

Honours Bachelor of Game Design

Bachelor's Degree Program
Trafalgar Road Campus

Program Code: **PBGDS**

Please note: This is a sample Supplemental Admission Requirements Information Sheet for reference purposes only. A full copy of the Supplemental Admission Requirements Sheet will only be made available to applicants to **Game Design**.

If you require this information in an accessible format, please contact: registrar@sheridancollege.ca

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Selection Process for Applicants

Eligible applicants are selected on the basis of academic achievement (in progress or completed) and the results of a portfolio assessment.

Applicants selected for the program will be notified through their Sheridan email account. Decisions will not be released over the phone. Fee, registration, and timetable information will follow.

Classes for the Fall 2023 term begin on Tuesday, September 5, 2023.

The online submission system will open on November 8, 2022. The deadline to submit portfolios for the first round of assessment is February 22, 2023 by 2:00pm EST. After this date, assessments will be made on a first-come, first-served basis for the remaining available seats.

Academic Integrity

By submitting your Admission Requirements, you are agreeing to comply with Sheridan's Academic Integrity Policy. The Academic Integrity Policy states:

Sheridan College is committed to upholding the highest standards of academic integrity. The International Centre for Academic Integrity (ICAI) defines academic integrity as "a commitment, even in the face of adversity, to six fundamental values: honesty, trust, fairness, respect, responsibility, and courage. From these values flow principles of behavior that enable academic communities to translate ideals into action".

Applicants who are found to have falsified transcripts, cheated on admission tests, or submitted fraudulent documents or in any other way attempted to circumvent the admissions process in a manner inconsistent with the principles of academic integrity, will not be granted admission to the College. Those applicants will be ineligible for admission to any Sheridan program or course for a period of not less than 5 years, after which admission to the College will be reviewed on a case-by-case basis.

For programs where a portfolio submission is required as part of the admission process, portfolio work should represent an applicant's own ideas, writing, projects, and creations. Where others have contributed, or non-original ideas have been included, applicants will give proper recognition and reference.

Additional Admission Requirements

Portfolio Requirements

The portfolio consists of three mandatory components:

1. [Statement of Purpose](#)
2. [Game Design Portfolio & Rationale](#)
3. [Game Design Exercise](#)

1. STATEMENT OF PURPOSE

Write a Statement of Purpose letter that outlines your suitability for the Honours Bachelor of Game Design program. Address your letter to the Portfolio Review Committee.

The Statement of Purpose letter must answer the following questions:

- Why do you think you are a good fit for the program?
- What do you hope to learn in the program?
- How does completing a degree with a specialization in game *design* align with your career goals?

Submission Technical Requirements:

- File format: PDF
- Maximum word count: 300 words
- Font: 12 point, Times New Roman, single-spaced
- File name should follow the following naming convention:
##-[TITLE OF WORK].[FILE EXTENSION]

For example:

01-Statement-of-Purpose-Letter.pdf

2. GAME DESIGN PORTFOLIO & RATIONALE

Part 1: Portfolio

Submit 3 original pieces that showcase your skills in areas related to Game Design.

The Portfolio Review committee will be looking for evidence of **design thinking** in the work. For this reason, you are highly encouraged to include any relevant process and planning work produced in the development of the final pieces.

Valid types of work include, but are not limited to:

- Documentation of a card game, board game, or any other type of physical game design. You may use annotated photographs or a video explanation. Include a rule set, the objective of the game, the winning condition(s), and an explanation of how to play the game.
- Design sketches or diagrams of a game situation, game level, gameplay metrics, game mechanic, or user interface. Explain in your rationale.
- Video of a playable digital game or prototype. Explain in your rationale.
- Video of a playable level built in a level editor. Explain in your rationale.
- Video of a game mod. Explain in your rationale.
- Video of an interactive project. Explain in your rationale.
- Game assets: animations, illustrations, models (digital or physical), video capture of something you have programmed, sound or music, cut scenes, etcetera. Explain in your rationale.
- Video capture of a functional interactive web site design. Explain in your rationale.
- Artistic work: Illustration, painting, writing, sculpture, music, modelling (digital or physical), graphic design, motion design, sequential art, photography, architecture, etcetera, that demonstrate your artistic abilities. For this category, it is particularly important that you explain in your rationale how the skills you are showcasing are relevant to the discipline of Game Design.

Important note: All work must be created by you. In the case of a collaborative piece, ensure to identify the piece as a collaborative project, and clearly explain your contribution in your rationale.

Submission Technical Requirements:

- Accepted file formats: JPG, PDF, MP4, MOV
- Each file must be less than **400MB**
- File name should follow the following naming convention:
##-[TITLE OF WORK].[FILE EXTENSION]

For example:

02-Board-Game.mp4

Part 2: Rationale

In a single document, provide a brief rationale (associated explanatory text) for each of the three pieces included in your Game Design Portfolio. For each piece, describe the role(s) you played in its design and production, and explain why you included each piece and how it is relevant to the discipline of Game Design.

For each brief rationale, ensure to identify each piece by its file name.

Technical Requirements:

- 1 – 3 sentences per piece
- File format: PDF
- File name should follow the following naming convention:
##-[TITLE OF WORK].[FILE EXTENSION]

For example:

02-Portfolio-Rationale.pdf

3. GAME DESIGN EXERCISE

Using the dice game LIGHTHOUSE (see rules sheet below) complete the following game design exercise:

- a) Begin by playing a few rounds of LIGHTHOUSE with 3-6 people. List and explain the aspects of the game that make it engaging (for its target audience).
- b) Your challenge is to add more strategy to the game. Add or change one rule that will increase strategic play. Explain your rule and explain why you think the new rule increases strategic play.
- c) Write the revised rules for the modified game. Include illustrations and diagrams to help communicate the new rules. You may include annotated photographs or illustrations (maximum of 3 images) to help communicate your ideas.
- d) Observe a group of people play the revised game. Watch, listen and consider how they play. How did the game play differently? List your observations.
- e) Evaluate your new or modified rule based on your observations and by comparing with the original game.

Document your response to the Game Design Exercise and format your document according to the reference below.

GAME DESIGN EXERCISE WORKSHEET

(500-word limit total for the entire worksheet.)
Your worksheet may span more than one page.

ANALYSIS

Your Analysis goes here

MODIFICATION

Your Modification goes here

DESIGN DOCUMENTATION

Your Design Documentation goes here

PLAY TESTING OBSERVATIONS

Your Playtesting Observations go here

EVALUATION

Your Evaluation goes here

Submission Technical Requirements:

- File format: PDF
- Submission should include the following **HEADINGS** and content (see suggested format above)
 - **ANALYSIS**
 - **MODIFICATION**
 - **DESIGN DOCUMENTATION**
 - **PLAY TESTING OBSERVATIONS**
 - **EVALUATION**
- Maximum word count: 500 words
- Font: 12-point, Times New Roman
- File name should follow the following naming convention:
##-[TITLE OF WORK].[FILE EXTENSION]
For example:
03-Lighthouse-Design.pdf

For Reference Only

Lighthouse Rules

PLAYERS: 3 to 6

COMPONENTS:

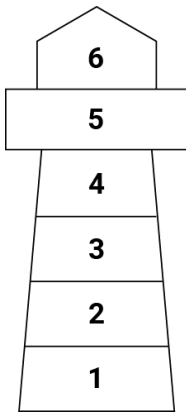
- One standard die (d6)
- 6 counters (tokens) per player
- Pencil
- Paper

OVERVIEW & GOAL

Players try to move all their counters onto the 6 floors of a Lighthouse. The first player with no counters wins.

SETUP

1. Sit in a circle at a table.
2. Draw the following image on the paper.



3. Place the piece of paper and die within everyone's reach.
4. All players start with 6 counters.
5. Decide which player will go first, play then proceeds.

HOW TO PLAY

On your turn:

1. Roll the 6-sided die.
2. If you roll a 1, 2, 3, 4 or 5 and the corresponding space on the lighthouse is empty, place one counter on this space.
3. If you roll a 1, 2, 3, 4, or 5 and the corresponding space on the lighthouse already contains a counter, take it from the board into your hand.
4. If you roll a 6, place one counter on the lantern (or top floor). Counters placed on the lantern remain for the duration of the game.
5. The turn ends and the next player begins their turn.

END OF THE GAME

The game ends when a player has no more counters at the end of their turn. That player wins!

Additional Admission Requirements FAQ

What should I include in my portfolio? What types of work give me the best chance of getting a good assessment score?

- Include your best work that most closely aligns with the discipline of Game Design. Above all else, the Portfolio Review Committee will be looking for evidence of design thinking in the work. Additionally, the committee is looking for evidence of skills relevant to the design and development of games, including design of puzzles, board games, computer games, art and computer art, logic, and computer programming.

I haven't created any work from the valid types list? What am I to do?

- We understand that not all applicants might have a portfolio of work at the beginning of the application process. We encourage applicants to review the list, and to create new work that is within their means and explain to the Committee the context for the work. For instance, an applicant should be able to create a new game with a standard deck of cards or with available craft supplies. There are countless video tutorials available online to teach many of the skills listed using free software. It is our expectation that you should be able to pick up some new skills and apply that knowledge in the creation of a work. As part of the accompanying rationale, you have the opportunity to explain that you picked up the new skill.

What is process work?

- Process work is any design thinking and planning work that is created for the purposes of refining your ideas while working toward a final design.

For instance, a logic diagram might be created to help visualize the winning condition of a game or plan the behavior of an enemy character in a digital game. Including the annotated diagram explaining the details of your design, along with the final work, would be encouraged because it is evidence of the thinking that went into the design.

In the case of a web site design, it is common to develop wireframes and navigation maps to plan how information might be displayed to the user before putting time and effort into developing the actual media. Wireframes and navigation maps would qualify as process work.

Additional Information

If you require assistance regarding this document, please call 905-845-9430 and select option 4 to speak with an Information Specialist in our Contact Centre.

For Reference Only