



SCREEN AND  
FILM SCHOOL

**BA (Hons)**

- **Game Design and Development**
- **Games Art and Technology**

**BSc (Hons)**

- **Games Technology**

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# AUDITION GUIDELINES

**BA (Hons) Game Design and Development**  
**BA (Hons) Games Art and Technology**  
**BSc (Hons) Games Technology**

# What to expect

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You will be invited to attend a Zoom interview, which will last approx. 60 minutes, with a subject specialist who will discuss with you your career aspirations, your experience so far and review your portfolio. This is an informal chat, and our interviewer will talk you through every step and make sure this is the right course for you.

## WHAT TO INCLUDE IN YOUR PORTFOLIO

### 1: Digital portfolio submission

Make sure your portfolio submission is relevant to the Creative Technology course you are applying for:

- **BA (Hons) Game Design and Development:** Please submit portfolio examples that demonstrate working with games mechanics and/ or games development. Document paper-based and/ or digital designs for games or games levels, worldbuilding (could be your Dungeons and Dragons campaign) or puzzles. Show us how you understand games design and what interests you in the topic.
- **BA (Hons) Games Art and Technology:** Please submit portfolio examples that demonstrate working in 2D and/or 3D. Document work you have done with environments, characters, and user interfaces. Show any work you've done with life drawing, street scene sketching or still life. Show us how you are developing as an artist and where your interests lie in games art
- **BSc (Hons) Games Technology:** Please submit portfolio examples of engagement with games engines and coding. Document games or applications you have developed or mechanics you have built with videos and screenshots. Show how you designed your systems and then coded them.

### 2: Portfolio supporting materials (maximum 2 examples, optional to include)

Show us additional work that you have done that's relevant to your application. Your supporting materials could include, but are not limited to;

- A board game concept proposal (i.e., genre, target audience, project scope)
- Music production, sound design, performance, poetry, prose or dialogue scripts
- A Video Game concept pitch document (i.e., genre, target audience, project scope)
- Gameplay (i.e., objectives, game progressions, in-game graphical user interface)

- Mechanics (i.e., rules, combat, physics)
- Game elements (i.e., worldbuilding, story, characters, costume design, locations, level design)
- Photography/ Cosplay costumes/ Role Playing Campaigns/ Miniatures or wargaming terrain

Additional creative work including artwork, concepts, posters, or ideas that show your creative skills, work ethic and passion for creative technology can also be submitted.

## **HOW TO SUBMIT YOUR PORTFOLIO**

You will have the option on Zoom to screen share and share audio, however if you wish to submit any material in advance we recommended uploading to a drive (google drive, onedrive) or a private Youtube and emailing your links to **submissions@bimm.ac.uk**

## **THE NEXT STEPS**

Once you have attended your interview and presented your portfolio you will receive a course offer from our Admissions team.

You will need to apply via UCAS.co.uk if you have not already done so, here you will be able to formally accept your offer.

We cannot wait to meet you, if you have any questions about your interview or Application, please do email us on **admissions@bimm.ac.uk**