• Short lecture on final presentations
• Presentations of remaining computational prototypes and physical prototypes
• But first...
Student evaluations
Department Specific Issues

- Pace of course: 1 (too fast) to 5 (too slow)
- Hours spent on course per week outside of class: 1 (0-5); 2 (6-9); 3 (10-13); 4 (14-17); 5 (18+)
- Your major is:
  1: CE or CS; 2: BINF; 3: EE; 4: ISTM;
  5: Other or undeclared
Final presentations
Final presentations

- These will be at our final exam time (Thursday, Dec 10th, 8–11 am) unless we can all make an alternative time.
- How about 5 pm on Monday the 7th, or on Thursday the 10th?
- This will present the basic concept of your game, outline major design and technology decisions you’ve made, and give a brief demo if possible.
Final presentations

• ~10 minutes per team, leaving time for audience questions

• Use slides and include visuals — concept art, prototypes, etc

• Describe what makes your game innovative in the first minute

• Describe the major design and technology decisions you’ve made (the guts of design doc)

• Give a live demo of the most revealing thing you have running

• Your audience is faculty, students earlier in the program, and outsiders!
Final presentation practice

- We will do group critique of practice final presentations next week
- Monday: Penumbra, Helios, and Stack N Deploy
- Wednesday: Arc Infinitum, Debris
After Wednesday

• Friday: visit from Richard Evans (EA) — show prototype of your choice
• Sunday: by midnight, turn in design document via Gforge
• Final presentations, Winter break, and starting 171!