

Game Level Design

Ontario College Graduate Certificate
Trafalgar Road Campus

Program Code: **PGLDS**

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 Level 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 their academic achievement (in progress or completed) and the results of a portfolio submission. Postsecondary transcripts, indicating courses completed to date, must be submitted at the time of application.

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 term begin Tuesday, September 5, 2023.

Applicants will be required to submit a [portfolio](#), [résumé](#) and [letter of intent](#) online. Assessment will be made on a first-come, first-serve basis until the program is filled. It is in your best interest to submit your portfolio as soon as possible.

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

LETTER OF INTENT

Maximum 500 words. Submit in PDF format.

Reply to the following questions:

1. Explain the skills a GAME LEVEL DESIGNER requires, and why you think you are a good fit for the program.
2. What do you hope to learn in the program?
3. How does completing a graduate certificate with a specialization in the program align with your career goals?

RÉSUMÉ

Maximum 3 pages that documents the applicant's relevant education (previous and current), work and experiences. Submit in PDF format.

PORTFOLIO & RATIONALE

Your portfolio submission must include the following:

Portfolio

Submit 6 pieces that showcase your skills in areas related to Game Level Design. Valid types of work include, but are not limited to:

- Game design: Level layouts, user flows, balancing, and other work created in the process of designing a system within a game (finished or otherwise). Explain relevance and involvement in your rationale.
- Artistic work: Illustration, painting, writing, sculpture, music, modelling (digital or physical), photography, sketching, etc. 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 Level Design.
- Traditional design: Graphic design, diagrams, motion design, sequential art, architecture, building plans, advertising, motion graphics, etc. Explain relevance and involvement in your rationale.
- Game assets: animations, digital models, UV mapping and textures, environments, lighting, video capture of something you have programmed, sound or music, cut scenes, etc. Explain in your rationale.
- Interactive Media or Coding: Samples of web site design, html, ActionScript, C#, java script, playable games, interactive media, etc. Explain your involvement, authorship and tools used in your rationale.
- Process Work: At least one sample should include an example of 'work ups' i.e., indicate the process that you use to develop a finished work from brainstorming, sketches, color tests, grey box, etc. to the final finished work indicating your methodology. The complete workup should be considered as one piece in your portfolio.

Rationale

Explain what you did specifically for each portfolio piece. In a single PDF document, provide:

- A brief rationale for each portfolio piece submitted and how it is relevant to the discipline of Game Level Design.
- What the applicant was responsible for in each piece (i.e. code, art, level design, animation only, produced all elements etc.).
- The tools used to produce each piece, if relevant.

For Reference Only

Additional Information

- **Check your Sheridan email account frequently.**

Many of the communications you receive from Sheridan come to you exclusively via your Sheridan email account.

- 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