Problem	The design problem, design pillars, core game loop, and key mechanic are clearly identified and defined in the presentation. Constraints on the game design are also identified and tested using the PoC.	/10
PoC	Minimum of one PoC developed and demonstrated with functional core mechanics.	/10
Presentation & Delivery Quality	The points are in a logical order and flow smoothly. The points are well-supported by visuals. The presenters appear to know what they are talking about (not just reading slides/cards) and stay within the time limit. Presentation includes all required content.	/5
Team Work	All team members demonstrate an understanding of the content during presentation and Q&A. Presentation was cohesive and demonstrated effective team collaboration over PoC Week.	/5
Individual Work	Each team member contributed to the development of a PoC and shared their specific contributions in the presentation with a high degree of effectiveness (this is an individual grade).	/10
Feedback	Posted feedback for all teams in the appropriate SLATE Discussion Board before the due date.	/10
Total		**/60**

Instructor Feedback: