

## Honours Bachelor of Game Design

### Supplemental Admission Requirements Information 2021/ 2022

Bachelor’s Degree Program  
Trafalgar Road Campus

Program Code: PBGDS

If you require this information in an accessible format, please contact: [registrar@sheridancollege.ca](mailto: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 term begin on Tuesday, September 7, 2021.

## **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.

## Online Portfolio Submission Requirements

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**Submission of these portfolio requirements will be online. Submission details will be provided to applicants once Sheridan receives their application.**

The online submission system will open on November 16, 2020. The deadline for portfolio submissions is Thursday Feb 25, 2021 at 4pm.

### Additional Admission Requirements (Portfolio)

The additional admission requirements include three mandatory components:

1. Statement of Purpose
2. Game Design Portfolio & Rationale
3. Game Design Exercise

### Instructions

#### 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?

#### Technical Requirements:

- File format: PDF
- Maximum word count: 300 words
- Font: 12 point Times New Roman, single spaced
- Filename should follow the following naming convention:
  - ##-[TITLEOFWORK].[FILEEXTENSION]
  - **E.g.** 01-Statement-of-Purpose-Letter.pdf

## 2. Game Design Portfolio & Rationale

### Portfolio

Submit 5 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.

### Technical Requirements:

- Accepted file formats: JPG, PDF, MP4, MOV
- Each file must be less than 400 MB
- Filename should follow the following naming convention:  
##-[TITLEOFWORK].[FILEEXTENSION] (E.g. 04-Board-Game.mp4)

## **Rationale**

In a single document, provide a brief rationale (associated explanatory text) for each of the five 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 filename.

### **Technical Requirements:**

- 1-3 sentences per piece
- File format: PDF
- Filename should follow the following naming convention:
- ##-[TITLEOFWORK].[FILEEXTENSION] (E.g. 07-Portfolio-Rationale.pdf)

For Reference Only

### 3. Game Design Exercise

Using the card game WAR, add or change one rule to modify the way the game plays.

Note: For this exercise, use the WAR rules included in this application package.

Write a short report that addresses the following questions:

1. What rule did you add or change? Why did you change this rule? What did you hope would happen by making this change?
2. Play the modified game with friends. What were the results? How did the game play differently?
3. Evaluate your new or modified rule. What did players like or not like about your modification, and why?

Include annotated photographs or illustrations (**maximum of 3 images**) to help communicate your ideas.

#### Technical Requirements:

- File format: PDF
- Maximum word count: 300 words
- Font: 12 point Times New Roman
- Filename should follow the following naming convention:
- ##-[TITLEOFWORK].[FILEEXTENSION] (E.g. 08-War-Design-Report.pdf)

## **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 behaviour 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**

Applicants should check their 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



# WAR

The card game **WAR** is for 2 players.  
A standard 52-card deck is used (discard Jokers)

## GOAL OF THE GAME

The goal of **WAR** is to be the first player to possess all 52 cards in the deck.

## SETUP

Shuffle a standard 52-card deck.  
Divide the deck evenly between both players, dealing one card at a time, face down.  
Each player places their 26 stack of cards face down in front of themselves

## HOW TO PLAY

Both players place their top card in the middle of the table and turn face up at the same time.

Cards are ranked in the ascending order 2, 3, 4... 10, Jack, Queen, King, Ace.

The person with the higher ranked card wins that draw and takes both the cards.

The cards are put to the side of the winner to form a new stack, which the player can use when he finishes his current stack.

If both players draw a card of the same rank, e.g. they both draw 8s, then there's a **WAR**.

The face up cards are left on the table and each player puts three cards face down in the middle of the table, and then simultaneously puts one card face up.

The face up card determines who wins the war and gets all 10 cards that are on the table at this point.

If the face up card is again the same rank, then the war goes on, three more face down, one face up etc.

## END OF PLAY

The game ends when all 52 cards are possessed by one player, that player is declared the winner.

If a player finishes their cards during a war without having enough cards to finish the war then they lose immediately.

### Rules sourced and adapted from:

<https://bicyclecards.com/how-to-play/war/>

<https://www.pagat.com/war/war.html>

<https://cardgames.io/war/#rules> (To help you understand the rules, you may want to play this online version of the game)