



BA COMPUTER GAMES DESIGN

ENVIRONMENT & LEVEL DESIGN: GROUP PRESENTATIONS

TUESDAY 27 APRIL 2021

9:00am	Neon Armoury <i>Lewis Toop & James Purser</i>
9:30am	Nightmare Circus <i>Harry Hixson & Brecon-Lee Gaskell</i>
10:00am	Medieval Lab <i>Mathew Biju & Huw Davies</i>
10:30am	Metal Forest <i>Leam Jenkins & Chloe Deakin</i>
11:00am	Neon Station <i>Owain Kell & Ryan Williams</i>

POINTS TO REMEMBER:

- Don't forget to **introduce yourself and your project** – don't keep an audience guessing what all your work is for!
- Remote presentations are generally delivered via **Powerpoint**, with supporting audio (no camera needed) and screenshare used for live demonstrations.
- You have **5 minutes each** (10 mins total) – as a guide, this is roughly 5-10 presentation slides each. Practice this beforehand in your group.
- You may be **asked questions** at the end by tutors – this is normal.
- **Showing evidence of research, models, textures, etc. is important** – remember, in a presentation you should **show, not tell!**
- **Everyone in the team should use the same slide format** for consistency and professionalism.
- Talking about issues encountered (and solutions proposed as a result) is better than telling us everything went according to plan (because nothing ever does). Your ability **to identify a problem and use your initiative to attempt to solve it** is worth more marks!
- A **bibliography is not needed** as part of the presentation.
- **Only one of you will have to submit the Unreal Project files** – but **every group member should submit their textures and FBX files via WeTransfer** to tutors email once the presentation has been delivered.