

Useful links and resources

<https://tinyurl.com/v34f6a9>

1. Game Design Document – template by Alec Markarian and Benjamin Stanley
2. General advice for packaging a project
3. Business model canvas - template
4. Businessplan for VC investment– powerpoint by Stefan Steiner, Venturelab
5. 80 funds for your XR startup – courtesy of Kevin Joyce, Admix
6. Pitching your game project - powerpoint by Jan Füllscher SICTIC
7. Useful slides from previous workshops – Kelly Vero, Ryan Granville, Jeremy Spillman
8. Today's presentations @ Info Day 29. Jan 2020