Honours Bachelor of Game Design

Bachelor's Degree Program

Trafalgar Road Campus

Program Code: **PBGDS**

> **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

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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 an Additional Submission evaluation.

Applicants selected for the program will be notified through their Sheridan applicant portal and email account. Decisions will not be released over the phone. Fee, registration and timetable information will follow.

Classes for the **Fall 2025** term begin on September 2nd, 2025

The deadline to submit admissions requirements for the first round of assessment is February 20th, 2025 before 2pm (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.

Additional Admission Requirements

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

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 2-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 strongest work. Select projects that will best showcase your design skills. When structuring the video, think of the best way to clearly and effectively communicate your process and problem-solving steps.

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.)
    - The intention is to not just document the project, but to document your process for the project.
- **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.

Please remember that the purpose of this video is to **clearly communicate** your design process, not to **sell your design**. Therefore, avoid using theatrics or humor in your presentation.

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 Card-Taking Game** (see rules sheet below), complete the following game design exercise.

Note: The Card-Taking Game is designed as a starting point, a foundation upon which you will build. Some parts of the game already work, while others need improvement. Your challenge is to first identify what works and what doesn't by observing how players play the game, then modify the rules to make the game more enjoyable and engaging for those players. Be observant and creative. Focus on what will make the game better for your players.

1. **PLAY** a few rounds of **The Card-Taking Game** with 4 people. Ideally, find 4 *other* people to play so that you can focus on watching the game and completing the exercise.
2. **ANALYZE** the strengths and weaknesses of the game.
3. **IDENTIFY** your design intention: what do you want to accomplish by modifying the game?
4. Based on observations and in response to player feedback, **PROPOSE** changes to the rules to reinforce the game's strengths or addresses its weaknesses. Only add or change as many rules as necessary to meaningfully change gameplay. **Important note:** The game's SETUP rules must not be changed.
5. **DOCUMENT** the proposed modifications in enough detail and completeness so that anyone can learn and play your version of the game correctly by only reading your document.
6. **OBSERVE** the same group of people play the revised game. Watch, listen, and consider how they play. How did the game play differently? Document your observations.
7. **COMPARE** the play experience of the modified game with the original game.

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:

- Identify the biggest **strength** of the game as is. Provide specific examples from gameplay. Explain and justify your choice.

- Identify the biggest **weakness** of the game as is. Provide specific examples from gameplay. Explain and justify your choice.

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. Document your prediction on how your changes might influence the gameplay experience. Be specific in explaining the anticipated outcomes.

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 rules. **Note: SETUP** rules cannot be changed. Your job is to make 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.

COMPARISON

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

Instructions:

Compare the play experience of the modified game with the original game. Document and analyze the differences.

The Card-Taking Game - Rules

REQUIREMENTS

A standard 52-card deck of playing cards.

Four players.

SETUP

1. Remove and set aside all Jacks, Queens, Kings, and Jokers from the deck. These cards are not used in the game.
2. Each of the 4 players is assigned a suit of cards (clubs, diamonds, hearts, spades).
3. Each player receives all cards from their assigned suit, ranging from Ace (counted as 1) to 10.

Objective

Be the last player with any cards left.

Gameplay

- The youngest player goes first.
- On your turn, take one card from any other player's hand and place it into the discard pile. The player to your left goes next.
- The game continues until only one player has any cards left. That player is declared the winner.