

The Other Side of the Table:

Pitching to Publishers

Scott Rogers

Creative Manager THQ

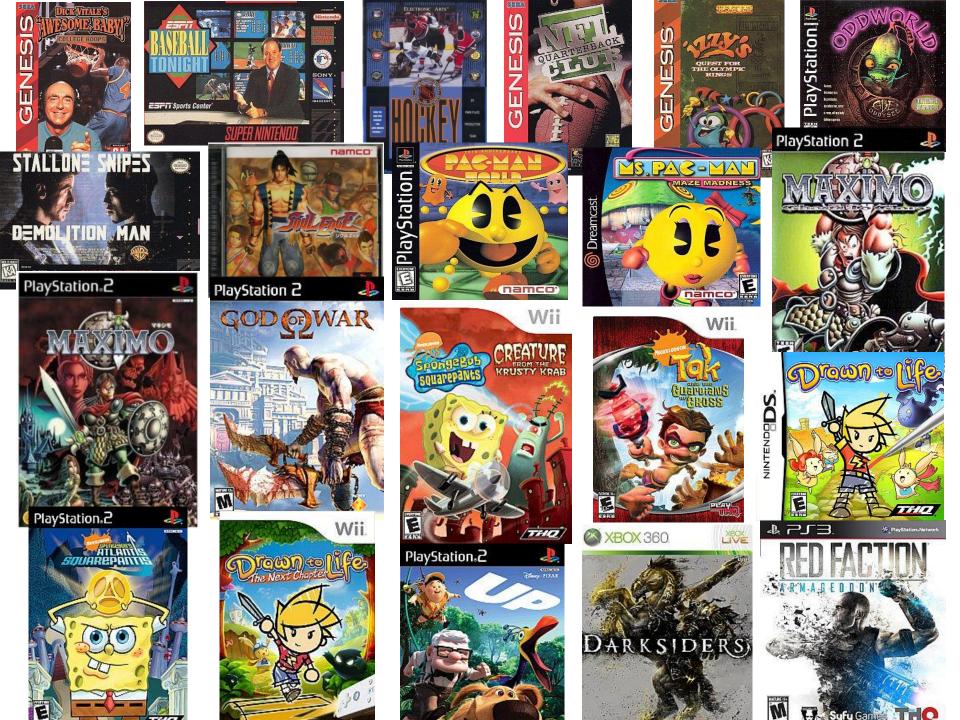


GAME DEVELOPERS CONFERENCE



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:

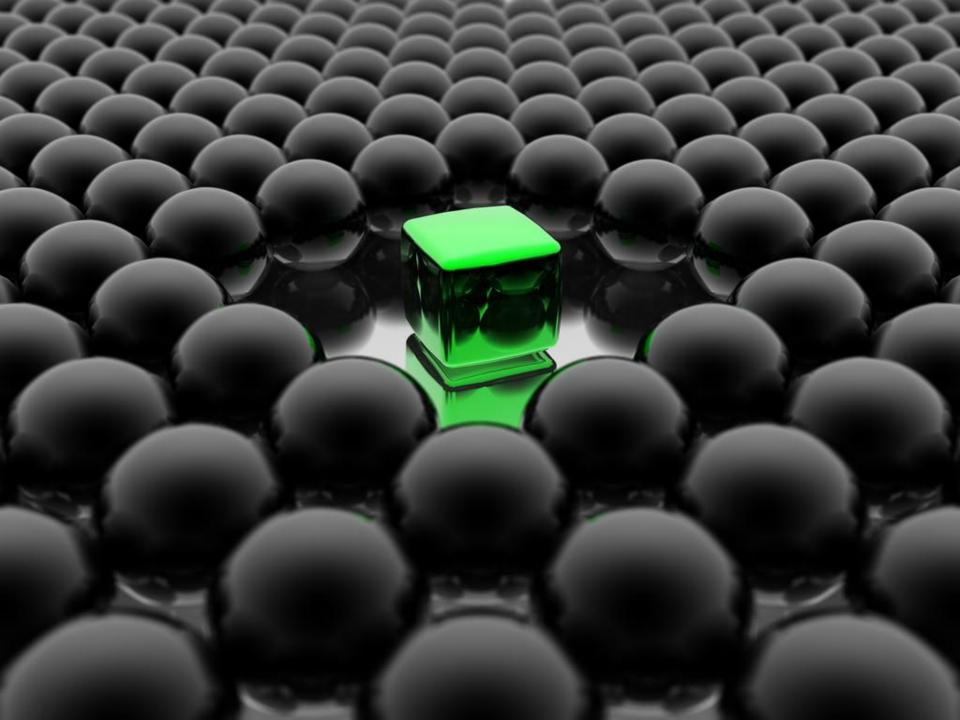




WHAT IS THE HIGH CONCEPT?

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





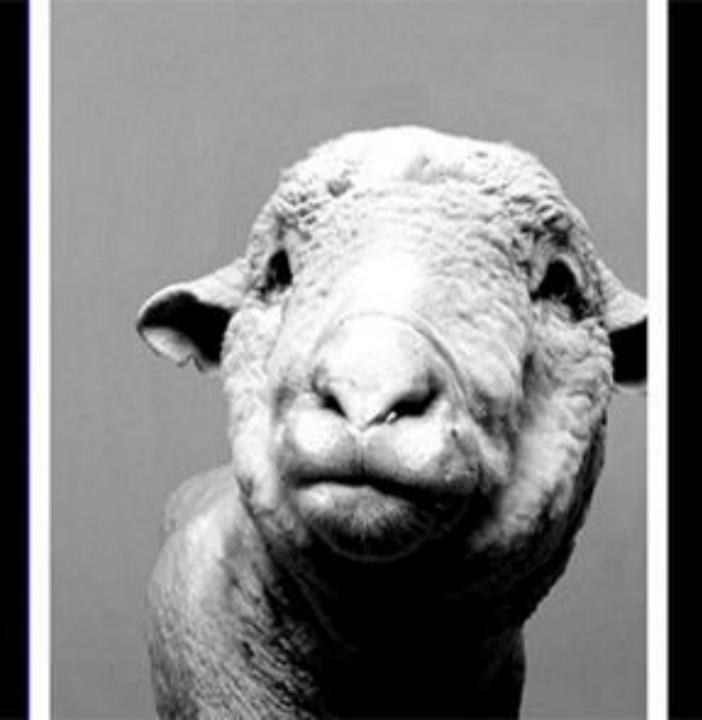
the MARKETEER





the **TECHNOLOGIST**





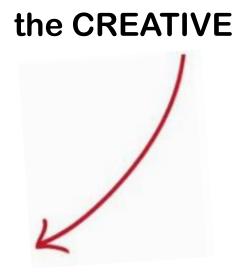
the PROJECT MANAGER







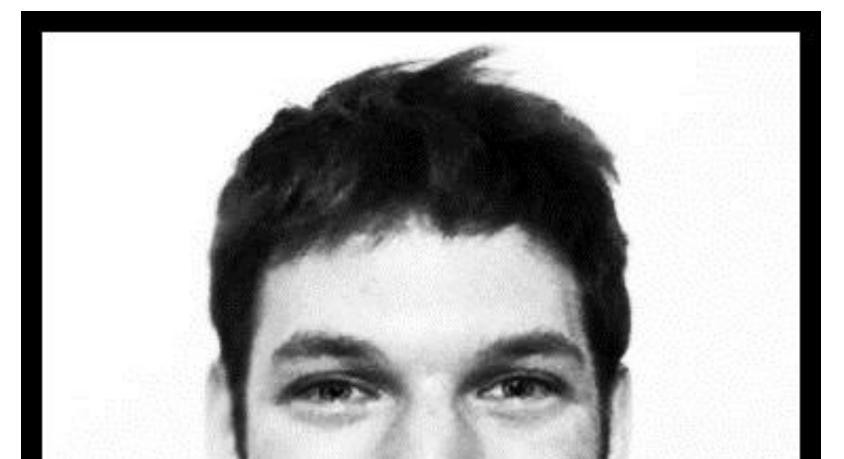
















WHEN THINGS GO WRONG A HORRIBLY







I DON'T KNOW









4. DONT PANIC!

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



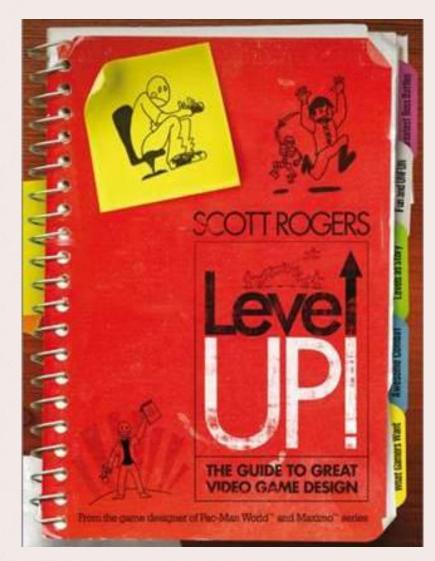
THANKS FOR COMING!

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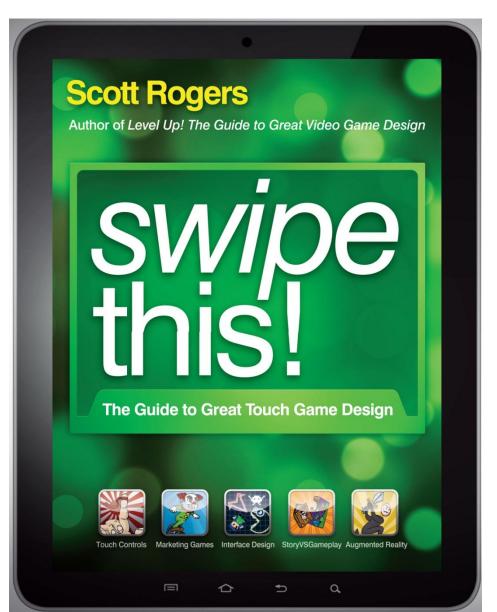
EVERY BOOK PURCHASED GETS A FREE, UNIQUE LEVEL DESIGN





EXPOR

WHY YES, I AM WRITING A NEW BOOK!



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