

CS19929 Creating Computer Games for Learning

Project Final Presentation

Part 1: Presentation

Each group will have **10 minutes** (+1 minutes variation) to present their game. Make sure to practice your timing! As a courtesy to the other groups, if your presentation exceeds 11 minutes, the instructor will ask you to stop and points will be deducted.

Your presentation should include, but is not limited to, the following components:

- **Game Overview:** A short description of your game, including its title, genre, learning content, target audience, and premise, etc.
- **Level Specifications:** Detail at least *three* levels or mini-games: one basic level and two intermediate levels n and $n + 1$ (see MVP description instruction for details). Explain their specific learning goals, core mechanics, where they fit into the overall game, and their complexity level within your learning trajectory.
- **Motivation & Inclusive Design:** Describe how your design motivates different player types and how it integrates inclusive design principles to accommodate various learning differences.

Part 2: Demo and Playtest

After the final presentations, each group will be assigned a designated spot in the classroom to set up a playtest station. (Note: If your game implementation isn't fully ready, an interactive prototype using Figma, Miro, Scratch, etc. is acceptable!)

The instructor and TA will circulate to try out your games/prototypes and ask questions about your implementation or prototype-making process.

When it's not your turn to showcase your demo, everyone is welcome to walk around the room and try out different games.