APPLICANT PACK

Welcome to MetStudios! This guide will help you get ready for your interview, outlining what to expect and how to prepare. We'll also provide tips on creating and presenting your portfolio.

Interviews usually take place online. You will receive an email with your joining link on the day of your interview.

You will be asked some questions about yourself and you will have the opportunity to ask any questions you may have about the course.

INTERVIEWS AND PORTFOLIO REVIEWS

An interview is a required part of the application process for all MetStudios courses.

Every applicant will take part in an online interview before an offer can be made.

Our interviews are relaxed, supportive conversations designed to help us get to know you, your interests, and your creative goals. They are not tests or auditions. Think of the interview as a check-in — a chance to talk about what excites you, what you enjoy making, and where you'd like to go next.

A conversation about creative work you've produced forms part of every interview. This helps guide the discussion and gives you the opportunity to talk about your ideas, interests, and experiences in a way that feels natural.
All MetStudios interviews are currently conducted online.

Why do we interview all applicants?

We interview all applicants so that we can:

· Understand your interests, motivations, and creative direction

· Talk through any work you've made and what you're passionate about

· Ensure the course you've applied for is the right fit for you

· Offer guidance and reassurance about your next steps

The interview is as much for you as it is for us. It's your opportunity to ask questions, explore your interests, and get a clearer sense of what studying at MetStudios is like

What is the interview like?

Your interview is a one-to-one online conversation with a member of the MetStudios teaching team and usually lasts around half an hour.

During the interview, you'll:

· Talk about your interests, influences, and creative goals

· Discuss creative work you've produced

· Reflect on how you approach ideas, learning, and problem-solving

· Ask questions about the course, teaching approach, and creative practice

There are no trick questions and no expectation of professional-level work. We're interested in your thinking, curiosity, and enthusiasm — not perfection.
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Bringing creative work to your interview

We strongly encourage you to bring creative work to your interview. A conversation about work you've produced is a core part of the interview process and helps shape the discussion. This does not need to be a formal or polished portfolio. Instead, we want to see work you feel passionate about — pieces that reflect your interests, ideas, or creative curiosity.

This could include:

· Sketches, drawings, or visual ideas

· Screenshots or short videos of projects

· Work-in-progress pieces or experiments

· Notes, diagrams, or worldbuilding concepts

· Personal projects, coursework, or hobby work

There is no expectation of professional or industry-ready work. What matters most is that the work is yours and that you're happy to talk about why you made it and what you'd like to explore next.

How your work is used in the interview

Any work you bring is used to:

· Help us understand what you're interested in and excited by

· Give you a starting point for discussion

· Explore how you think, learn, and develop ideas

You won't be judged on technical skill alone, and there are no "right" or "wrong" pieces to show. The focus is on process, curiosity, and potential, not polish.

COURSE SPECIFIC GUIDANCE

The examples below are suggestions, not requirements. You are welcome to bring any work that feels meaningful to you.

BA (Hons) Games Art and Technology

You might choose to bring:

· Character, environment, or prop ideas

· Visual experiments in different styles

· 2D or 3D artwork (finished or in progress)

· Creative work in other mediums such as photography, sculpture, or mixed media

BA (Hons) Games Design and Development

You might choose to bring:

· Game ideas, sketches, or design notes

· Paper prototypes or tabletop systems

· Screenshots or short videos of digital projects or mods

· Levels, maps, or worldbuilding ideas

Playable builds are not required — videos, images, or explanations are absolutely fine.

BA (Hons) Animation

You might choose to bring:

· Short animations or motion tests

· Storyboards, animatics, or sequential art

· Motion graphics or experimental animation

· Sketches exploring movement, timing, or expression

ONLINE INTERVIEW GUIDANCE

To help your online interview run smoothly:

· Make sure any links you plan to share are accessible in advance

· Aim to bring a small selection of work you feel strongly about (3–5 pieces is plenty)

· Use videos or images rather than large downloadable files

· Choose a quiet, comfortable space where you feel relaxed

If you experience any technical issues, our Admissions team will be happy to help.

BOOKING YOUR INTERVIEW

You can book an interview after submitting your application.

Once you've submitted your application form, a member of our Admissions team will contact you with a unique link to book your interview online.

You can also contact us directly:

· Phone: +44 20 8832 1933

· Email: **admissions@metstudios.co.uk**

· Live chat: via our website

Once booked, you'll receive:

· Confirmation of your interview time

· Clear guidance on how to prepare

· A Teams link ahead of your session

A final note

If you're early in your creative journey, or unsure whether your work is "good enough", that's completely okay.

Many applicants use the interview as their first opportunity to talk about their creative work in detail.

Bring what excites you. Bring what you're proud of. Bring what you're curious about. That's exactly what the interview is for.