A close-up, low-angle shot of a guitar fretboard, showing the wooden frets and metal strings. The image is slightly blurred, giving it a sense of motion or focus on the instrument.

Landing Your First Game and Building a Career

Friday

10am

Room 3002, West Hall





7th LEVEL®

Word Recognition

Categorization

Alphabetization

Compound Words

Rhymes

Synonyms & Antonyms

AGES
6-9

MPC
WINDOWS

CD-ROM

THE GREAT

WORD **ADVENTURE**¹

Essential Language Curriculum for 1st through 3rd Grade







PIRATES

of the Burning Sea



30 DAY SUBSCRIPTION*
INCLUDED
INTERNET CONNECTION & ADDITIONAL
RECURRING SUBSCRIPTION FEES REQUIRED





Offering: Expected Compensation




1) WFH or Potentially Licensing Agreement *(Depending on Negotiations)*

2) Full Credit on the main Project & ALL variations, ports, or other media using your Work

3) Right to Self Promotion, Talks/Panels, & “for profit” Articles/Videos

4) Try to retain a % of Soundtrack Revenue *(Depends on Agreement & Rates)*

5) Always Include your PRO Information



Offering: ~ Half of Expected Compensation



- 1)** Probably a Licensing Agreement; retain full Rights to your Work
- 2)** Re-Licensing Fee on Ports, Sequels, other Media, & *Trailers or Commercials*
- 3)** Retain full Revenue from Soundtrack sales
- 4)** Negotiate Bundle (*Game + OST*) Revenue
- 5)** Quarterly Bonuses Based on the Game's Performance



Offering: Nowhere Near Expected Compensation



- 1)** Only through a Licensing Agreement
- 2)** Retain a % of Game Sales Revenue & any other ports/sequels/other media that use your Work.
- 3)** Full Creative Control of the Audio *(Minimal Revisions)*
- 4)** Right of First Refusal *(if they receive funding)*
- 5)** Creative Ideas: *Room/Flight Expenses for Conventions, Featured Credit/Splash Screen, Trading Services, etc.*

