KTH Computer Science and Communication

Computer Game Design	Interactive Entertainment Technologies
DH2650	**DD3336**
Björn Thuresson	Chris Peters
CSC	CSC
HPCViz/VIC	HPCViz/VIC
thure@kth.se	chpeters@kth.se

Schedule

Week	Date	Day	Time	Type
49	Dec 5	Thurs	15-17	Logistics to wrap up the course Project supervision
49	Dec 6	Fri	13-15	GL Tommy Palm, King.com **IN E53**
50	Dec 10	Tue	15-17	GL Havok (perhaps…) GL SGA
50	Dec 13	Fri	13-17	Project presentations

Schedule

Week	Date	Day	Time	Type
49	Dec 5	Thurs	15-17	Logistics to wrap up the course Project supervision
49	Dec 6	Fri	13-15	GL Tommy Palm, King.com **IN E53**
50	Dec 10	Tue	15-17	GL Havok (perhaps…) GL SGA
50	Dec 13	Fri	13-17	Project presentations

Final deliverable:

Friday Dec 20

- The complete diary
- The complete GDD
- The demo/vertical slice/proof-of-concept

Final presentations, logistics
Fri Dec 13, 13-17 – SHARP!

- Four segments of 1 hour each

- 1st, 2nd and 3rd hour: 3 x 10 mins + 30 mins demos

- 4th hour: Relocate to PMIL, demo & final comments

Final presentations, logistics
Fri Dec 13, 13-17 – SHARP!

• Each project gets 10 mins to present

• Use your time wisely

• Choose what to present – efficiently!

• You don't have to – and shouldn't! – present everything

• You can always refer to the demo and the GDD

• Convince us this is brilliant

• Make sure we get the USPs AND the future use situation

• Blow us away

Final presentations, logistics
Fri Dec 13, 13-17 – SHARP!

• Three projects at a time gets 30 mins for
    simultaneous demos

• Prepare the demo session (content and equipment)

• Document reactions, feedback, comments and
    suggestions in text, images and/or videos.

The diary entry for the day is:

    - The presentation

    - The aggregated data and initial analysis

Final presentations, logistics
Fri Dec 13, 13-17 – SHARP!

13-14

1. Tweed Massacre	2. Kitten in Mittens	3. XYZ

14-15

4. Cloudy Moose	5. Awesome Bootcamp	6. ZYX

15-16

7. Fat Ninja	8. Hexahedron	Bearship Games

16-17

Shadow Clan (in PMIL	Final discussion on projects and course

Supervision today

- Stay here (in the studio or by the tables outside)

- Plan the final presentation (oral + demo)

    - What? Who? How? When?

- Make sure you've documented all in the GDD

- Is there anything left?

- Friday, Dec 6, 13-15

GL: *Mobile games*

Tommy Palm, King.com

KTH Computer Science and Communication

Computer Game Design	**Interactive Entertainment Technologies**
DH2650	**DD3336**
Björn Thuresson	Chris Peters
CSC	CSC
HPCViz/VIC	HPCViz/VIC
thure@kth.se	chpeters@kth.se