

### CREATE: PROTOTYPING

## Learning goals:

- work collaboratively with your team to negotiate and complete allocated tasks
- understand the requirements of an effective pitch using the presentation rubric
- know how to give feedback which is kind, specific and helpful



### The 2 minute pitch

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 here.

#### PERFECTING THE PITCH



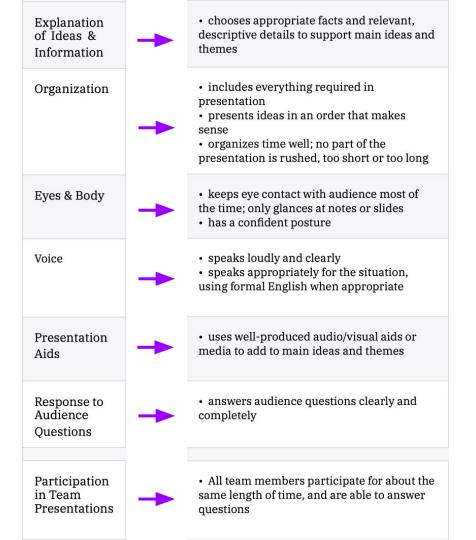
6 Elevator Pitches for the 21st Century

https://www.youtube.com/watch?v=XvxtC60V6kc

https://www.youtube.com/watch?v=k3PY\_p\_M-8w
(from 3 mins only)

Watch these videos to learn how to deliver a great pitch. (RuckPack SharkTank is a fantastic pitch!)

# GOOD SKILLS = GOOD GAME



#### Tasks:

- 1. Read through the elevator pitch planner template.
- 2. Convert the template from a Word Doc into a Google Doc.
- 3. Work collaboratively as a team to write your script, or allocate this task to one or two team-members.
- 4. Optional: create a slideshow to accompany your pitch.
- 5. Allocate each team member lines to deliver during the pitch it's better if the task is shared evenly.
- 6. Read through the Praxis Presentation Rubric and self-assess your pitch.