

GGC presentations Schedule & Info

The Gotland Game Conference 2021 starts Monday 13:30, with your presentations to the jury.

That is your opportunity to set their expectations: What are they about to see on the show floor? Let them know what your team has tried to achieve, so that they can focus and tailor their feedback towards your goals.

If you want information from the jury, you should point that out in the presentation. Make sure to read up on all of them on the conference website:

<https://gotlandgameconference.com/2021/the-jury/>

Nothing about this can affect your grades. This is feedback from industry and academic experts. Remember though; you only have 5 minutes with the jury during the presentation. If you want more time to talk to them, **remind them that you are on the show floor for three hours every day, and arrange a meeting with them there.**

During the event the jury will have a lot of games to get through. They are advised to spend at most 30 minutes per title, that's 15 minutes to play the game and 15 minutes to provide feedback. That includes downloading and getting your game to run. **If your game does not run in the browser, it is a good idea to have a video playthrough or screenshare to let the jury watch.**

Read up on their interests and experiences, be proactive and ask their advice, on the show floor.

Practicalities:

The presentations will be in three different zoom rooms. Whoever is presenting your game needs to be available, in the correct zoom room, between 13:30 - 15:00. Your presence is required in case we run ahead of schedule. It is perfectly fine if the rest of your team members choose to work on your game during this time - only the presenter **must** be present.

Everyone is free to join and listen to the presentations. However, only the Jury provides feedback. If *you* have feedback, you can talk to the team on the show floor later.

Checklist for pre-presentations, before 13:30

Before joining the zoom room make sure to test run all your equipment **with one of your teammates in your own zoom room.**

- Does the mic work?
- Does the video work?
- Does the virtual background work?
- Can you share the presentations when you share-screen (zoom can crash in dual screen so make sure to test this) ?
- Does the video lag ?
- Do we have sound ?
- Does the zoom client need an update ?
- Do **not** have your browser open with your private mail or lots of tabs.
- Clean your desktop, use your game logo as background

Checklist for your turn presenting

- When team before you starts to get feedback, prepare to start your screenshare
- Close all other applications and disable notifications
- If you have video and sound, don't forget to enable "optimize for video clip" when starting the screen share
- When the team before you stops sharing their screen, you can start.
- When you get the go from any of the teachers (Mika, Håkan, Jonatan) you present yourself and start your presentation.
- MAX 5 min presentation
- MAX 5 min feedback / question (direct longer replies to the show floor)

Room A Mika

13:30 Blue Collars

13:40 Gnome Gardeners

13:50 Saving P.I.P.O

14:00 Daidala

PAUSE

14:10 Into the Dungeons

14:20 Chop Squad

14:30 Silver Hauler

14:40 Amelite

14:50 Project K8

Pause

15:10 Midnight Symphony

15:20 Styg's Ascent

Room B

13:30 Dunhuang Flying Apsaras
13:40 Dwellers' grove
13:50 A game with small planets
14:00 Bow & Shield
PAUSE
14:10 Aescension
14:20 Chameleon Game
14:30 A Crows Quest To World Domination
14:40 Ortus
14:50 Retribution

Room C Håkan

13:30 RPG Chef (2nd-year)
13:40 Set in Stone (2nd-year)
13:50 The Slapping (2nd-year)
14:00 Welcome To The Moon (2nd-year)
PAUSE
14:10 Karma (2nd-year)
14:20 Heartwars (2nd-year)
14:30 Pingvind (3rd-year)
14:40 P.I Putt (3rd-year)
14:50 Urskog (3rd-year)

Room A Jury

Anton Albiin
Teddy Sjöström
Aydin Afzoud
Alex Untoro
Kate Edwards

Room B Jury

Rabi Afram
Anders Ekermo
Tom Erik Douglas
Cristofferson Hedberg
Andy Phelps

Room C Jury

Lee Kåberg
Henrik Jonsson
Richard Bartle
Yoshi van Belkom