

Mock Final Presentation

Peer Feedback

CMSC 19929: Creating Computer Games for Learning

July 22, 2026

Final Presentation Format

Part 1: Presentation

- Each group will have **10 mins** to present
- You are permitted about **1 min** variation
 - During your I'll give the *first warning* when you have 3 mins left and the *second warning* when you have 1 min left
 - If you are still presenting after 11 mins, I'll probably ask you to stop and take some points off
- You can use your own computer to present.
Each group will **2 mins** to set up

Final Presentation Format

Part 2: Demo & Playtest

- Each group will be assigned a designated spot in the classroom to set up a “playtest station”
- Han and I 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 demo, you’re highly encouraged to walk around and try out other groups’ games

Mock Presentation - format

- Groups of 3 groups
- Take turn to do a full presentation of your game (10+1 minutes)

When you're in the audience, *individually* fill out this **peer feedback handout**, and hand it to the presenter(s) at the end of their presentation.

Each of you should fill out two peer feedback handouts by the end of today's lecture.

 THE UNIVERSITY OF CHICAGO		Presenter Name(s): _____		
		Reviewer Name: _____		
Summer 2026 - CMSC 19929 30: Creating Computer Games for Learning				
Final Presentation Peer Feedback				
<u>// STRUCTURAL FEEDBACK</u>				
(A) Game Overview: To what extent did the presentation include the following elements of the game overview? (Check the corresponding boxes.)				
	Missing	Mentioned but not well-explained	Well-explained	Well explained but could trim some details to save time
Title				
Genre				
Learning content				
Target audience				
Premise				
Additional comments: (if any)				

Mock Presentation - group

- **Group 1:**

- Ruocen (Zarina) Wan, Monica Tian
- Ian Zhao, James Momtazee
- Jonathan Ma, Kevin Wang

- **Group 2:**

- Aaron Young
- Jeremy Xia, Tiffany Zhang, Daniel Du
- Haruto Inoue, Anson Jia, Taeon Kang

- **Group 3:**

- Max Bergman
- Roselyn Xi, Jessica Xu, George Nguyen
- Andrew Yung, Jacob Trotter

Notes on Final Presentation

- Connecting to projector:
 - HDMI or Apple TV
- For readability, the main text on your slides shouldn't be smaller than 15
- All AI uses MUST be disclosed on the slides
 - e.g., add footnote, font size can be < 15
- You're free to use speaker notes / note cards but you need to speak to the audience
 - Don't just read your speaker notes and take a glance occasionally

Tomorrow (last day of class) agenda

Mon 7/20 ► Assessment of Learning

Open work time

[Assignment Due] Project Milestone #3: Final Game Design & MVP Description (Mon 7/20)

Tue 7/21 ► AI in Games

Open work time

Week 3

Wed 7/22 (Students) — Mock Final Presentation and Peer Feedback

Open work time

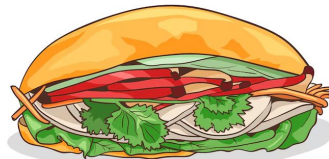
Thu 7/23 (Students) — Final Presentation (“Final Exam”)

Movie Time and Bonding Activities

[Extra Credit] Project Milestone #4: MVP Implementation (Thu 7/23)

Let's pick some food for the afternoon!

- Sweet treats? (e.g., cookies, donuts, ???)
- Pizza?
- Ideas? - **Banh Mi!**



Final Deliverables

◆ Active Assignments	Released	Due (CDT) ▼ ◆
<u>(Individual) Partner Evaluation Form</u>	 JUL 23, 2026 12:00 PM	JUL 23, 2026 11:59 PM
<u>(Extra Credit) Project Implementation</u>	 JUL 22, 2026 10:30 AM	JUL 23, 2026 11:59 PM
<u>(Individual) Project Final Presentation</u>	 JUL 22, 2026 10:00 AM	JUL 23, 2026 1:00 PM

Final Deliverables

◆ Active Assignments

(Individual) Partner Evaluation Form

(Extra Credit) Project Implementation

(Individual) Project Final Presentation

Individual submission
Due **midnight** tomorrow

Q1

1 Point

Describe who was responsible for what parts of the project (e.g., coding, writing, making graphics)

Q2 Part #1 Evaluation

1 Point

Partner #1 name:

How would you rate partner #1 in terms of **communication**?

- ☐ 0: I don't have partner #1
- ☐ 1: was entirely dismissive of my ideas and was very short and/or disrespectful in communication
- ☐ 2: was dismissive of my ideas OR was disrespectful in communication
- ☐ 3: mostly listened to my ideas and spoke to me respectfully
- ☐ 4: listened to my ideas and spoke to me respectfully

Final Deliverables

◆ Active Assignments

(Individual) Partner Evaluation Form

(Extra Credit) Project Implementation

(Individual) Project Final Presentation

Group submission
Due **midnight** tomorrow

Q3 Source Code

25 Points

Upload the source code (.zip) of your game below:

 No files uploaded

Q4 Demo Video

20 Points

Make a screen recording of your game demo (5-7 minutes), and upload it to [this Google Drive folder](#).

Filename format:

`YourGameName_FirstName1LastName1_FirstName2LastName2_FirstName3LastName3`

(e.g., Conjuror_MinhTran_DavidMaldonado_DianaFranklin)

The demo video **must** include the following components (check both boxes to confirm).

☐ The landing / starting page or outer world of your game that shows what the overall game play is like.

☐ Three levels or three mini games: (1) elementary level (potentially tutorial), level n (intermediate), level n+1 (intermediate or advanced).

Final Deliverables

◆ Active Assignments

(Individual) Partner Evaluation Form

(Extra Credit) Project Implementation

(Individual) Project Final Presentation

Individual submission
Due **1PM** tomorrow

Q1 Group Members

1 Point

You need to complete this Gradescope assignment **individually**.

To keep your individual grade confidential, please do NOT add your group members to this submission.

List all group members, including yourself, below (one per line).

Q2 Presentation Slides

50 Points

Upload the **pdf** of your presentation slides below.

 No files uploaded

Permission to publish your slides and/or demo video on the course website?

Mina Lee

ABOUTRESEARCHTEACHINGWRITING WITH AIRESOURCESCONTACTBLOG

Mina Lee

Friday 1:30-4:30 PM

DSI 103

 Final Project - Poster & Demo Session (Week 9)

Come explore what writing looks like in the age of AI!

Time: May 22 (Fri), 2:40-4:00 PM

Location: DSI 103

Hide Projects

Name	Project Title	Type	Demo
Abani Ahmed	Sentence Playground: Revising Writing Through Interactive-AI Sentence Manipulation	Design	Video
Aleena Khan	SycophAI: An Anti-Sycophantic AI Writing Assistant	Design	—
Avi Oberoi	Writing beyond imagination with AI	Proposal	—
Davit Miroyan	Candor: Honest, Layered and Context-Aware AI Feedback for Writers	Design	Video
Dixi Yao	Debate and Rebuttal: Multi-Agent Reviewer for Pre-Submission Manuscript Polishing	Design	Video
Henry Choi	The Language of Merit: AI-Assisted Writing and Academic Evaluation	Proposal	Video

Similar to this course by Prof. Mina Lee @ UChicago
<https://minalee-research.github.io/teaching/writing-with-ai.html>