Video games
Industry
Practice 2

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Practice 2 (30%)

Develop a document about **one of the presentations given in the course**. Following the next key points:

• It will be done in groups of 3-5 people. You can choose any talk as base for your exercise.

• The length has to be 20.000 characters with spaces minimum.

• Take the work position of the speaker as base for the document.

• Use the presentation as reference to develop 1 or 2 points of interest and go deeper about the subject.

• You need to send me an email with the participants of the group and the theme chosen. I need to approve the theme.

• This exercise is a 30% of the final evaluation of the course. Has a lot of percentage, please be rigorous with it. I will give great value to the capacity of investigation about the subject.

Practice 2 (30%)

Some examples:

- *Producer: applications of Scrum methodology on indie studios.*

- *Marketing: analysis of a specific case of a game launch.*

- *Artist: use of a new tool in the pipeline of creating a 3D Model.*