

## Portfolio guidance

# BA (Hons) Games Design & Art

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Your portfolio is one of the most important parts of your application. It is your opportunity to show us your work, and it is our opportunity to find out more about you. We realise that you may not have presented your work at interview before so here is some help with preparing your portfolio. We also have a YouTube guide at <http://dctr.pro/26t>

### What do you want to see in my portfolio?

Your portfolio should demonstrate a lively, inventive approach to the development of your course projects and self-initiated work. It should be carefully selected as this will show us your skill and abilities, and most importantly your vision.

Your portfolio should clearly demonstrate the development of your ideas and how you have sought to accomplish those ideas.

Show us the range of your work: sketches, mood board, concept art, 2D/3D asset creation, narratives, storyboards, game ideas. If you are in a position where you have created a game or games already please feel free to bring this however you need to have a device to run this on as we may not have the exact software you used.

### How many pieces should I include?

Your portfolio interview will last 20 minutes so a broad selection of work you can discuss in this time is important. We would normally recommend a maximum of 25 pieces of work, including sketchbooks. Your work should have been produced within the last twelve months, although earlier work can be included if it is particularly relevant to your interests and development.

### How should I present my portfolio?

We ask only that portfolios be presented in a clear way which allows us the greatest opportunity of understanding you and your work. We ask for a physical portfolio of work but we allow screen-based media however you need to bring a device to show this work on. We have guest Wi-Fi that can be used if you wish to load a website, however we would recommend all work is offline to reduce the chance of any technical issues. Put forward your best work for consideration.

### Will I be expected to have an in-depth knowledge of relevant design software or programming skills?

We have absolutely no expectation of prior programming skills, although, as programming will be an integral part of the degree, some past experience is desirable.

The use of digital design software such as Photoshop, or other equivalents will be important however sketchbooks and a clear demonstration of process and ideas are the main focus of the portfolio interview.

### Information for Mature students

We understand that mature students may not have work that is structured in the same way as A Level or Foundation students. We are, however, still interested in seeing self-directed work, including sketchbooks and finished pieces.

We also understand that some applicants may have to include work that is over a year old. Life experience and any courses that you may have taken over the last few years will be relevant, but make sure that you include as much recent work as possible in your portfolio.

### Information for International Students

We do not expect international students who are not already studying in the UK to come to an interview. On some occasions a member of staff may be visiting your country and an interview may be arranged. As a general rule, international students are invited to send in a portfolio of work by e-mail or by post for consideration.

Please note that we will not be able to make a decision on your application before we have seen your portfolio, so international students should send it to us as soon as possible after applying.

### Top Tips

- Interviews can seem daunting, especially if you have not been to one before, so make sure to arrive in good time so as to avoid any extra pressure.
- Do your research! Learn as much about the course as possible before your interview. Read our prospectus, come to an Open Day and a Taster Day and visit our website.
- Come prepared with a couple of questions about the School or the programme. It shows that you are interested, and is also a good opportunity for you to relax.
- Tailor your portfolio to the programme. Investigate the Games Design and Art programme thoroughly before making your selection for your portfolio. Remember that the contents of courses with the same name at the other universities can be very different.
- If you have any special requirements, please inform Admissions well in advance of your interview.