

### The Other Side of the Table:

#### Pitching to Publishers

#### Scott Rogers

Creative Manager THQ

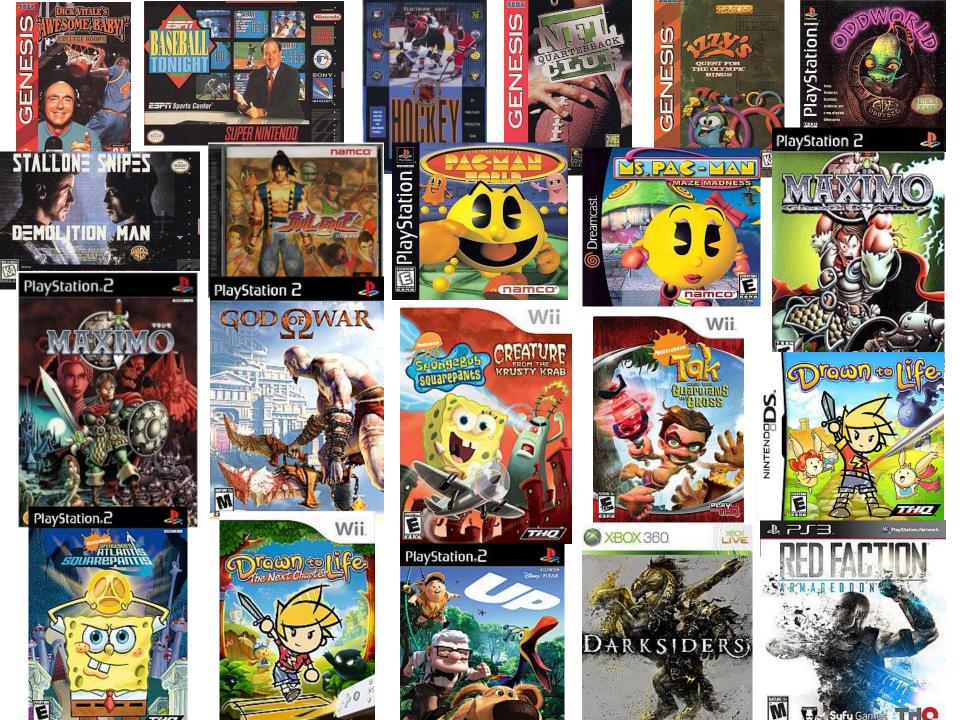


#### GAME DEVELOPERS CONFERENCE



### THE OTHER SIDE OF THE TABLE

## **Pitching to Publishers**



# FOUR PARTS TO THIS TALK NOT 1. HOW TO CREATE A PITCH 2. HOW TO DELIVER A PITCH 3. WHO ARE YOU PITCHING TO? 4. WHEN THINGS GO WRONG HORRIBLY



#### NOT V HOW TO CREATE A PITCH

EXPO:

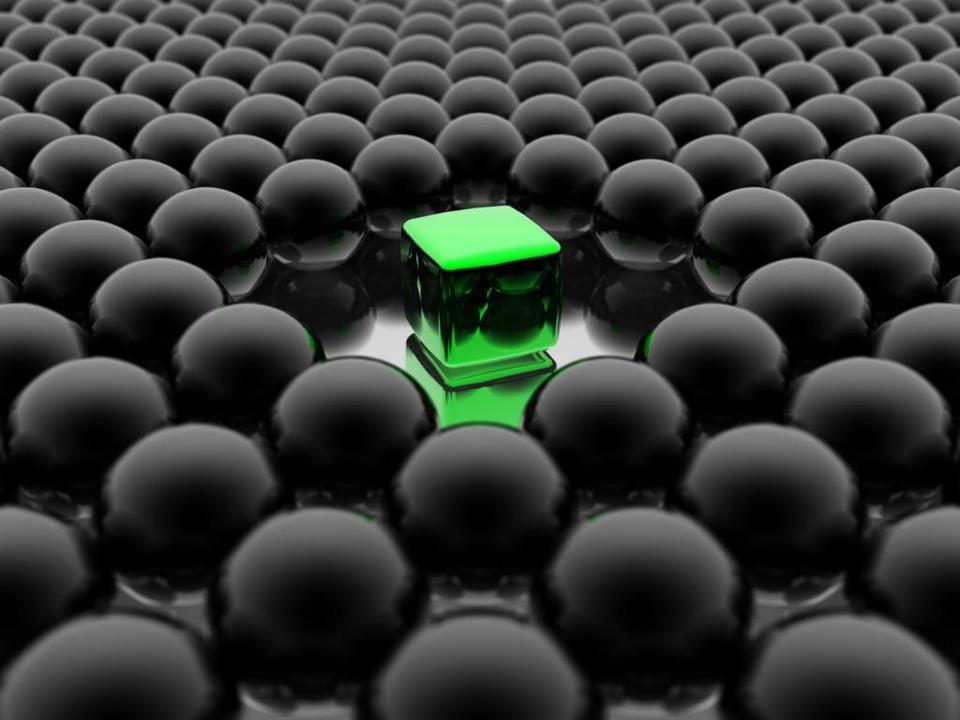




### WHAT IS THE HIGH CONCEPT?

EXPO:











AN YOU EVEN READ THIS?

E.





### DEMO > GDD > PRESENTATION > OUTLINE



#### HOW TO DELIVER A PITCH





















Obligatory Star Wars Reference









That's a great idea. I'm glad I thought of it.



#### WHO ARE YOU PITCHING TO?



### attested DEVELOPMENT



#### the HEAD OF PRODUCTION





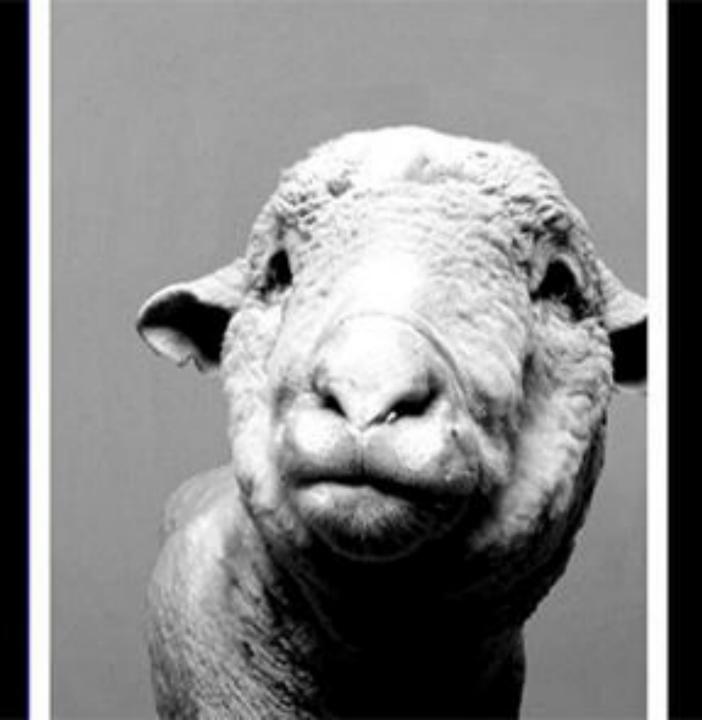
#### the MARKETEER





#### the **TECHNOLOGIST**





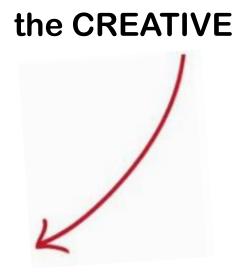
#### the PROJECT MANAGER







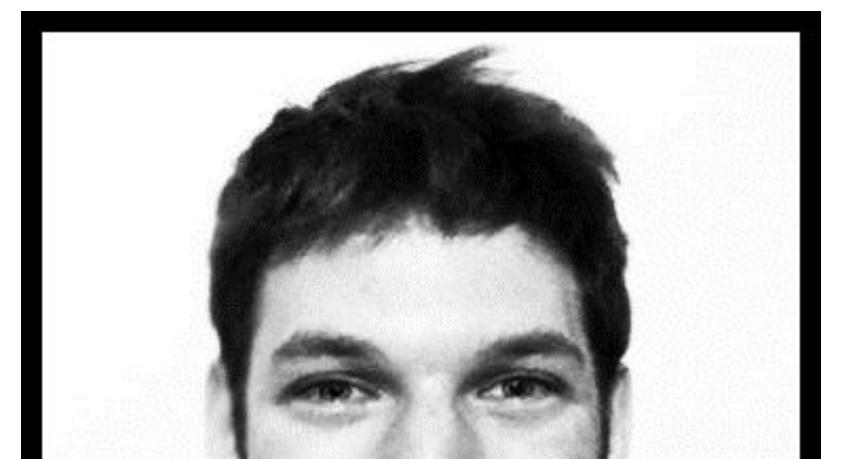
















### WHEN THINGS GO WRONG A HORRIBLY







### I DON'T KNOW









## 4. DONT PANIC!

- 3. PITCH TO THE RIGHT AUDIENCE
- 2. PRACTICE/BE CASUAL
- 1. DON'T MAKE BAD PRESENTATIONS



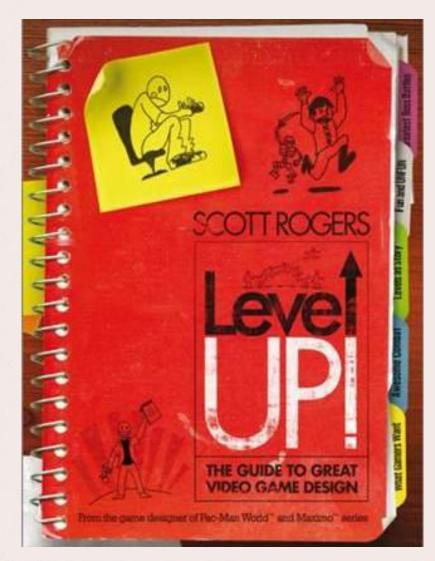
# THANKS FOR COMING!

# BONEYARDO@aol.com

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### 2:00 PM TODAY at BREAKPOINT (GDC) BOOKSTORE

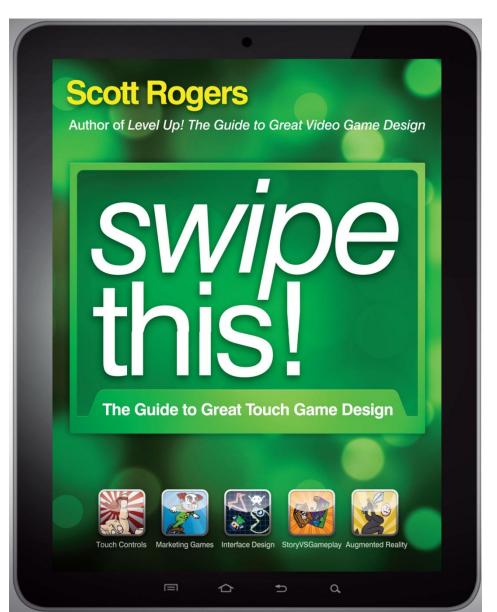
EVERY BOOK PURCHASED GETS A FREE, UNIQUE LEVEL DESIGN





EXPOR

### WHY YES, I AM WRITING A NEW BOOK!



COMING THIS SUMMER! AVAILABLE EVERYWHERE BOOKS (and E-BOOKS) ARE SOLD!