



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.
11. Tutorial Slide: Critical examination of the tutorials.
12. Graphics Slide: Critical examination of the graphics.
13. Sound Slide: Critical examination of the music/sound.



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.
16. Resource Slide: Where did you get your info; bibliography.