Portfolio guidance
BA (Hons) Games Design & Art

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 in preparing your portfolio.

What do you want to see in my portfolio?

Your portfolio should demonstrate a lively, inventive approach to the development of 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 in Games Design and how you have sought to accomplish those ideas. This does not mean however, that a fully completed game need be completed but rather that you have shown through your work some consideration for key structural points.

Show us the range of your work: concept art, 3D asset creation, narrative storyboarding, game rules, and then account for environmental variables. We regret that we cannot accept Game software in lieu of a portfolio but if you are in a position where you have created a game or games already please feel free to include high-quality detailed screen-shots.

How many pieces should I include?

Your portfolio should include a maximum of 25 pieces of work. We will need to see evidence of course projects and self-directed work. 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 and mannered way which allows us the greatest opportunity of understanding your work. We ask for a physical portfolio of work but we will allow, for the interests of quality, digital media such as pdf or video files (.ogv, .avi). Remember we wish for you to 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. No fluency of programming languages is required as you will receive training in these areas. It is advised however that applicants may wish to research the Python, Java, and C++ programming languages at least to a very basic level for familiarity's sake.

We do expect some hands-on experience, as will be evident in your portfolio submission, of the use of design software such as Photoshop, or other equivalents.

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.