Level Up 2019
Final Event Details

- **Location:**
  - Design Exchange (234 Bay Street, between King and Wellington).
  - Parking is available: through TD Centre lot entrance, off Wellington.

- **Time:**
  - 12pm: Student setup starts
  - 3:30pm – 5pm: Media & Industry VIPs
  - 5pm – 10pm: General public
  - 10pm – 11pm: Tear-down and cleanup
What to expect

- 80 teams, 2000 attendees
  - Make sure to stand out!

- Judging:
  - Judges will evaluate art, tech and gameplay from 3pm – 5pm
  - General public will evaluate games for the rest of the evening.

- Advice:
  - Be the most enthusiastic, fun, welcoming, interested versions of yourselves possible 😊
12:00 pm - 2:30 pm
Student Set Up

3:00 pm
Level Up opens for VIP/judges

4:00 pm
Doors Open to General Public

9:00 pm
Awards Presentation

10:00 pm
Event End

10:00 - 11:00 pm
Student Tear Down and Clean up

DX TRADING FLOOR

Stations
*Note: Only use the station assigned to your institution. First come, first serve.

Symbol | Institution name
--- | ---
A | Algonguin College
B | Brock
GB | George Brown
H | Humber
N | Niagara College
SL | Uoff/OCADU
SL | St.Lawrence
SH | Sheridan
UO | UOIT
Y | York
R | Ryerson
UT/C | Uoff/Centennial
F | Fanshawe
X | Spare (do not use unless assigned)

0-64 stations

*No standing on bridge at any time.

To 2nd floor
Up to Exhibition Hall

Lit arch

Stage (can be viewed on screen)
Be prepared

- Things to bring:
  - Backups (computer, trailer)
  - Business cards, game manuals
  - Controllers, batteries
  - Power bar, A/V adaptors
  - Screwdriver, masking tape
  - Decorations, giveaways
  - Comfortable shoes
Some Final Thoughts
LEVELS BY PLAYFIELD

3D Avatar

2D Avatar
User Interfaces (UI)

- How players *interact* with your game
  - What they look at
  - What they click
  - What they do
THE 4 STAGES OF PLAYTESTING

- PREP - What to do before the playtest
- LIVE - The Psychology of Assholes
- POST - Collating data
- FIX - Reaching conclusions
YOU DIED

Try Again

Return to Main Menu
Presentation Schedule

10:15 Introduction
10:20 What makes a good Demo?
10:25 Easiest path to your Goals
10:30 Make a Schedule
10:35 Project Management Tools
10:40 Brainstorm
10:45 Prototypes
10:50 Win! And regular reviews
10:55 Q&A
10:57 Playtesting
10:58 Iterative Lifecycle
10:59 Safe Builds and Lock downs
10:42 Soft Skills
10:47 Preparing for a show
10:50 Surviving the show
10:52 Conclusion
10:55 Q&A
Why are there so many awful gaps in this dungeon?

No one predicted that we would work together to cross them.
Segment your players

Bartle Taxonomy
The End