

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:

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.*