Game Case Studies

Presentation due Saturday, September 29 in class.
Basic Directions (a)

1. 3 students per game review.
2. 7 minute limit.
3. Presentation due Saturday, September 29 in class.
4. Create a ppt presentation.
5. Each presentation should be organized as follows:
Basic Directions (b)

6. Title Slide. Name of game, publisher, date of game, names of presenters. Class name and date of presentation.

7. Picture Slide: Pic(s) of game with the following data: name of game, platform, audience, cost.

8. Narrative Slide: Summarize the plot/action/purpose.

9. Game Structure Slide: Is the game linear or non-linear? Talk about how it is 1 or the other.
Basic Directions (c)

10. Interface Slide: Critical examination of the interface.
Basic Directions (d)

14. Game Play Slide: Is it good on all items; does it work; if so, explain; if not tell why.

15. Summary Slide: Summarize and any final key points you wish to make.