

Oral Presentation Expectations

Projects 2 & 3: 2 Minute Presentations

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

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: Oral Presentations given 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?

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