Sheridan

Submission Guide: Additional Admission Materials 2027-2028

PMAGI/PMAGT - Master of Animation, Games and Immersive Experiences

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This is a sample Submission Guide. The full version is available only to applicants.

Please carefully read all instructions before uploading your submission.

If you require this in an accessible format go to Accessible Learning at Sheridan at sheridancollege.ca/student-life/student-services/accessible-learning-services

Included in this document:

- Submission Due Date
- Application Requirements
- Sheridan Academic Integrity Policy
- Submission Requirements

Submission Due Date:

It is recommended to **submit your portfolio within three weeks** of applying. Spaces are limited and filled as applications arrive.

Application Requirements:

- To be considered for admission, you must meet both the academic and submission requirements. **Review the program page** for full details of academic requirements and program content.
- You must submit your supplemental by following the steps below. Items sent by email, in person, or other platforms will not be accepted.
- **You will receive your admission decision via email and the applicant portal.** Decisions will not be given over the phone.

Academic Integrity Policy:

All submitted work must be your own original creations. By submitting your admission requirements, you are agreeing to comply with **Sheridan's Academic Integrity Policy**.

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For Art and Design programs, **Applicants are not permitted to use advanced automated tools** (artificial intelligence or machine learning tools such as ChatGPT) **for written or visual portfolio submissions.**

We want to see your ideas and imagination. All artwork submitted must be created by you and not involving any use of AI-generative imagery, artificial intelligence (AI), or text-to-image tools (e.g. DALL-E, Midjourney, etc.).

Applicants who submit items in a manner inconsistent with the principles of academic integrity, will not be granted admission to the College. Any breach of this will result in a zero grade on your portfolio and will be disqualified. Violations are subject to disciplinary action.

By submitting the below requirements to Sheridan College, you acknowledge that you completed them independently, they were not created by another person or advanced automated tools, and you did not use anyone else's work.

Master of Animation, Games and Immersive Experiences Submission Requirements:

The Submission consists of four components:

A. **Portfolio**
B. **Letters of Reference**
C. **Résumé**
D. **Statement of Interest**

A. Portfolio of original work: **Submit a portfolio featuring three examples of your work.**

- **These should reflect your academic or professional experience** in areas aligned with the program's focus, such as animation, visual effects, game development/ design, immersive media, interactive storytelling, or related digital creative practices.
- Your portfolio should demonstrate your creative thinking, technical proficiency, and ability to engage with immersive technologies or screen-based media.
- For each project, include a statement of up to 200 words that describe the project, your process, and outcome.
- **File types accepted:** JPG, PNG, PDF, .avi, .mpg, .mp4, or QuickTime (mov). Video files should be 200 MB or less

B. Letters of Reference: **Applicants must acquire three letters of reference** that speak to their academic abilities, professional experience, and/or creative potential.

- **These letters should come from a mix of academic and/or professional contacts** who can provide insight into your qualifications and readiness for graduate-level study in animation, games, or immersive technologies.

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- Applicants are required to supply their referees with the Master of Animation Reference Submission link: https://cerebro.ddi.sheridanc.on.ca/PMAGI-ref/ to submit their letters via a direct submission portal.
- **Each letter must include** the referee's full name, title, organization, affiliations, and contact information (including email). It is preferred that reference letters are submitted on official letterheads.
- Referees must use the following format for the file name: ApplicantLastName_ ApplicantFirstName_PMAGI_ReferenceLetter.pdf or ApplicantLastName_ ApplicantFirstName_PMAGT_ReferenceLetter.pdf
- File types accepted: PDF

C. Resumé: **Submit your current resumé**

- Outlining their educational background, professional experience, creative projects, technical skills, and any relevant accomplishments.
- The resumé should highlight your engagement or professional experience with fields such as animation, games, immersive media, or related disciplines, and demonstrate experience commensurate with readiness for graduate-level study and research.
- File types accepted: PDF

D. Statement of Interest: **Applicants must submit a Statement of Interest**

(approximately 500–750 words)

- **Clearly communicate your motivation for applying to the MAGIE program.**
- The statement should describe your academic and professional background, goals in taking the program, creative and technical interests, and how in your view these align with the program's focus on animation, games, and immersive technologies.
- Importantly, you should identify a potential area of research interest and topic you would be interested in exploring during the program. This topic should reflect how you intend to contribute to the evolving landscape of screen-based and immersive media.
- File types accepted: PDF

Proposed Research Focus Areas:

There are 4 proposed areas of research:

Animation: Traditional and emerging animation practices, emphasizing innovation in production workflows and visual storytelling. Examples:

- Production & Pipeline Innovation
- 3D Animation & Real-Time Graphics
- Digital Asset Creation & Technical Direction
- Virtual Production for Linear Media

Games: Design and development of interactive digital experiences, with a strong emphasis on narrative, play theory, and technical execution. Examples:

- Game Design Process & Techniques

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- Game Development & Creation Methods
- Game Art & Assets Pipeline
- Narrative Design & Interactive Storytelling
- Play Thinking & User Engagement

Immersive Experiences: Cutting-edge technologies and design approaches that create immersive, multisensory environments and experiences. Examples:

- UX/UI for Immersive Media
- Augmented & Virtual Reality (AR/VR)
- Experiential Design (Projection Mapping, 4D, Spatial Media)
- Human-Centered Design
- Projection Mapping
- Immersive Theatre & Live Performance
- Virtual Production Techniques

Cross-Disciplinary Domains: Explores the intersection of immersive media with equity, ethics, policy, and innovation, emphasizing socially engaged and entrepreneurial approaches to digital creation. Examples:

- Inclusive Storytelling & EDI Practices
- Digital Activism & Social Justice Media
- Data Governance & Public Policy in Emerging Technologies
- Entrepreneurship & Innovation in Screen-Based Industries
- AI in screen-based Storytelling & Interaction

Here are some probing questions that could assist you in writing your letter:

- What inspired you to apply to the MAGIE program?
- How does the program align with your creative, academic, or career goals?
- What is your educational or professional experience in related fields?
- How have your past projects or roles prepared you for graduate-level study?
- What themes, technologies, or storytelling approaches are you passionate about?
- What do you hope to achieve during and after the program?
- How will this degree support your long-term professional or creative journey?

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