For Diploma in Game Development & Technology

NYP's Diploma in Game Development & Technology is the diploma for you if you aspire to be a game developer. It equips learners with competencies in game design, game programming, software development and extended reality application development to prepare learners to develop games across a variety of genres and platforms.

Ideal Applicant:

Applicants should demonstrate:

- Interest in seeking a career in game development, as well as information technology (IT) & programming 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) showcasing talents and skills in areas related to information & technology, extended reality or game programming & design;
- Involvement in technical 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: (note: in order of events)

1. **Aptitude Test**

   Shortlisted applicants are required to take a game design and logic thinking 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 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 and how it has benefitted you.
   - What are some of the special skills or talents which you possess and how do 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 their job scope.

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 two pieces of work related to the course, of which they must be:
    - Applications or mini games created using game creation tools (e.g. Scratch, Gamemaker, Construct, Unity and Unreal).
    - Programs created natively through programming languages (e.g. C++, C# and Java).
- 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.
- All submissions must be done digitally. Please include screenshots or videos of the applications or games for submission.