Intake assignment Saxion University of applied sciences
Game design & Production for year 2017 – 2018

Hand in:

For this intake you should hand in the following

- 1 (!) pdf, containing:
    o The assignment (Max 1 page of text and 3 images)
    o Your portfolio work (Max of 5 pages)
    o A motivational letter (Max 1 A4)

Assignment:

Produce a (minimal) game design document. It should include the game concept, game play and what it is that makes it work for the target audience. (1 page maximum)

Next we want some worked out (digital or scanned) drawings or other artwork that demonstrates some of the characters, the theme and environment. (3 images maximum)

The theme for your game is one of these:

1. Waterworld
2. Epic Egypt
3. Underground

After receiving your assignment and portfolio we will have a Skype conversation or phone call. At the end of this conversation we will let you know whether or not you are accepted.

Portfolio:

The portfolio can contain <u>anything</u> that proves your preliminary knowledge regarding the 'creative side' of the creation of games. Show the best work you have. Web links for interactive are possible in order to show interactive content! Think about:

- 2d (hand drawn / digital drawn / Graphical design)
- 3d models / textures / rigs / renders
- Photography
- Websites / content
- Game mods
- Games
- Animations
- Video editing
- Hand-made creative content
- ….

Motivational letter:

- Describe in maximum 1 A4 page your motivation to join the game design studies