Oral Presentation Expectations

Project 1: *Pitch Presentation*

At the beginning of class, project teams will pitch their game as a possible project to be worked on for Project 2. This is a green-light presentation: half of the pitched games will be selected by the instructors as solid enough to be used for Project 2.

Presentations should contain the following:

- ❖ Brief description of high-level gameplay (one or two mechanics, basic interactions)
- ❖ Description of scope of a digital prototype: what is required for a digital prototype, what would be beyond the scope of a digital prototype.
- ❖ Reason this is a good or interesting project to work on in Project 2: a finding revealed during testing, an interesting game mechanic, …

Projects 2, 3, & 4: 2 Minute Presentations of game in-progress
Two minute presentations are a snapshot of aspect of your project you are presenting. We do not expect slides or visual materials other than the item you are talking about - a product backlog, a sprint tasklist, a vision document, or whatever. Do be able to display the document or prototype you are discussing, but don't worry too much about making it beautiful. We want to see your working version.

Keep your presentation to 2 minutes! Tell us what your key choices & decisions were, what the team's process was, what complications/troubles you ran into while doing it, and then be done.

Projects 2 & 3: 5 Minute Presentations of final game delivered
The goal of the 5 minute presentations is the same as for the final project, but there's a lot less time. Think about all the thoughts and topics below, but we recommend you condense them into "Five things that went right, Five things that went wrong, One or two things we'd do instead" - where those numbers are adjustable - as long as it fits in five minutes.

Don't spend a lot of time describing your game - give it a one or two sentence description, then get into the details of how your project went. What we want to hear, as instructors, is what went wrong, and what you learned from that, as well as what went right - and *why* those things went right - and we want you to share that with your classmates, so that you don't all have to make all the mistakes every time.

Project 4: 20 minute Presentation of final game delivered, at end of term
The goal of the oral presentation is to serve as a postmortem of each game's development process, to share good practices and mistakes with the other teams, and to allow each team to show what they have learned during the project.   It is reasonable to include a brief description of your game - theme, key mechanic, etc - but remember that everyone in the class is familiar with your game, and has probably played it multiple times.

In your presentation you should discuss:
- Development process:
    - What elements of the development process worked best for the team? Why?
    - What didn't work? Why?
    - What changes or adjustments to the development process would or did the team make to improve things?
- What were the best decisions the team made? Why?
- What were the worst decisions the team made? Why?
- Design Process:
    - What went right: What worked well for the team?
    - What went wrong: What problems did the team encounter? How were these problems resolved, assuming they were? If they weren't resolved, why not, and how did that affect the overall project?

Each team has 20 minutes to present their game and their postmortem. Your game must run on stage, played by a naive player, but for no longer than 5 minutes without developer commentary. Allow this playthrough to serve as the description of your game.

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CMS.611J / 6.073 Creating Video Games
Fall 2014