



MA Games Design

Portfolio Guidance

A collection of your games designs and creative work that introduces you and explains your abilities, skills, and interest. It should provide evidence of an interest in aspects of Games Design and ideally show a range of work from your undergraduate degree, personal practice, or industry experience. Tutors use your portfolio to assess your potential to succeed in your area of interest, so they are looking for evidence of aptitude and endeavour and if you appear deeply interested and committed to exploring the subject.

We are looking for between 5-10 pages, enough to see the range of your strengths and abilities, but not everything you have ever produced! You are asked to submit a digital portfolio which can be presented in a single PDF format or hosted via an online platform.

Detailed Portfolio guidance:

- Include examples of different kinds of techniques and processes you have tried, such as sketches for levels or mechanics, animatics, level block outs, paper prototyping and playtesting, playable prototypes, case studies, design documents, feature specs, pitches, design rationales, etc. You don't need to include all these techniques, but it is important to show a range and give some commentary on your design choices.
- Include examples of creative thinking, research and design development from your previous studies, projects, or work. Let us understand your design process. For example, you could show how you develop your ideas through research, sketching and experimentation, as well as more complete and finalised prototypes and feature specs.
- Production of a clear and professional portfolio of your ideas and designs. Ensure graphical approach is considered and contemporary. Clearly communicate the ideas and key features of the work you include through annotation.
- Your work should show your ability and interest in aspects of Games Design you wish to study at Middlesex University and your individuality as a designer