MTEC 1101: Emerging Media Foundation
Fall 2020
Zaman

# Project 1
# preparation for your group presentation

**Your 12 minute group presentation, and presentation document, should cover all of the following, and each of you should speak (or write in chat):**

- ✦ The title slide should be the name of the game, and each of your names
- ✦ Summarize your concept/ideation discussions, making sure to mention how you integrated the four aspects inspired by Values at Play: a known game to modify, a game mechanic, a value, and a social issue
    - ➡ (list these on-screen, along with the goal of your game)
- ✦ Which of those did you find most challenging to design the game around, and why?
- ✦ What was the key feedback that you received after the first in-class play-test?
- ✦ What changes did you make to your sketches/prototype after class, based on this feedback?
    - ➡ (insert photos of your revised sketches/prototype showing new elements and revisions)
- ✦ What did you learn from the second outside play-test (assuming you were going to iterate again)?
    - ➡ (insert video clip of the play-test, or photo of play-tester playing game + audio file)
    - ➡ (insert video clip of the Q&A with the play-tester, or photo + audio file)
    - ➡ (create a slide listing key feedback points)
- ✦ Give an elevator pitch of your revised game concept that integrates all feedback.
- ✦ What role(s) did each of you take on, and how did you work together as a team?

*Send the **link to the presentation file via Slack** before the deadline on the Project 1 PDF overview.*