

**Lecture 14:**  
Dry Runs through the Student Presentations

Today the students are going through a dry run of their presentations. Students will receive video tapes of their presentations in order to improve for the final presentation next week. Prof. Weaver believes that the students can get a better idea of the weaknesses in their presentation if they can actually see themselves through a visual media. They can be more critical with this medium and drastically improve the presentation for next week.

Prof. Weaver invited the class to participate with constructive criticism of their fellow students. When criticizing, make sure it is something that can be improved upon. Don't criticize things that can't be changed. That only creates unnecessary frustration.

*The following notes represent summaries of the student presentations.*

First Presentation: Dreamwalkers

The high concept is that it is *Sandman* meets *The Matrix*. Dreamwalkers is an RPG where there's a dream world that seems just as real as the waking world, and Dreamwalkers can shape other people's dreams. Dreamwalkers will enjoy a loyal fan base. It's a relatively small base, but very loyal that can drive 1-2 million units in sales. The main character's name is Cole, but in the waking world he is actually handicapped in a wheelchair. The game starts out with Cole fighting Morphae (inhabitants of the dream world). Sascha joins Cole and they fight the Morphae boss, but Sascha inhabits the dream world in a much different way than Cole. Sascha uses drugs to have the power to operate in the dreamscape. While Cole and Sascha are fighting, Sascha vanishes because inhabitants of the Dreamscape depend on the volatility of the drugs. Cole fights alone, but awakens to find he's wheelchair bound. There are two endings, a heroic and an apocalyptic ending.

*Criticism:*

- Refrain from saying "this sucks" to describe bad things. Use something more descriptive. It was used too many times.
- The high concept was good, but the concept wasn't as pithy or aphoristic as the high concept. It wasn't easy to connect the more general ideas to the high concept.
- Don't fight your strengths. Go with them.
- Some of the topics are too granular (coarse).
- Try not to use the word "um" too much. It detracts from the presentation.
- Make sure that the numbers you give for the budget are broken down. \$10 million without justification is a big number not to break down and show how it would be out to good use..
- Don't walk around too much while speaking.
- Make sure the closing is strong and ends on a positive point.

## Second presentation: Starfighters

High Concept is MS Flight Simulator meets X-Wing. It has a long gentle learning curve. Target audience is space SIM players and fight players who want an action packed game.

### *Criticism*

- Make sure you make eye contact with the audience
- The business aspects were a little thin. You could easily get some numbers on *Wing Commander* and some of the older games.
- Embellish your presentation a little more. If you can find little videos that illustrate your points in the game, use them. Make the presentation visually interesting to support your points.

## Kafka Revisited

Loosely based on *The Trial* by Kafka. The character wakes up one day and realizes he has been convicted of a crime of which he has no knowledge. He has 72 hours to set things straight. There are three primary worlds, Natural, The Law (very Orwellian-sharp lines, dark), and the Underworld (much more abstract). The player has to travel through all these worlds. The player decides where the character is and at what times. The adventure game is based on information and doesn't utilize a gun or violence as other games do. The character uses his PDA as his tool to obtain information in addition to interacting with people in their respective worlds. The game will appeal to casual gamers and moves quickly. Players can replay the games and have a completely different experience.