

# Game Pitch Competition

## Shawnee State University Game Design Pitch competition \$1000 prize for the best game design presentation.

### What to Submit:

- Full Name
  - Individual or Team Name.
  - If team list all members and roles
  - If this is a team, please submit a single packet. If needed, designate an individual to be the primary representative but include all names.
  - Email Address(es) (please include Shawnee State email for identification purposes)
- Phone Number (primary contact)
- Portfolio or Website (if available)

## Initial Submission

### Game Information:

1. Game Title
2. Genre (e.g., action, strategy, role-playing)
3. Platform (e.g., PC, console, mobile)
4. Target Audience
5. Logline- Your game's name and a captivating one-liner that sums up its essence.
6. Game design Summary- Provide a concise written summary of your game design, limited to 300 words. This is your opportunity to grab the attention of our evaluation team.
7. Supporting Materials- Include any additional materials that can enhance your pitch. While this is not your final presentation, visual aids like slides or concept art can help convey your vision effectively. *(Any words in supporting material does not count towards the 300-word summary.)*
8. Initial Submission Due- on or before October 1st.

### Why the Initial Submission Matters:

Your initial submission is your chance to make a strong first impression. Our evaluation team will carefully review each submission, looking for promising concepts that demonstrate creativity and potential.

## What Happens Next:

The evaluation team will assess your initial packet to determine if it meets the quality standard in both content quality and presentation expectations.

If your submission stands out, you will advance to the final pitch competition, where you will present your game to a panel of industry professionals on November 3rd.

## The Game Design Pitch

Your final pitch is your moment to shine. This is where you will present your game design to a panel of industry professionals who will assess your presentation.

1. Imagine you are pitching your game design to a publisher.
  2. You will have 10 minutes to capture their attention and convince them of your game's potential.
  3. The presentation should be a thorough representation of your design. The inclusion of presentation elements like video, slides, demo and/or other visuals are strongly encouraged, and will reflect the depth and completeness of your design.
    - a. *A working demo (as appropriate) is not required however may be a fantastic way to separate your presentation from the other submissions.*
- Be prepared to answer questions from the judges about your game, development process, and any other relevant topics.
  - It would be advisable to have physical copies of the elements presented in your Initial Submission to distribute to the judges present.
  - Use this opportunity to further display your knowledge and passion for your project!

## Final Prize

The ultimate prize for the winning team is a **\$1000** research grant from the Office of Academic Research at Shawnee State University. This grant can be a significant boost to your academic and research endeavors, providing you with the resources you need to further develop your project or explore new research opportunities.

## How to sign up

You will need to request an expo booth at SGC. This booth will serve as your platform to display your work to the public and provide previews to the judges.

<https://www.shawneegamecon.com/become-an-exhibitor>

**Eligibility Requirement(s) & Condition(s):**

1. Participants must be currently enrolled students at Shawnee State University for the Fall 2023 semester.
2. The winning team will have the opportunity to present their updated work at the Spring Celebration of Scholarship Presentations. This is a valuable opportunity to display your project to a wider audience and gain recognition for your achievements.
3. Any awards won will be evenly distributed across all team members.