



PRAXIS

PUTTING THEORY INTO  
PRACTICE

# SHARE: REHEARSING PITCH

## ***Learning goals:***

- *implement the requirements of an effective pitch using the presentation rubric*
- *give feedback which is kind, specific and helpful*

# The 2 minute pitch (REMINDER ONLY)

The pitch aims to succinctly explain your game and why it is the best design for your identified community user. Each team member must speak either during the pitch or when answering questions. Communication is an assessable skill in Praxis.

**Essential elements of your pitch:** game title, type and genre of game, target player/community user (demonstrating you have researched into, and catered for their needs), core mechanics explained, play value and competition emphasised, and the unique differentiation of your game.

Hand out can be found on the Praxis website 'PITCH' page.



# PRACTICE PITCHES



1. Read through the presentation rubric and make sure you understand what is required for a HIGH QUALITY presentation.
2. Each team will present their pitch and respond to ONE question from the class.
3. Each team member will get FOUR stickers (2 per per team you're assessing). One colour is for MEDALS (things done well) and one colour is for MISSIONS (things to improve).
4. After you watch the pitch, place your stickers on the A3 rubric (near a specific criteria point) to indicate a MEDAL and a MISSION for that team.
5. After all pitches are complete, teams will use remaining time to reflect on the feedback from their peers, and consider ways of turning missions into medals.

# GOOD SKILLS = GOOD GAME

Explanation of Ideas & Information	→	<ul style="list-style-type: none"><li>• chooses appropriate facts and relevant, descriptive details to support main ideas and themes</li></ul>
Organization	→	<ul style="list-style-type: none"><li>• includes everything required in presentation</li><li>• presents ideas in an order that makes sense</li><li>• organizes time well; no part of the presentation is rushed, too short or too long</li></ul>
Eyes & Body	→	<ul style="list-style-type: none"><li>• keeps eye contact with audience most of the time; only glances at notes or slides</li><li>• has a confident posture</li></ul>
Voice	→	<ul style="list-style-type: none"><li>• speaks loudly and clearly</li><li>• speaks appropriately for the situation, using formal English when appropriate</li></ul>
Presentation Aids	→	<ul style="list-style-type: none"><li>• uses well-produced audio/visual aids or media to add to main ideas and themes</li></ul>
Response to Audience Questions	→	<ul style="list-style-type: none"><li>• answers audience questions clearly and completely</li></ul>
Participation in Team Presentations	→	<ul style="list-style-type: none"><li>• All team members participate for about the same length of time, and are able to answer questions</li></ul>

# LESSON REFLECTION

In your Praxis notebook, write a 2-3 sentence reflection on the lesson which answers these questions:

***What are you most excited about for the Games 4 Good Arcade?***

