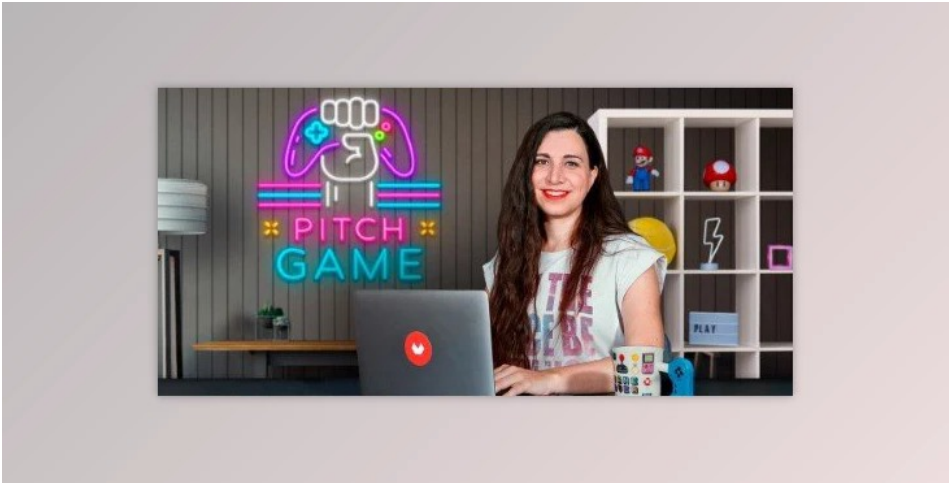


## Domestika – Creating a Professional Pitch for Video Games

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**Creating a Professional Pitch for Video Games:** Craft a compelling pitch or sales presentation to showcase and develop your video game idea, an essential step for aspiring video game designers seeking support from potential partners or investors. In this course, you'll gain insights into analyzing and refining your game concept, transforming it into a comprehensive document that aligns with feasibility and coherence. Understand the pivotal role played by the video game designer in this crucial process.

### How to learn video game design?

You can learn video game design easily with the "Domestika – Creating a Professional Pitch for Video Games" tutorial.

### Where can I download the product?

After subscription, You can download it for free from here.

Tatiana Delgado, a seasoned video game designer with experience in renowned studios such as King and Gameloft, is guiding you through this course. As the founder of Vertical Robot and Out of the Blue studios dedicated to video game development, Tatiana brings real-world expertise.

### What You'll Learn in this Online Course:

- 16 insightful lessons
- Access to 4 downloadable resources

**Course Project:** Create a comprehensive pitch capturing the essential ideas of the video game you aspire to develop. This project will equip you with the skills to present your game idea to potential collaborators or investors effectively.

**Who Should Enroll in this Online Course:** Ideal for individuals aspiring to enter the field of video game design and designers seeking to enhance their documentation skills. Learn valuable tricks and gain insights from real case experiences.

**Requirements and Materials:** All you need is a passion for video games and access to a computer with office software like Google Drive or Microsoft Office.

Join this course to refine your video game idea, transforming it into a compelling pitch that resonates with potential partners and investors. Whether new to game design or looking to improve your documentation skills, this course provides valuable insights and practical knowledge.

### Course Content

- 01 - Presentation
- 02 - Influences
- 03 - What will we do in the course
- 04 - What is a game designer and types
- 05 - Phases of game development
- 06 - Tools
- 07 - Idea
- 08 - What is a pitch, what is it for and in what parts is it divided
- 09 - Pitch game description
- 10 - Pitch description of the gameplay, the three C Camera, Control, Character
- 11 - Pitch visual style
- 12 - Pitch scope of the game



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### 标签

- 平面设计
- Tutorial

- 13 - Final layout
- 14 - How to send your pitch
- 15 - Next steps high-level documentation and prototyping
- 16 - My experiences
- 17 - Elaboración de un pitch profesional para videojuegos

### What is Creating a professional pitch for video games?

Creating a professional pitch for video games is crucial when presenting your game concept to potential investors, publishers, or collaborators. Domestika, as an online learning platform, may offer courses or resources on game development, including how to create an effective pitch for video games.

Remember that a successful pitch not only conveys your game concept effectively but also instills confidence in potential stakeholders. If Domestika offers a course on this topic, it could provide more in-depth insights and guidance tailored to creating professional pitches for video games.



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