

# Leaside Arts: Game Review

## From the Desk of the President of Leaside Arts:

### Ladies and Gentlemen:

I have spoken to your supervisor—Mr. Jones—and he has indicated that you are working hard developing some good games to go with various chapters of the book Stones. This is great. We're having a bit of a problem though and I'm wondering if it would be possible for you to help us out: we're running out of money here at Leaside arts. I was hoping that we would have some completed games that we could show some of our shareholders in the hopes that we could get them to provide us with a bit more working cash. Mr. Jones has indicated that you won't have your games completed very soon but that you should be able to put a presentation together in which you show them what chapter you are working on, how your game fits into the chapter, and then how it works. This way the shareholders will be able to see the great working you are doing, provide us with some real financing, and we can hire a team of programmers to assist you in the production of your game. All you'll need to do is show them what you want to include in your game, how it should work and then they'll be able to take care of the rest. With this in mind...

### Assignment:

You need to assemble a presentation to shareholders (remember these are people that don't have any idea about the book and how it works) in which you:

1. Outline how your chapter fits into the book
2. Outline and explain what happens in your chapter
3. Explain how your game is related to the chapter
4. Describe the setting, characters and goal/game play for your chapter.
5. Explain why your game is a good one.

### Good slides:

1. Don't have a lot of text: you are the presentation not your slides.
2. Aren't too busy and don't distract their viewer from the presentation.

### Good Presentations:

1. Have a simple, focused, clear direction
2. Illustrate their points using specific examples
3. Summarize and expand on the points made during the presentation in their conclusion.

**Good Presentation Delivery:**

1. Involves eye contact with the audience 2. Is NOT read off of slides. 3. Minimizes “umms,” “ ahhs,” and “likes” 4. Are presented by interested presenters 5. Are loud enough but not too loud	6. Are delivered at a speed that helps listeners understand the material. 7. Are practiced and don’t contain breaks.
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**The secret to a good presentation?**

Practice !!! Get your slides together and then get someone in the grade 10 class to look at watch you do a dry run. Get some feedback from these folks!!! They’ve done presentations in this class before.

Presentation Rubric (smooshed a bit to fit in on this page):

# Presentation Rubric

Assessment of :

Content:

<input type="checkbox"/> A clear, useful introduction	<input type="checkbox"/> An ordering strategy that helps listeners understand the material being presented	<input type="checkbox"/> Explanations of examples that help illustrate the points being made	<input type="checkbox"/> A useful conclusion that expands on the ideas presented , while improving the audience’s understanding of the material discussed
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Problems/Suggestions for Improvement:

Delivery

<input type="checkbox"/> Not reading <input type="checkbox"/> Eye contact with audience	<input type="checkbox"/> Limited “verbal twitches” (“ummm,” “like” etc) <input type="checkbox"/> Positive body language	<input type="checkbox"/> Presented at reasonable speed	<input type="checkbox"/> Could be heard <input type="checkbox"/> Use of inflection
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Problems/Suggestions for Improvement:

Mark (Level):