

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

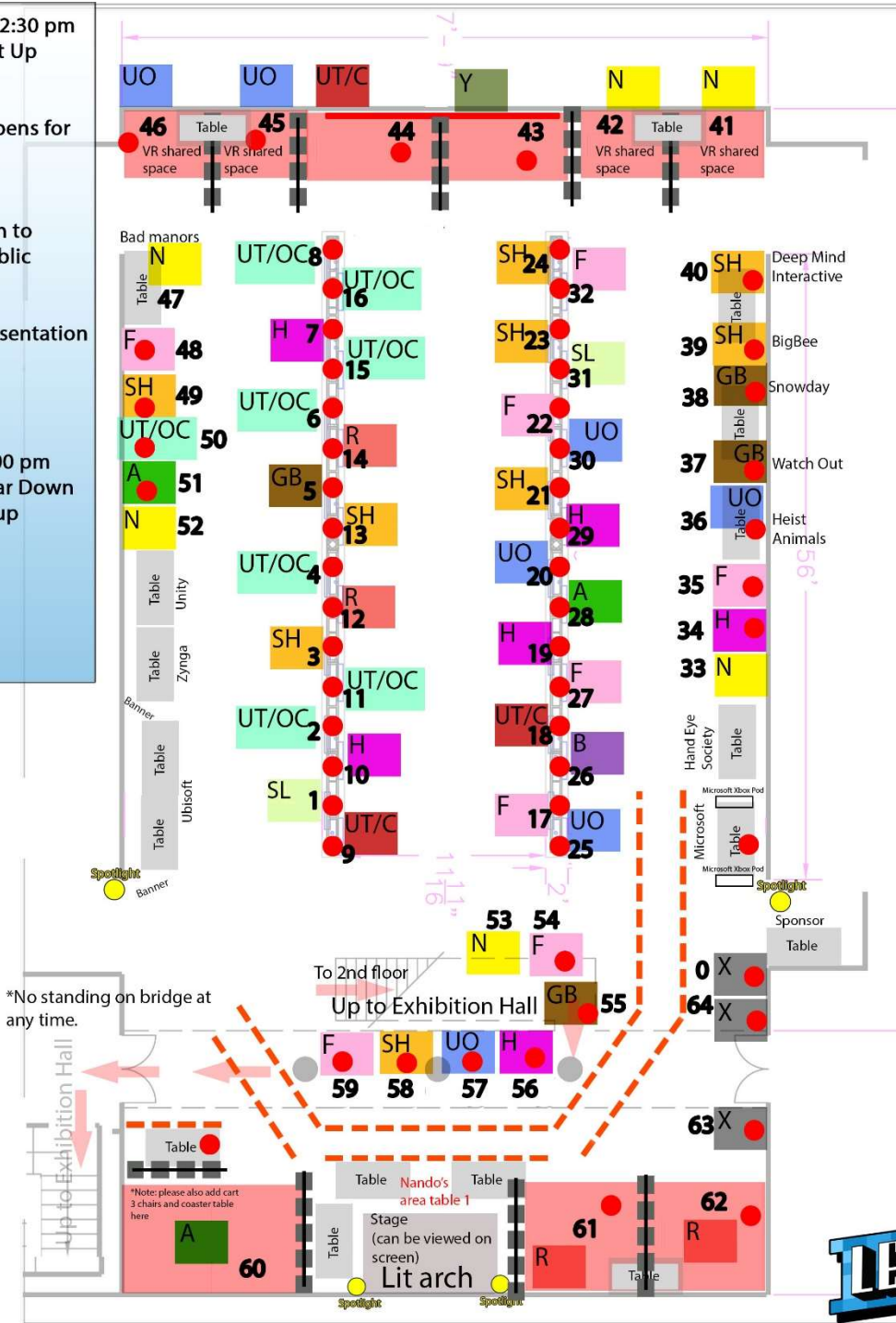
3:00 pm
Level Up opens for
VIP/judges

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



*No standing on bridge at any time.

*Note: please also add cart 3 chairs and coaster table here

DX TRADING FLOOR

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

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



0-64
stations

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DX EXHIBITION HALL

Stations

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First come, first serve.

Institution name
Algonquin College

Symbol	Institution name
A	Algonquin College
B	Brock
GB	George Brown
H	Humber
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UT/OC	UofT/OCADU
SL	St.Lawrence
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UO	UOIT
Y	York
R	Ryerson
UT/C	UofT/Centennial
F	Fanshaw
X	Spare (do not use unless assigned)

Down to
Trading Floor

65- 94
stations



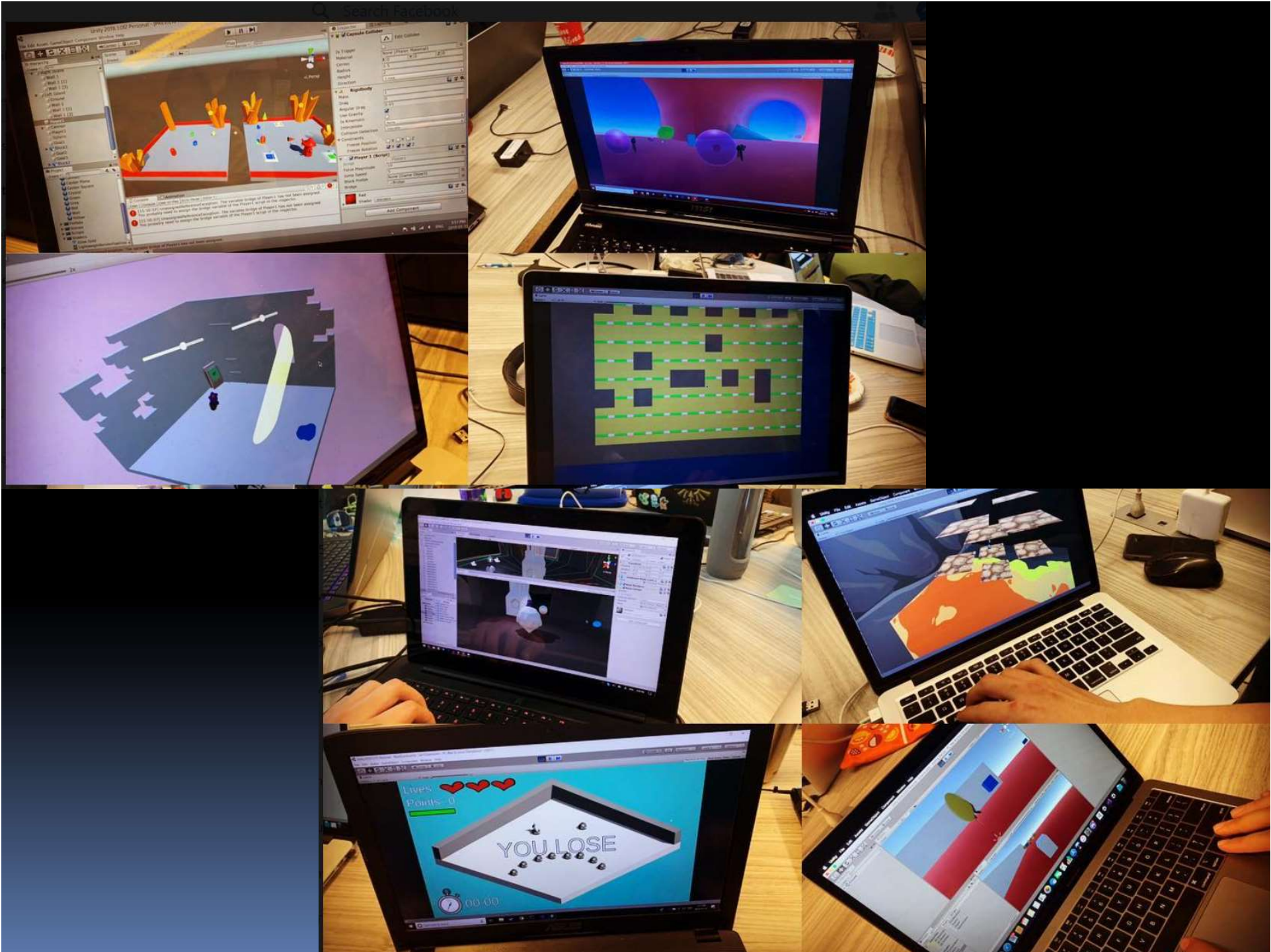
Be prepared

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

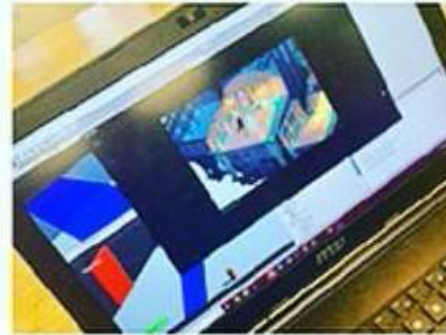
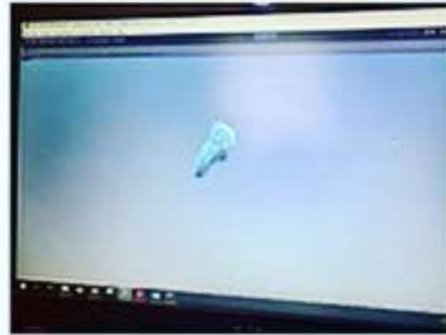
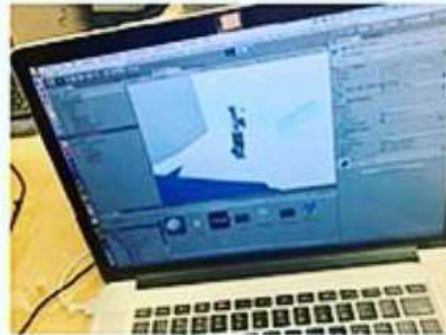


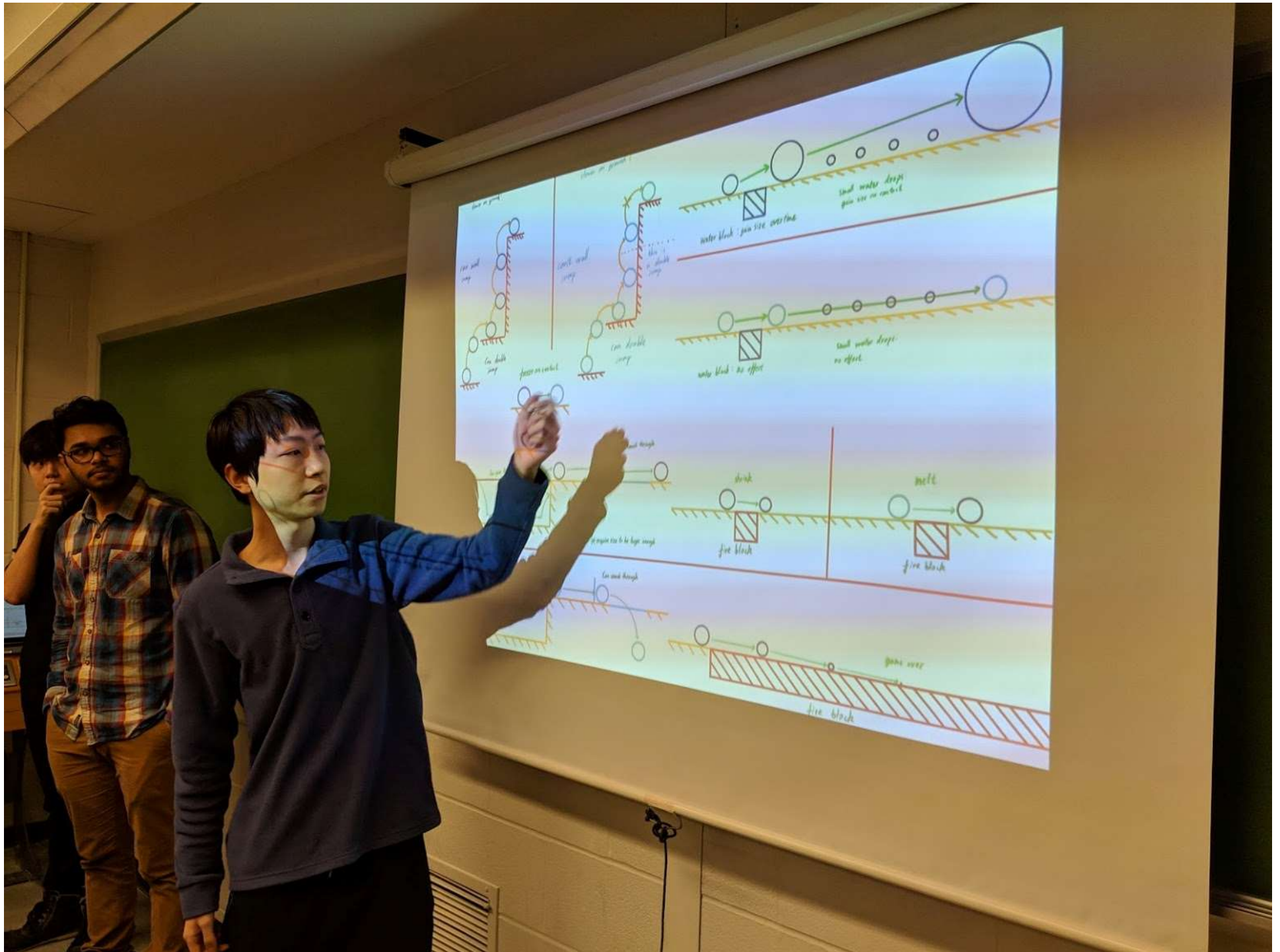


Some Final Thoughts



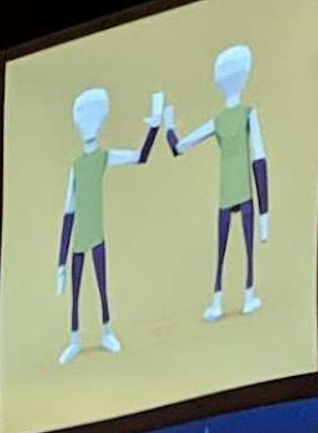




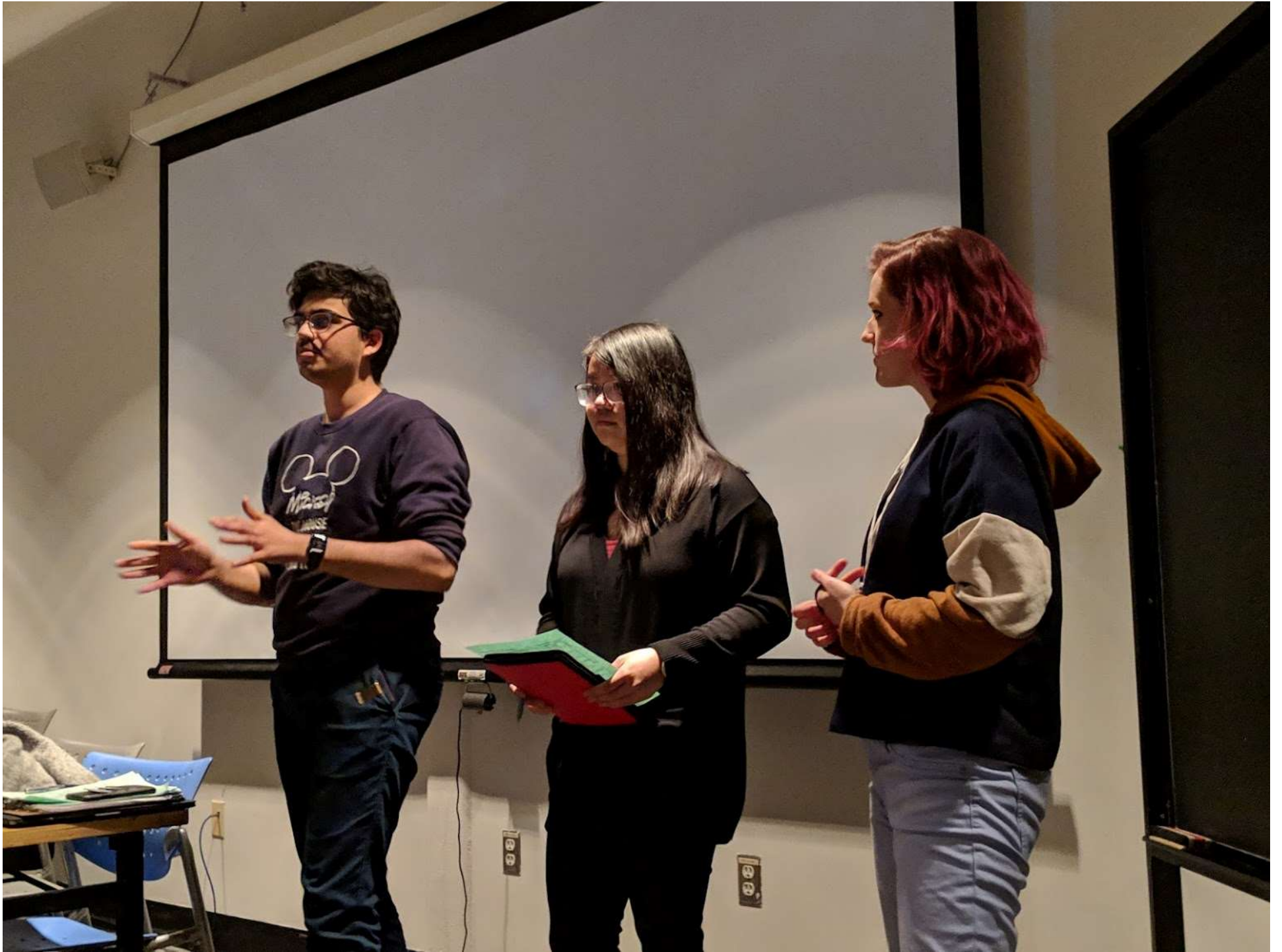








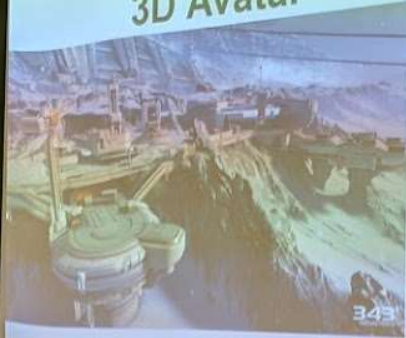
KETTEL
00 & 000



LEVELS BY PLAYFIELD

- Joel Burgess

3D Avatar



2D Avatar







Fangs and Friends

Alessia Ianni-Palarchio
Anisha Rohra
Erika Davis
Jacob Rosenberg
Martin Briand
Pablo Gonzalez
Tonya-Leigh Escalante

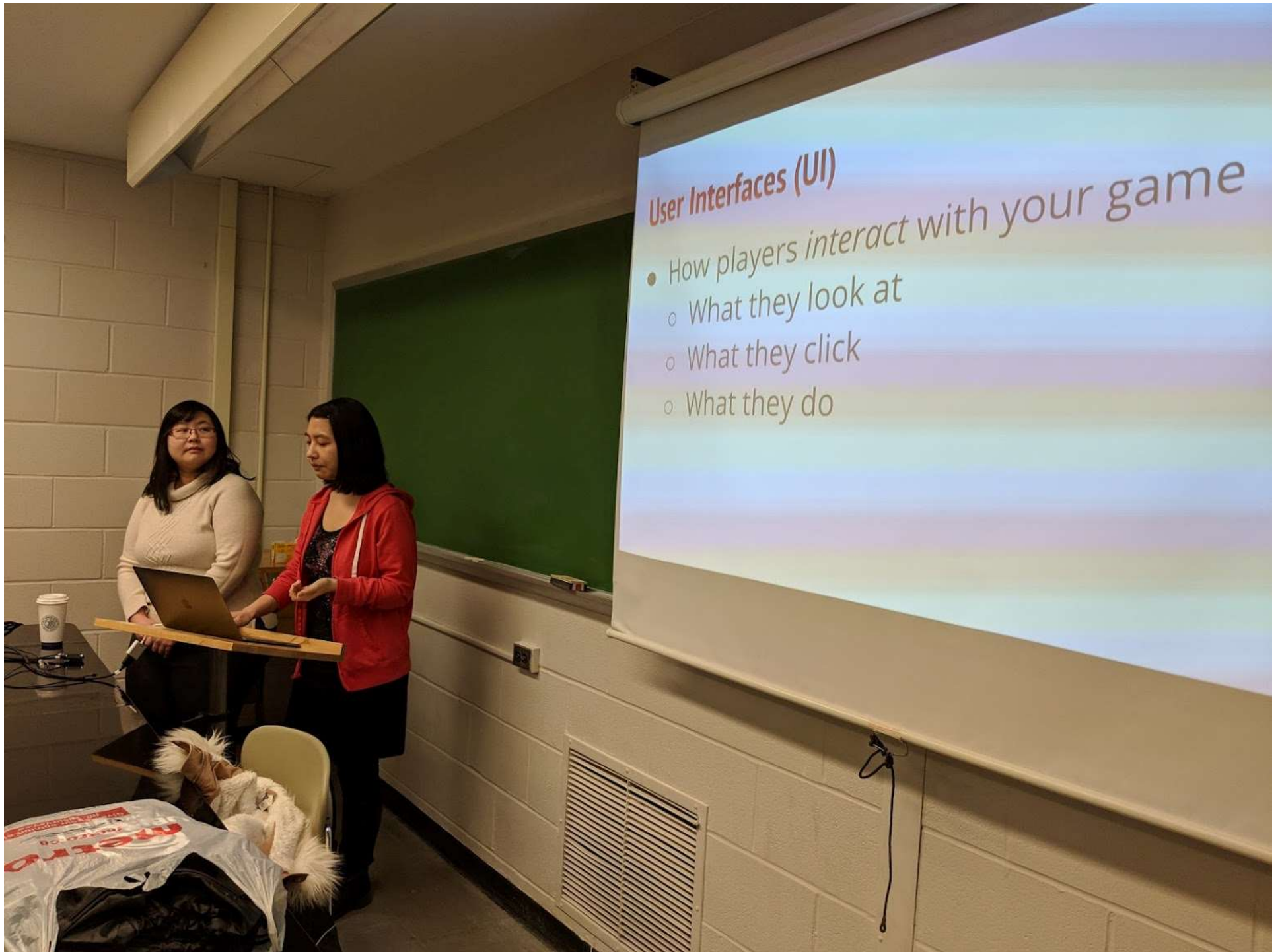






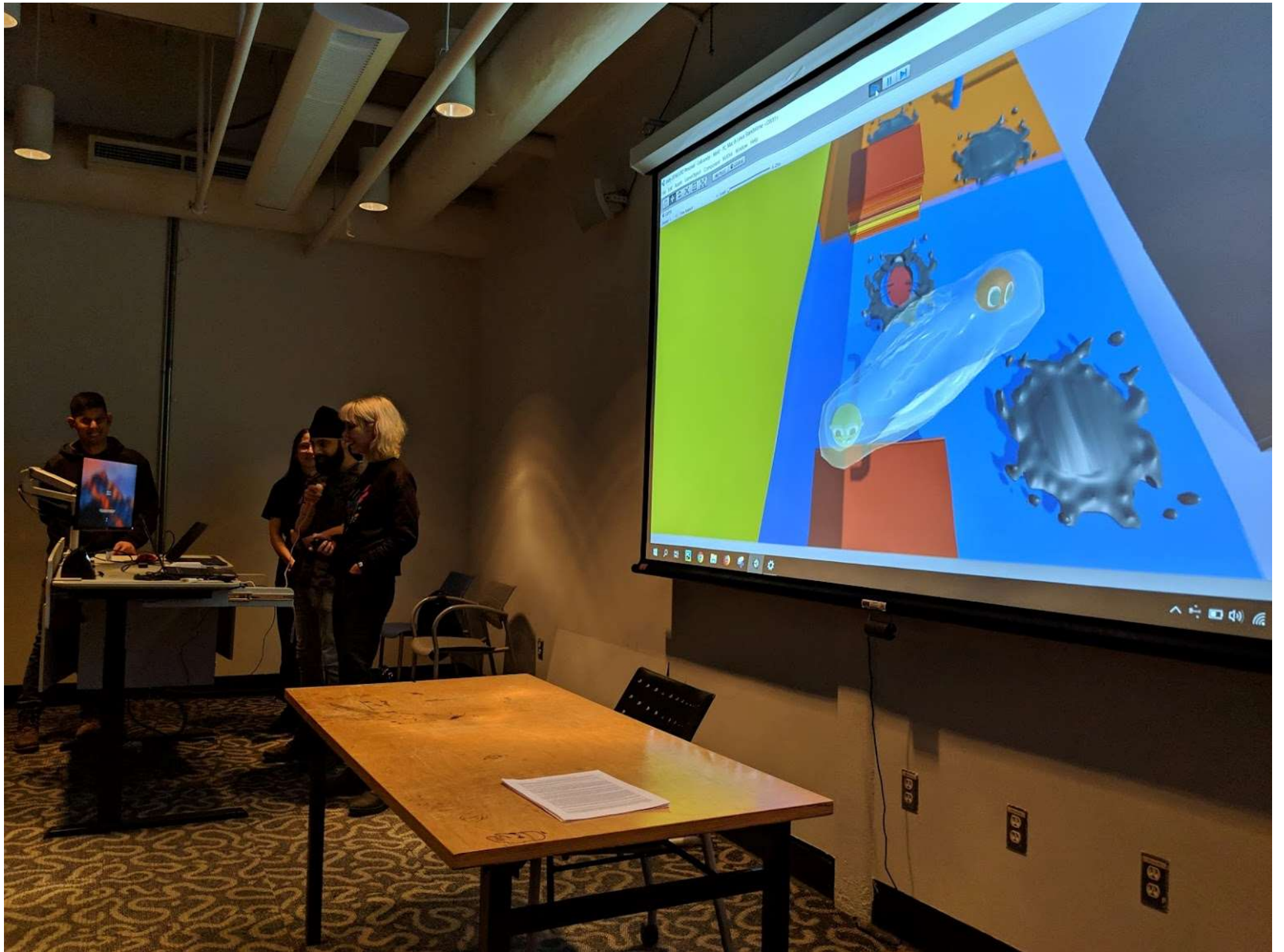
User Interfaces (UI)

- How players *interact* with your game
 - What they look at
 - What they click
 - What they do

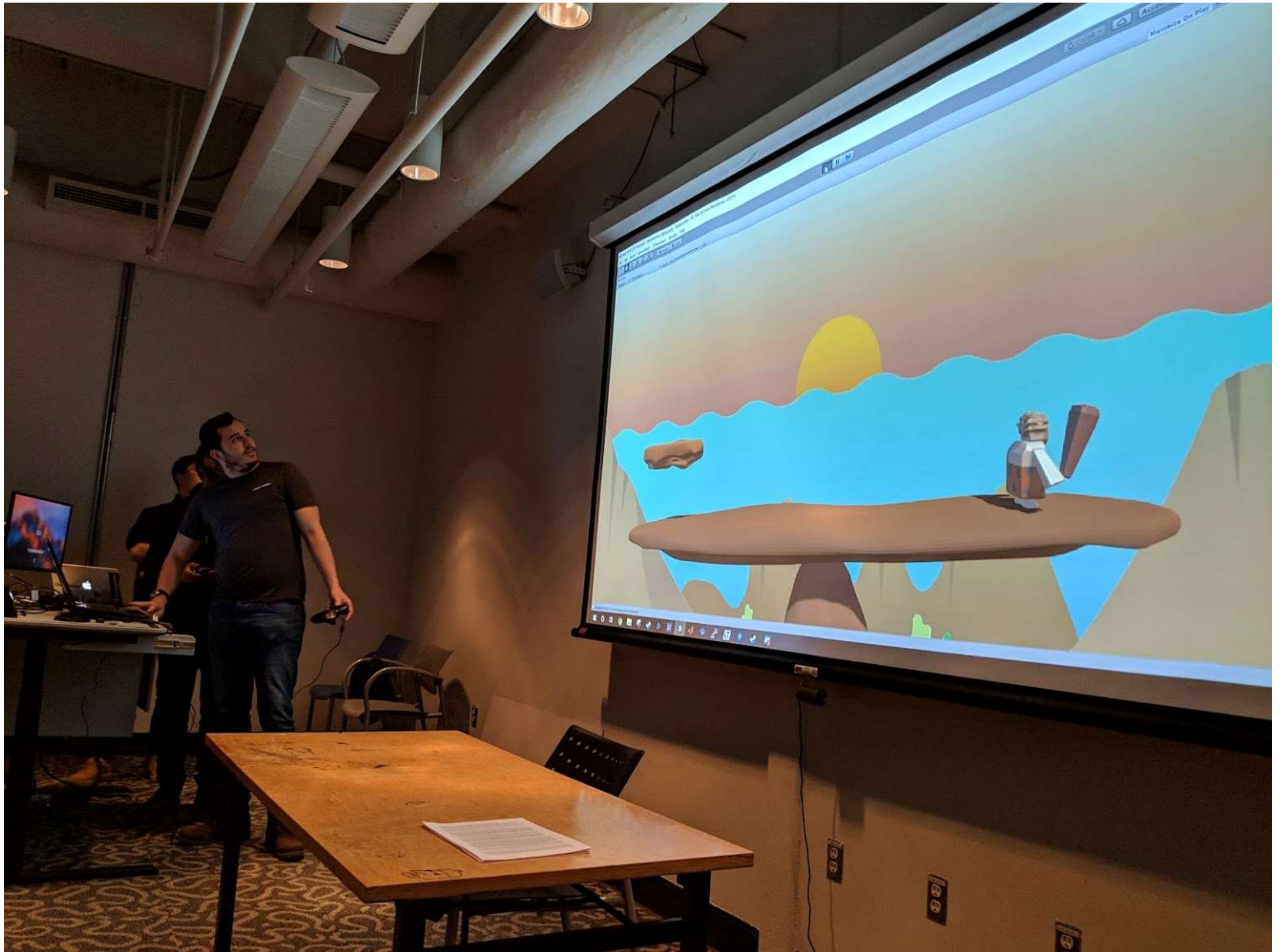






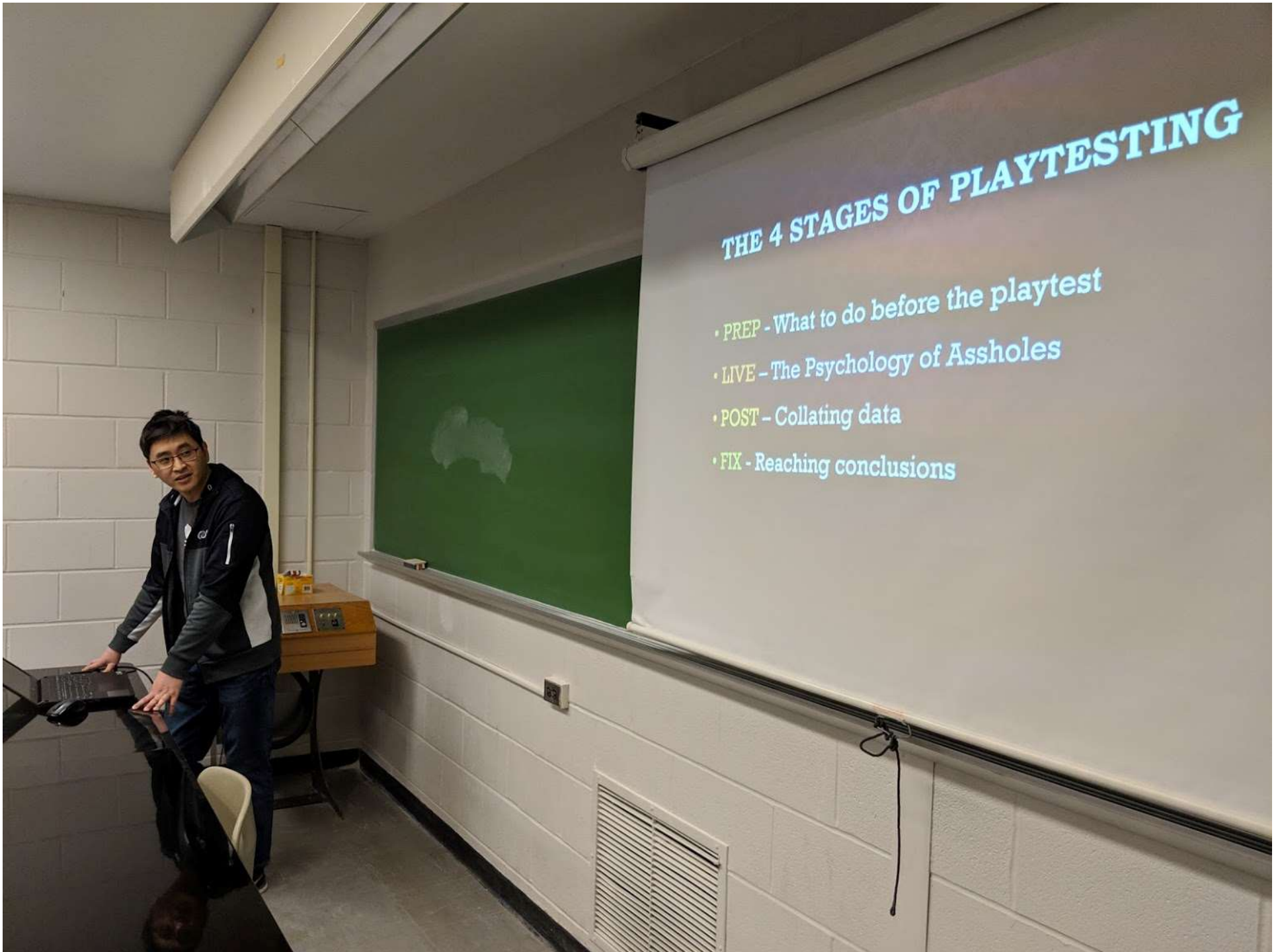


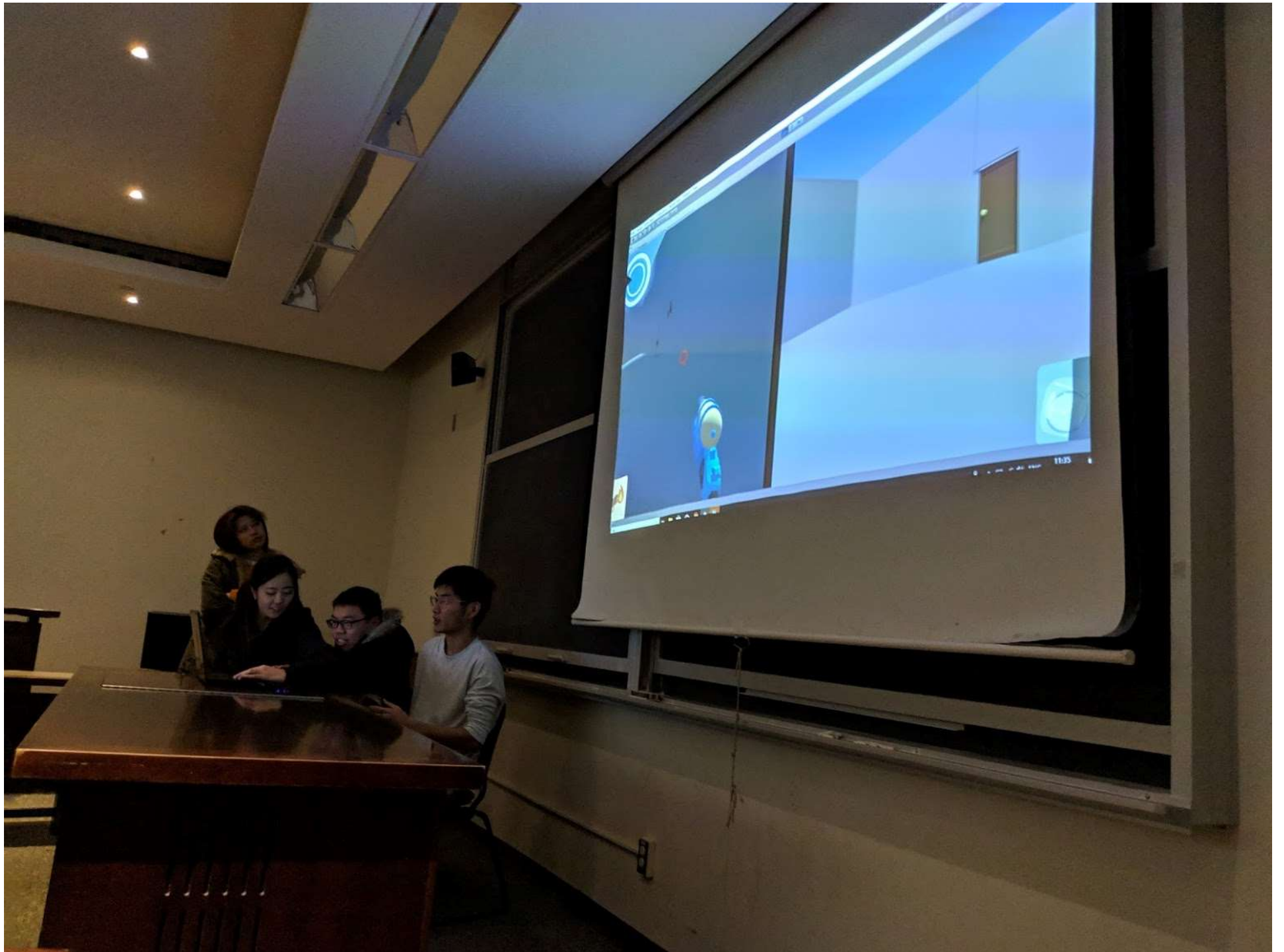




THE 4 STAGES OF PLAYTESTING

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





Time: 43.43244
Score: 732
Size: 1.549193
Volume: 2.399999
Dimension: (1.5, 1.5, 1.5)
Velocity: (-9.9, -67.6, 1.6)
Round Speed: 10


YOU DIED

Try Again

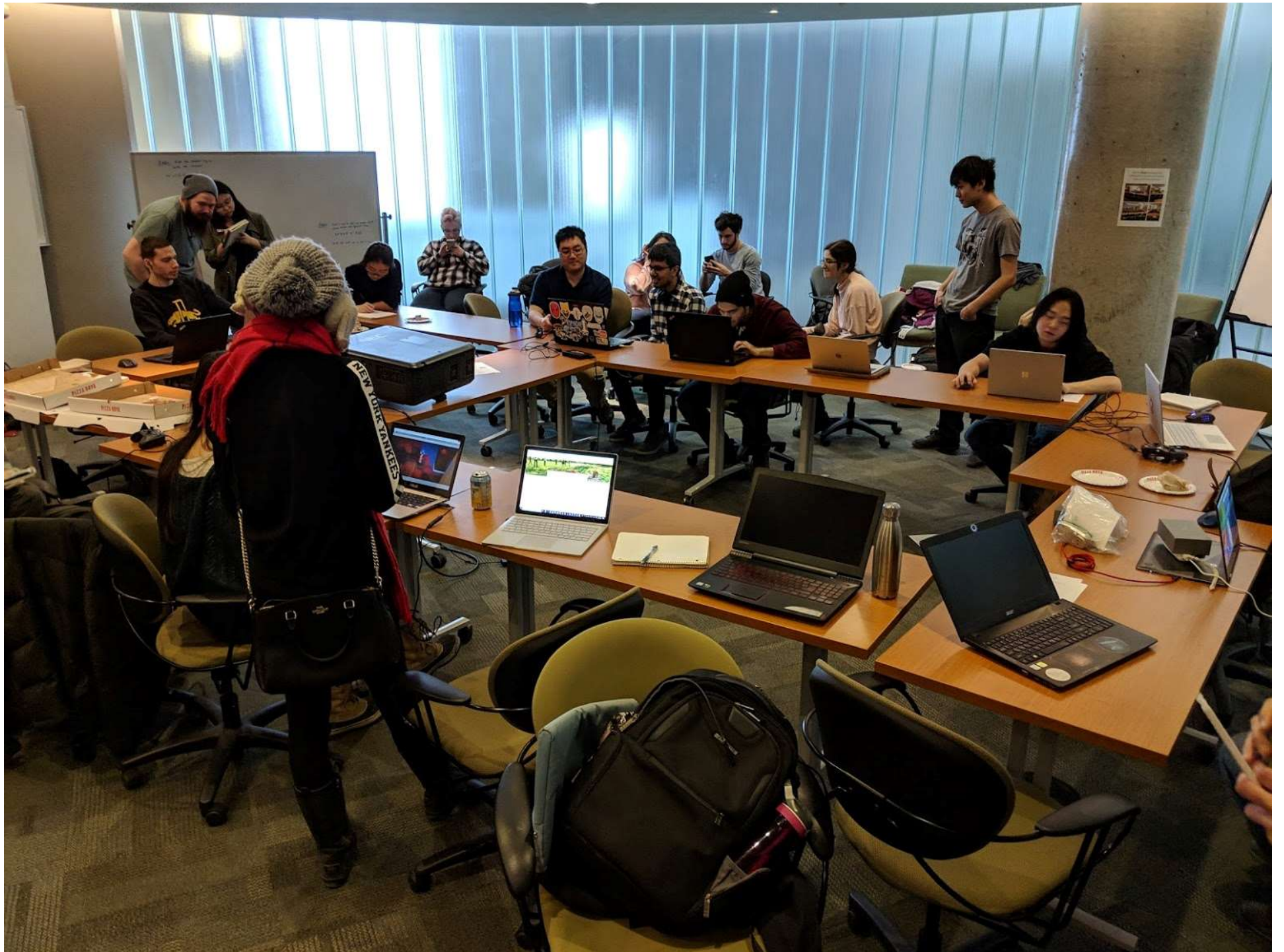
Return to Main Menu

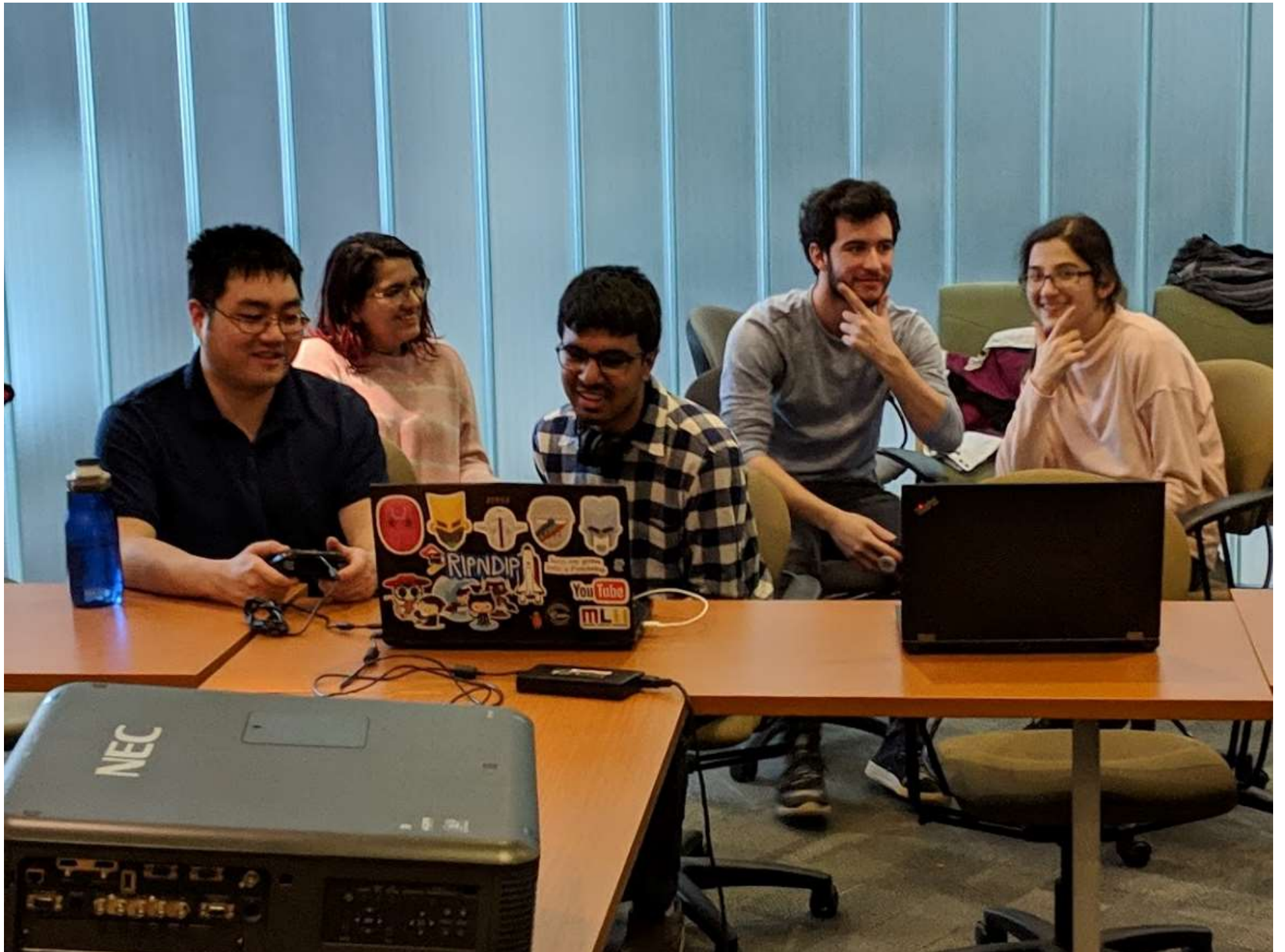
Presentation Schedule

- 10:15 Introduction
- 10:20 What makes a good Demo?
- 10:23 Establish your Goals
- 10:25 Make a Schedule
- 10:27 Project Management Tools
- 10:28 Brainstorm
- 10:30 Prototypes
- 10:33 Hold Regular Reviews
- 10:35 Playtesting
- 10:37 Iterative Lifecycle
- 10:40 Safe Builds and Lockdowns
- 10:42 Soft Skills
- 10:47 Preparing for a show
- 10:50 Surviving the show
- 10:52 Conclusion
- 10:55 Q&A

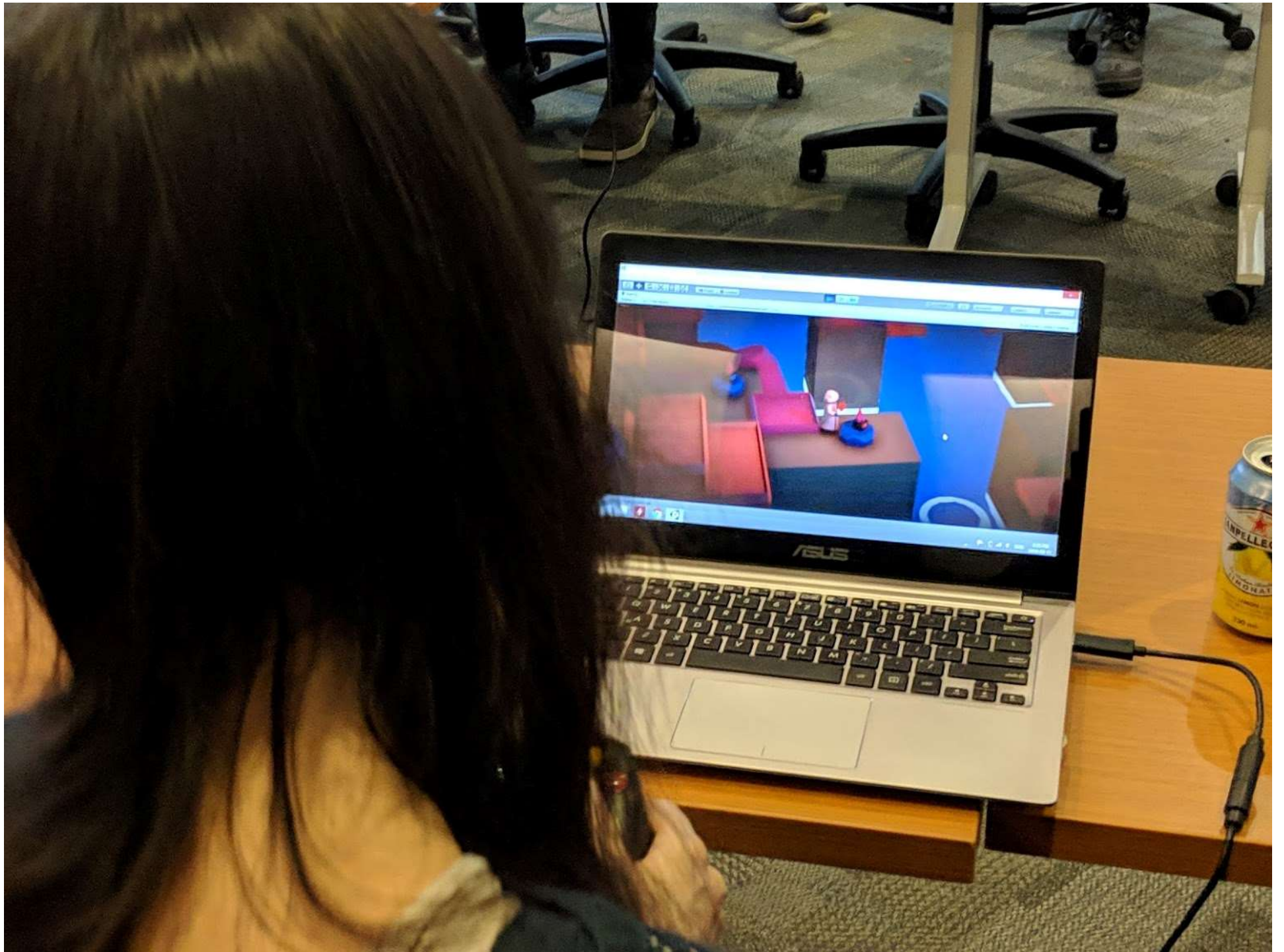
 **Dell Update**
1 update is ready to install

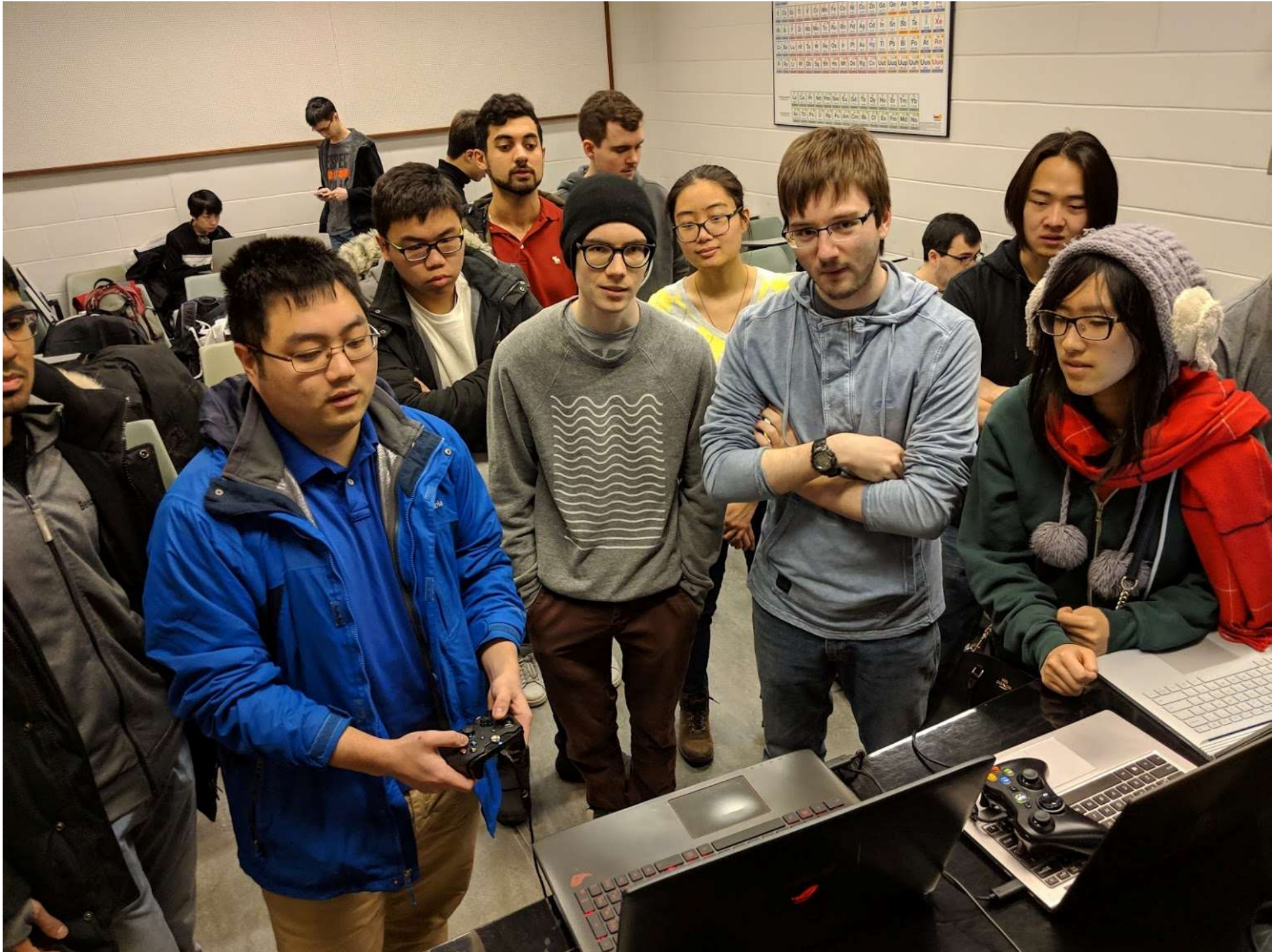








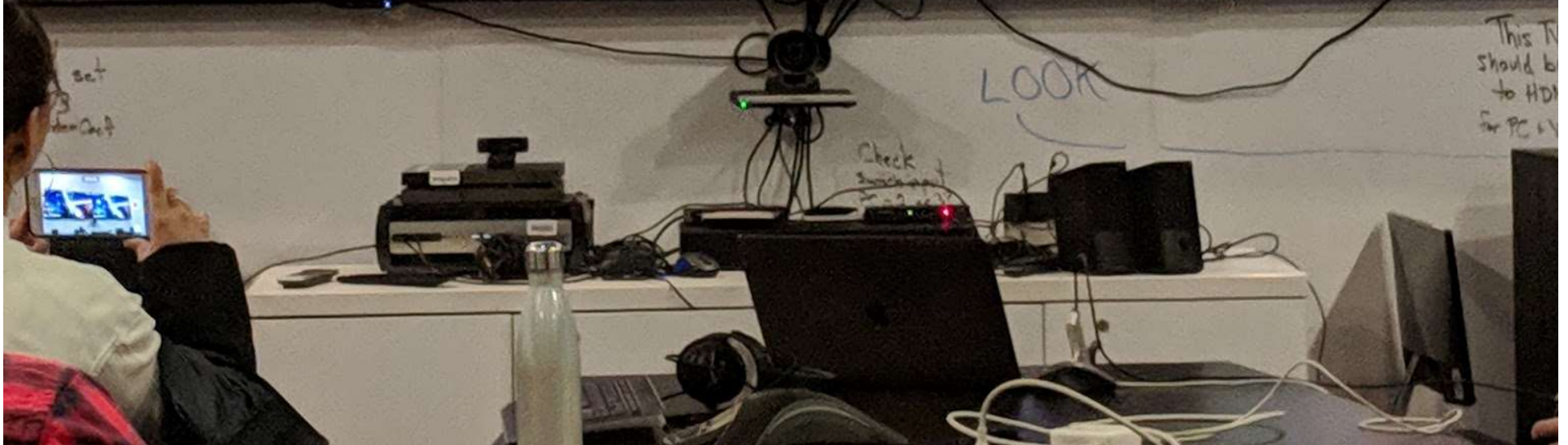












Set

LOOK

Check

This TV should be to HD for PC





This is the important Remote

LOOK

This may should be set up HDMI 3 for PC + Mac OS

This may should be set up HDMI 1 for PC + Mac OS

Check button press

2

1

IT Plug in to USB (for the controller)





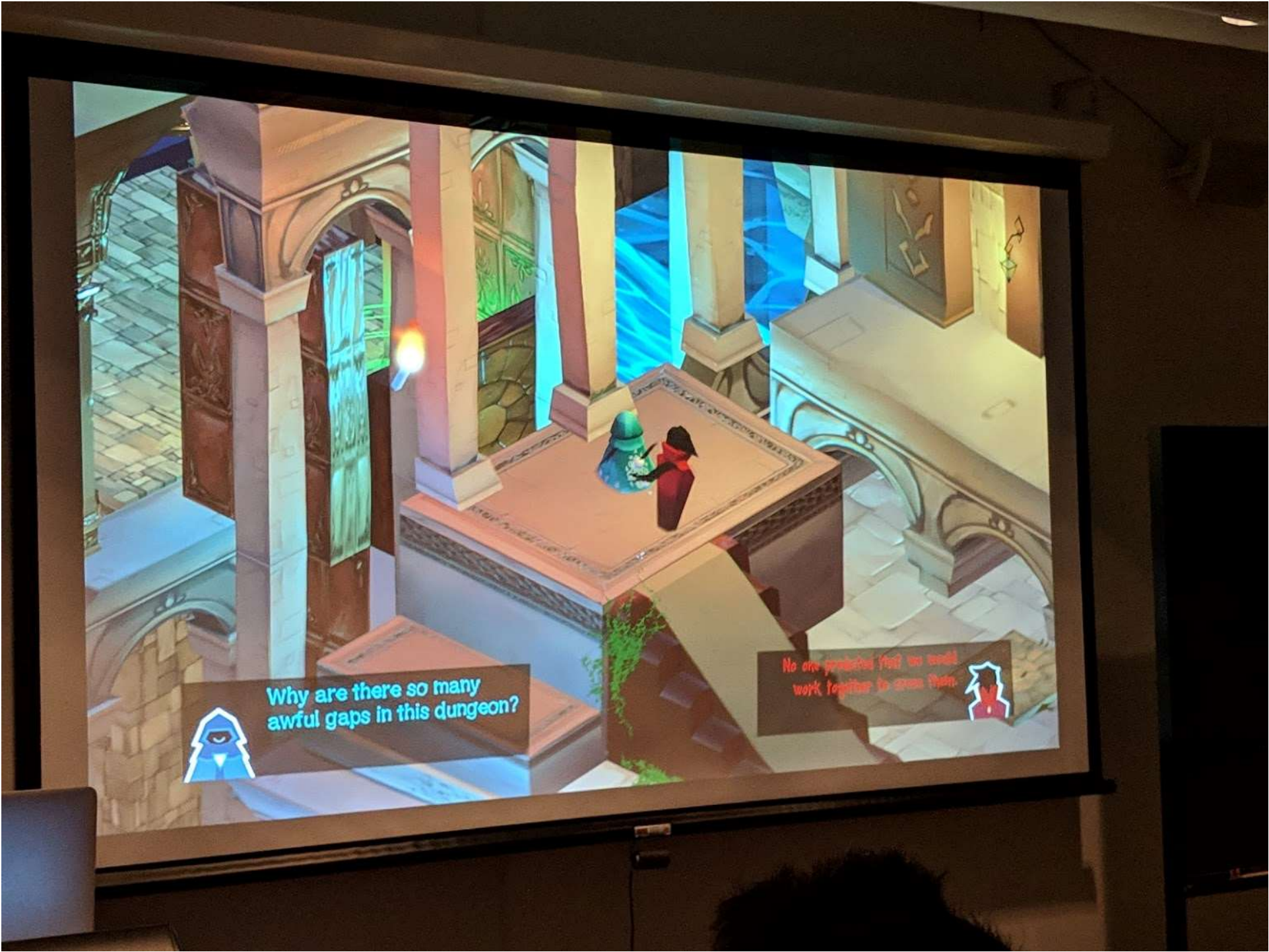
↑ This TV
should be set
to HDMI 3
for PC + Video Conf

LOOK

Check &
switch input
= 2. ok!

↑ This TV
should be set
to HDMI 2
for PC + Video Conf



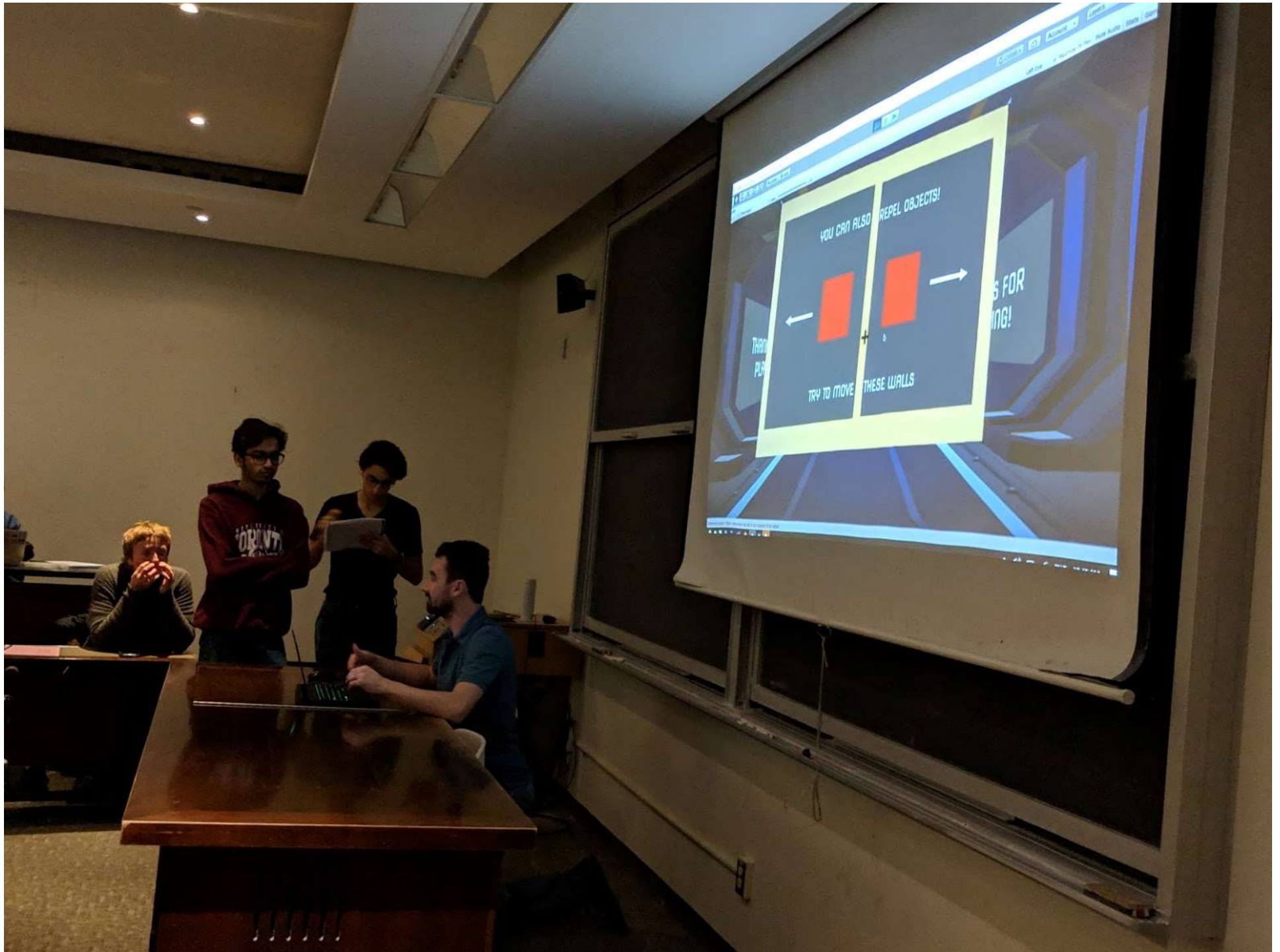


Why are there so many awful gaps in this dungeon?

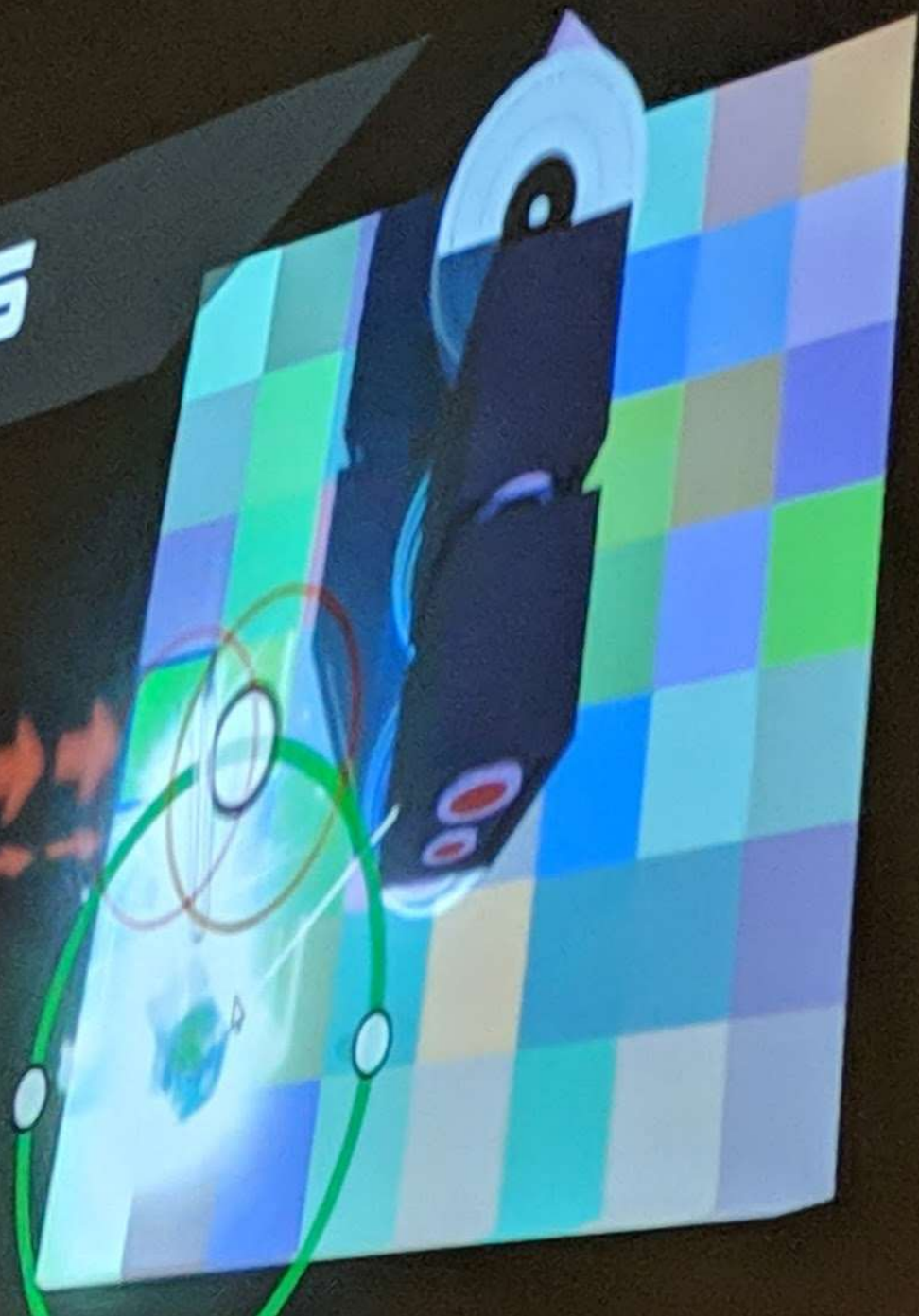


No one predicted that we would work together to close them.



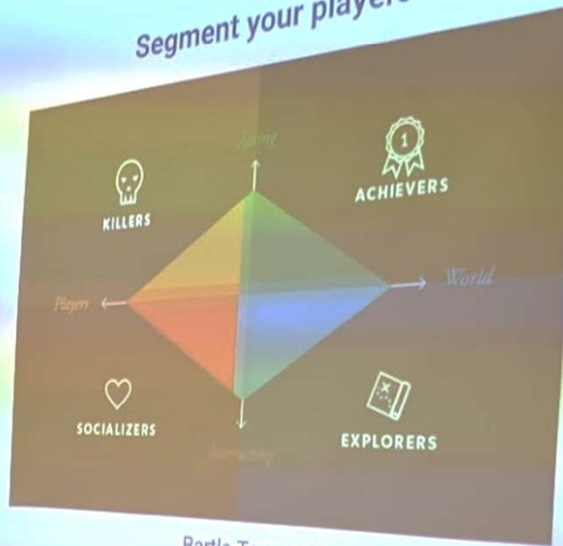


DING
SCORE: 14715





Segment your players



Bartle Taxonomy



The End