

For Diploma in Digital Game Art & Design

NYP's Diploma in Digital Game Art & Design is for you if you aspire to be a game artist or designer. It equips learners with competencies in visual aesthetics, game design and development so that you can develop games across a variety of platforms.

Ideal Applicant:

Applicants should demonstrate:

- Keen interest in seeking a career in game development, as well as art & design with some awareness of how the games industry works and operates;
- Experience in a school environment (e.g., through a CCA, a community activity or a class post), or in an external context (e.g., competitions attended) where they showcased their talents, skills and time in areas related to art or game art & design;
- Involvement in art and design work;
- An awareness of future industry needs;
- Resilience and responsibility; and,
- Good communication and presentation skills.

Shortlisted applicants will be assessed as follows:

1. Aptitude Test

Shortlisted applicants are required to take a writing and drawing aptitude test. The 45-minute aptitude test is designed to assess candidates on their suitability for the course through their knowledge, skills and understanding of this course.

2. Interview

If you are shortlisted, you will also be invited for an online interview to share more about your passion for the course with a panel of interviewers. You will be assessed on your interest, aptitude and understanding of the course as well as the games industry. You may also be asked to share your vision of your future self and desired role in the games industry. The duration of the interview will be about 10-15 minutes.

Some of the questions which you may be asked during the interview include:

- Share your experience and participation in any course related activities in the last one year and how it has benefitted you.
- What are some of the special skills or talents which you possess and how you think these may help you in your journey in the course?
- Share your views about the important skills that you should possess to be ready for work and life.
- Share with us your career aspirations and how the course can help you fulfil them.
- Name some of the roles in the games industry and how you will collaborate with them in your job.

3. Portfolio (Mandatory)

You should include in your portfolio, any evidence and/or activities (e.g., art or game design competitions, CCAs, etc) that showcase your achievements.

Criteria for your portfolio:

- Your portfolio should comprise a minimum of six works related to the course, of which at least three of them must be:
 - Observational drawings (e.g., drawings of figures/animals/environment); and/or
 - 3D Model/digital imaging showing effective use of software tools
- Your portfolio should show a high degree of finishing and diversity, and all works should be related to the course, cited and clearly explained.
- All submitted works must be created by you. If you are submitting group projects, a brief description of your role and contribution in creating the work must be clearly stated. The selected works should reflect your experience and competencies in the course you are applying to.
- Submitted works may be traditional and/or digital work consisting of game design, drawing, painting, sculpture, illustrations, animation, 3D models, videos and films. Preparatory work such as sketches and concept drawings may also be included. All submissions must be done digitally. For traditional works, please scan or take a photograph of them for submission.