

Bachelor of Communication – Game Design and Animation Major (JS2370)

Portfolio Guidelines (2025 entry)

What is a Portfolio?

A portfolio is a collection of works that demonstrate the candidate's creative potential, visual literacy, strengths and areas of interest.

Portfolio materials may include, but not limited to, the following:

- Drawings, paintings or sculptures.
- Photography or collages.
- Films or videos.
- Music composition.
- Science project or software.
- Theatrical or multi-media performance.
- Creative or academic writing.
- Storyboards/Mock-ups of an unfinished film or interactive experience.

During the interview, candidates are expected to present their portfolios on their own computers/tablets within a limited amount of time. Audio and video contents should be short and available offline.

Originality

It is extremely important that the portfolio contains original work created by the candidate. If the portfolio contains materials not created by the candidate, such as products from group projects, downloaded digital asset, program code, AI generated content, etc., or if a work is a remake of / homage to another original work, you must clearly state the sources. Plagiarism is considered a serious academic offense and will not be accepted.