

Bachelor of Communication - Game Design and Animation Major (JS2370)
Portfolio Guideline (2024 entry)

1. Applicants are required to present their portfolios during the interview.
2. They should prepare their portfolios in digital format for the ease of presentation.
3. The portfolios should demonstrate candidates' potential in creativity, visual and design literacy, game design and/or animation.
4. Applicants should bring her/his own computer to demonstrate demo reel where appropriate.
5. The demo reel shall not exceed **3 minutes**.
6. Please state clearly and provide information of the sources if your work:
 - incorporates content done by others, such as group work, downloaded CG models, game asset, program code, and digital images, etc.
 - is a remake of / homage to another original work.