# Presentation: designing innovative games

## When? Tue, Oct 21

### Objectives:
- practice thinking about game design concepts, core mechanics, and how they affect gameplay
- practice talking about game design in terms of their formal and dramatic elements
- think beyond what is already existing

Each group will have ten minutes to propose a new and innovative game. This game should not simply be a rehashing of an old idea. There must be something original, something that hasn't been done before.

At the end of class, we will vote on which game we think was the best idea. So in your presentation you are trying to convince your peers that your game proposal is the best. You will need to clearly explain the formal and dramatic elements and what makes your game different. Design any mock-ups or other information that you think will help sell your game to your fellow students.

Even though your game does not need to be something that you can implement, it needs to be plausible that it could be implemented. I could get up and say: "My new game is a true virtual reality where anything is possible and characters are lifelike" but that game isn't technically even remotely feasible.