Honours Bachelor of Game Design

Bachelor's Degree Program
PBGDS
Trafalgar Road Campus

Program Code:

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 **Honours Bachelor of Game Design**.

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

Contents

Selection Process for Applicants

Eligible applicants are selected on the basis of academic achievement (in progress or completed) and the results of an Additional Submission evaluation.

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 2024** term begin on Tuesday September 3, 2024.

The online submission system will open on November 1, 2023. The deadline to submit admissions requirements for the first round of assessment is February 21, 2024 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. Applicants are not allowed to use advanced automated tools (artificial intelligence or machine learning tools such as ChatGPT) for written or visual components of portfolio submissions.

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Additional Admission Requirements

To move forward with the processing of your application, additional materials must be submitted online for evaluation.

Submission Requirements

The submission consists of two mandatory components:

1. ***Design Thinking Showcase Video***
2. ***Game Design Exercise***

1. Design Thinking Showcase Video

Purpose:

Demonstrate your design thinking using a ***1 to 3-minute video***. This is your opportunity to highlight your understanding and application of design thinking in a project, detailing the challenges you tackled and the purpose-driven steps you undertook towards a solution.

What is Design Thinking?:

Design thinking is fundamentally about the purposeful solving of problems. It is a practice that requires a deep understanding of challenges and crafting deliberate, innovative solutions. A design thinking approach is not just limited to specific fields but is universally applicable, from game design to urban planning.

Number of Projects:

Showcase ***1 to 2 projects*** (works, pieces) in your video. We want to see how you think and solve problems creatively, so focus on your best work. The submission should focus on quality of your projects and how you present them, not just how many you've done.

Video Content Guidelines:

Your video must include a **voice-over**. For each project, follow this structure:

- **Introduction**
  - Briefly introduce the project.
  - Detail your specific **role** in design and production.
    (If you collaborated with others, specify your contributions)
  - Explain the project's **relevance** to Game Design.
- **Discussion**
  - Outline your **intent** and **objectives**.
  - Identify the specific **problems** that you encountered and addressed in your design.
  - Illustrate the **process** you followed to solve those problems (from initial ideas to final solutions.)
- **Conclusion**
  - Summarize **insights** gained from the design process.

For your visuals, choose materials that most effectively convey the essence of your discussion points. This can include video capture, photographs, diagrams, and more.

When providing a voice-over, we strongly encourage you to record it personally. Authentic

human inflection offers emphasis and pacing that generative tools cannot replicate. The speed of your voice-over should be at a natural and understandable pace. Do not artificially fast-forward or speed up your voice, as it may reduce the effectiveness of clear communication.

While not required, captions can be included to enhance understanding.

What Content to Include?

Distinguishing Design from Art:
Art and design both exhibit creativity, but they often serve different primary purposes. While art primarily captures emotion, perspective, and individual expression—such as in a life drawing or an abstract painting—design focuses on functional problem-solving within specific constraints. Consider the differences between a portrait painting (art), an architectural blueprint (design guided by user needs and feasibility), a poster promoting a charity event (design addressing the challenge of conveying important information compellingly), and a photograph taken to capture a fleeting moment or natural beauty (art). Understanding these distinctions will guide you on what to include in your video.

Starting from Scratch?:
Recognizing that some applicants may not have existing work, consider these options:

- **Physical Creations**: With a standard deck of cards or craft supplies, anyone can design a novel game. Focus on developing rules that keep players engaged.

- **Digital Design and Game Creation**: Platforms like "Scratch" (https://scratch.mit.edu/) and "Roblox" (https://www.roblox.com/) are good starting points for beginners. Consider level editors in games such as "Portal 2" and "Super Mario Maker" to create an engaging level for players. Explore online tutorials to acquire a new skill. Apply your skills to a project, and use your video to explain your process.

Note: Do not submit learning projects that are simply outcomes of following tutorials. We are looking for your original creativity using tools, not just your ability to follow instructions.

2. Game Design Exercise

Instructions
Using the dice game **COMPLETIONIST** (see rules sheet below) complete the following game design exercise:

1. **PLAY** a few rounds of COMPLETIONIST with 3-6 people. **ANALYZE** the aspects of the game that make it engaging for its target audience.
2. Your challenge is to make the game more strategic. **PROPOSE** a single change to the game (rule, system, structure) that will increase strategic play. The resulting game should be a modification of the original and not appear as an entirely distinct game.
3. Document the proposed **MODIFICATION** of the game.
4. **OBSERVE** a group of people play the revised game. Watch, listen, and consider how they play. How did the game play differently? Document your observations.
5. **EVALUATE** your changes based on playtest observations and by comparing the modified game with the original game.

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Document your response to the Game Design Exercise by creating a response sheet. Format your document according to the reference below. You may use the word processor of your choice (MS Word, Google Docs etc.), but save as a **PDF**.

Game Design Exercise Worksheet Template

(500-word limit total for the entire worksheet.)

Your worksheet may span more than one page.

PLAY AND ANALYZE

Your Analysis goes here. You must include one annotated photograph, diagram, or illustration to help communicate your ideas.

Instructions:

List and explain the aspects of the game that make it engaging for its target audience.

DESIGN INTENT (WHAT DO YOU WANT TO CHANGE AND WHY?)

Your Proposed Design Intent goes here. You must include one annotated photograph, diagram, or illustration to help communicate your ideas.

Instructions:

Identify the specific elements of the game you aim to change. Provide your reasons for these proposed modifications. Predict how your changes might influence the gameplay experience.

MODIFICATION (WHAT DID YOU CHANGE?)

Your Modification goes here. You must include one annotated photograph, diagram, or illustration to help communicate your ideas.

Instructions:

Document the changes you have made to the game. Your job is to make it clear what is different about the modified version of the game. If there are new or changed rules, state them. If there are new or changed elements, show and explain them.

PLAYTESTING OBSERVATIONS

Your Observations go here. You must include one annotated photograph, diagram, or illustration to help communicate your ideas.

Instructions:

Observe a group of people play the revised game. Watch, listen, and consider how they play. How did the game play differently? Document your observations.

EVALUATION

Your Evaluation goes here. You must include one annotated photograph, diagram, or illustration to help communicate your ideas.

Instructions:

Evaluate your changes based on playtest observations and by comparing the modified game with the original game. Document the outcomes of your change.

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Completionist - Rules

PLAYERS: 3 to 6

COMPONENTS:

- 2 standard dice (d6)
- 8 tokens per player
- Pencils and Papers (one per player to create their "Grid")

OVERVIEW & GOAL

Players roll dice and try to cover all squares on their personal "Grid" with tokens.
The first player to cover all squares wins.

SETUP

1. Sit in a circle at a table.
2. Each player draws the following image on a piece of paper →
3. Give each player 8 tokens

3	4	5	6
8	9	10	11

HOW TO PLAY

On your turn:

1. Choose a player to start. After each turn, play proceeds to the left.
2. When it is your turn, roll both dice and **add the numbers together**. Your roll determines your actions:
    - **Double Rolls:**
        a. **Double 1s:** Take a token from the token pool if it is not empty. Roll both dice again.
        b. **Double 6s:** Take an unplaced token from each player, if available. Roll both dice again.
        c. **Double 2s, 3s, 4s, or 5s:** Give one of your unplaced tokens to the player on your left and end your turn.
    - **Non-Double Rolls:**
        a. **Sum Equals 7:** Add one of your unplaced tokens to the token pool (middle of the table) and end your turn
        b. Other Sums:
            i. **Uncovered Square that Matches the Sum:** If there is an uncovered square on your Grid that matches the sum of the rolled dice, place a token there and roll both dice again
            ii. **Square Already Covered:** If the square that matches the sum of the rolled dice on your Grid is already covered by a token, end your turn.
3. If you have no unplaced tokens left, you cannot roll the dice, and your turn is skipped. You must wait until you receive a token from another player (when they roll doubles of 2, 3, 4, or 5) to continue playing.

END OF THE GAME

The game ends when one player covers all the numbers on their Grid with tokens. That player wins the game. If all players run out of tokens before anyone completes their Grid, the player who has covered the most spaces on their Grid wins. If there's a tie, every player takes a token from the token pool, and the game continues until there is a clear winner.