

## **For Diploma in Game Development & Technology**

NYP's Diploma in Game Development & Technology is the diploma for applicants who aspire to be game developers. It equips learners with competencies in game design, game programming, software development and extended reality application development so that learners are able to development games across a variety of genres and platforms.

### **Ideal Applicant:**

Applicants should demonstrate:

- Keen interest in seeking a career in game development, as well as 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) where they showcased their talents, skills and time in areas related to information & technology, extended reality or game programming & design;
- Genuine display of technical & design involvement, awareness of future industry needs, eager for lifelong learning, 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 game design and logic thinking aptitude test. The aptitude test will have a duration of 45 minutes and is designed to assess applicants 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 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 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 ideally be around 3-10 recent pieces, from **ANY** of the following categories:
  - 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.
  - Interactive Media (e.g. Interactive Installation, UI/UX Design, Interface Design (Web/Mobile), Programming/coding (Web/ Mobile), Immersive Media (AR/VR/MR))
- 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.