

Closing Ceremony Preparations

Each participant will be presenting their own game for about 5-10 minutes during the closing ceremony (November 23rd). For the presentation, we recommend covering the following topics:

1. Title of the project.
2. Brief description about it. This can include:
 - a. Objective and how to play.
 - b. Early story bits.
 - c. Where to play the game, if possible.
3. Present video of the game, up to one minute long.
 - a. This can simply be a screen recording of one playing the game.
4. The intended gameplay and/or narrative experience.
5. What tools were used. This can include:
 - a. Game engines.
 - b. Tools for art, sound, and music.
 - c. Tools for project management.
 - d. Physical tools and materials.
 - e. Programming languages, if any.
 - f. Websites and resources, if any.
6. What went well.
7. What needs improvement.
8. Wisdom to instill to others.

Fortunately, there are plenty of tools out there to help polish your presentation. These include:

Slides

- Microsoft Powerpoint (\$100/year) - products.office.com
- Google Slides - docs.google.com/presentation
- LibreOffice's Impress - libreoffice.org
- Apple's Keynote - apple.com/keynote (Mac and iOS-only)
- Prezi - prezi.com

Screen Recording

- Xbox (Pre-installed Windows 10 App) - xbox.com/en-US/xbox-app
- OBS Studio - obsproject.com (open-source!)
- Bandicam (\$40) - bandicam.com

Video Editing

- iMovie - apple.com/imovie (Mac-only, available at TVGS)
- Blender - blender.org (open-source!)
- Openshot - openshot.org (open-source!)

Publishing Sites

- Itch.io - itch.io
 - Web-portal and download.
 - Allows disabling comments.
 - Game can be marked for sale or accepting donations.
- GameJolt - gamejolt.com
 - Web-portal and download.
 - Does *not* allow disabling comments.
 - Game can be marked for sale or on ad revenue.