

Master of Animation, Games, and Immersive Experiences

Master's Degree Program
Trafalgar Road Campus (Oakville)

Program Code: **PMAGI2**

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 the **Master of Animation, Games, and Immersive Experiences**.

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Selection Process for Applicants

Sheridan’s Master of Animation, Games, and Immersive Experiences program blends animation, game design and immersive experiences into one interdisciplinary graduate degree. Applicants should have a background compatible with its focus and demonstrate

an area of interest that could serve as a research topic for their work in the program, The application process is designed to enable applicants to demonstrate each.

The Master of Animation, Games, and Immersive Experiences does not accept any existing (plagiarized) work in any part of the portfolio. Do not copy from any secondary source. All work must be created by the applicant; AI may not be used. Any breach will result in a zero grade for the portfolio.

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.

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. The applicant 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 are required to submit a portfolio online. Seats are limited in this program and Offers of Admission will be made on a rolling basis. It is recommended that you submit your portfolio requirements within 3 weeks of your application date. Both Academic and Portfolio requirements need to be submitted in full prior to consideration for an Offer of Admission. Portfolio cannot be edited once finalized and submitted.

Portfolio Requirements

There are 4 sections of the portfolio:

1. Portfolio

As part of your application, you are required to 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.

2. Letters of Reference

Applicants must submit three letters of reference that speak to their academic abilities, professional experience, 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. Each letter must include the referee's full name, title, organization, and contact information.

3. Résumé

Applicants must include a current résumé outlining their educational background, professional experience, creative projects, technical skills, and any relevant accomplishments. The résumé 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.

4. Statement of Interest

Applicants must submit a Statement of Interest (approximately 500–750 words) that clearly communicates their 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.

Proposed Research Focus Areas:

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
- 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.

- 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?

Additional Information

- Classes for the Spring term begin **Monday, June 29, 2026**.
- Candidates for the program will be selected based on their academic achievement (in progress or completed) and the results of their portfolio evaluation. Applicants will receive a score sheet (based on the required portfolio components) indicating the results of their portfolio evaluation based on the enclosed evaluation rubric.
- Notification of admissions decisions are made through email and the applicant portal. Decisions are not released over the phone.
- Sheridan's Master of Animation, Games, and Immersive Experiences program is delivered in hybrid mode, in which students attend an in-person residency for seven weeks before proceeding to remotely-delivered course work. While on campus, students have access to computer systems and software to use. For courses delivered online, a home computer or laptop is recommended. Depending on the student's area of research interest, a higher end computer system and drawing tablet may be recommended. Minimum recommended computer specifications are the following:
 - Mac or PC that can run the Adobe Creative Suite and 3D modeling and animation tools such as Autodesk Maya, Unreal, and Unity.
 - A recommended tablet would be a Wacom Intuos. If the budget allows, a Wacom Cintiq is ideal.
 - If you have any additional questions, please visit our [Service Hub Customer Service Portal](#) — your one-stop destination for getting help, finding answers, and staying connected. Alternatively, most questions can be answered by consulting with our [chatbot](#).

