

Cardboard Economics

Unit: Publishing	
Workshop: 14	Date: Dec

Objective(s): Students will submit their game for production

Materials & Resources: CBE Forum, game library
[How to speed pitch your game](#)

Lesson Agenda: _____ **Time ():**

Lesson Elements: Sales, negotiation, pre-publishing

Engagement: If students are not self publishing their game. Students will pitch the game to be published.

Assessment/evaluation:

Homework:

Reflection on Plan and Instruction:

Notes:

Students will have 2 options: to self-publish or pitch to a panel and have them publish it. Pre-produced games can be pitched either in person or on video.

Student should be able to:

- Explain the objective of the game
- Brief sequence of play
- Submit contact info: class school, teacher

Games will only be rejected if the components of the game are not cost effective to develop. In that case, the team will be asked to minimize the components for production.