20 Pitches a Week (Charles Pratt)

This meta-assignment runs throughout the semester, due for the first time in week 2.

- For each class, students must prepare 15-20 one-sentence pitches of game ideas. (Jesse ran this one semester with only 10 pitches per week; the idea is for the quantity to be high enough that most students will start running out of ideas and really having to scrape and stretch for weird and shaky scraps of concept.)
- Each pitch must be one sentence, with at most one conjunction and no semicolons. (No run-on sentences either, obviously.)
- The model is an elevator pitch – a brief description of a game that should get the idea across to the listener and spark their interest.
- These must be printed and handed in at the start of each class, starting in week 2. (E-mail is a possibility too.)
- Pitches are graded simply by circling the best three pitches in the set, and returned the next class.
- The assignment can be workshopped early on in the semester by having some students read their pitches out loud for class discussion: what's interesting about the pitch? What impression did those words leave? What was communicated well, or not communicated?
- Future ideas for expansion: some way for two students to work together on pitches, but a setup that would prevent just splitting a set of 20 into "let's do 10 each" without any collaboration? Or peer review of pitches – another classmate says which pitches they liked the best.