Selection task for international students
School of Design

This form must be completed by international students only. Australian or New Zealand citizens/Permanent residents of Australia or Permanent Humanitarian Visa holders must apply through RMIT Admissions.

rmit.edu.au/programs/apply

Section 1: Applicant information

Student / Applicant ID (if known)

Title

Family name

Given name

Date of birth

Email

Section 2: How to apply

1. Check the programs and fees website to ensure this program is offered for your preferred intake.
2. Check **the program academic and selection task requirements** (see 'International student' tab).
3. Complete this selection task along with a brief in Section 4. Collate both this selection task form with the brief in a single PDF before uploading it to your **online application**.

Section 3: Further information

Contact: School of Design

Email: games@rmit.edu.au

Each selection task will be considered as part of the selection process. The following information is used to help us evaluate whether you have the necessary qualities to undertake our program.

Please note that this selection task is retained as part of official RMIT records. Selection tasks will not be returned to applicants. If you wish to retain a record of your work, please make a copy for yourself.

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Section 4: Brief information

You will be required to complete **<u>one</u>** of the following briefs.

Each brief should take you approximately 1 day, or 7 hours, to complete.

You can use and build upon your own pre-existing writing and creative work, such as work completed in high school, or for your own hobbies and passions. The work can also be created purely for this application.

If you wish to include video/screen recording, which is advised for demonstrating gameplay as you can't submit whole builds, include image representation and a clear link to the video hosted on a website (such as YouTube or Vimeo) in your pdf.

Although Artificial Intelligence (AI) is considered a contemporary tool that may be included in your games education at RMIT, we ask that for these submissions you **do not use AI**, and instead submit an individually authored response.

The submission format for the chosen brief is as a single pdf.

- **<u>Brief 1: Improvements to an Existing Game</u>**

Using between 500 and 1000 words in total, cover the following: (address each point below in a separate paragraph)

- Describe a game you play and why you like/don't like it. It can be digital or non-digital
- Critically describe positive improvements you would make to the game, how and why
- Describe the general impact of such improvements
- Describe how seeing these improvements might affect the game genre, culture of players, or games industry more broadly
- Include images/drawings/diagrams where useful.

- **<u>Brief 2: World Design Art Folio</u>**

Construct a folio of your own creative work between 3 and 7 pages, covering the following:

- A short description of this world and its context (200 words maximum)
- Designs/concepts of a fictional world/environment you would like to see in a game
- Designs/concepts of characters that would inhabit that world
- The focus can be on level design and be more technical or be more art focused
- A mood board or references to similar games can be included if they are properly credited
- Include evidence of your work process: initial drawings/sketches, brainstorm, etc.

- **<u>Brief 3: World Narrative Design Folio</u>**

Using between 500 and 1000 words in total, cover the following: (address each point below in a separate paragraph)

- Context and background of a fictional world you would like to see in a game
- What kind of narrative and gameplay design structure would be suited to it
- Describe the plot or progression that players would see unfold in the game
- Examples of dialogue, narration or character backstories
- Include simple drawings/diagrams or reference images where useful, such as of characters and/or scenes.

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- **Brief 4: Game Modding Project**

Submit a folio of between 3 and 7 pages showcasing a modding project you have undertaken for a game:

- Include a maximum 200 word description of the aim of the mod, and what it included that the original game did not feature

- Include screenshots and/or video of the mod as it features in the game and gameplay

- Include evidence of the process you undertook to create the mod, such as images of the process of modelling different objects and the components of the mod, or any sketches and concepts

- Describe any scripting, coding, programming and how it was implemented, if relevant

- Include any evidence of community feedback, discussion and iteration of your mod, if available, and describe how you have responded to it or improved your mod based on that feedback.

- **Brief 5: Game Prototype or Design**

Submit a folio of between 3 and 7 pages showcasing a game you have designed, prototyped, or made some progress on:

- Include a maximum 200 word paragraph explaining the aim of your design, the method of making it, and the experience you want players to have playing it

- It can demonstrate one or more specific elements of functionality you have worked on

- It can be digital or non-digital (such as a card game or game for physical activity)

- Include screenshots/photos and/or video of the game, featuring any interactivity

- It can be demonstrated through paper, drawn, or digital prototyping

- Include evidence of your work process: initial drawings/sketches, brainstorm, screenshots, etc.

- Include captions explaining the intention behind your documentation.

- **Brief 6: Community Games Project Proposal**

Using between 500 and 1000 words in total, submit a document that outlines a plan for a games event that celebrates games culture and its community: (address each point below in a separate paragraph)

- Describe the specific audience you would want to engage with the event

- Describe how this would increase visibility or highlight issues for awareness surrounding this community

- Outline the design of the event, in terms of location, timeline, structure, and activities

- Describe the look of the promotional and graphic design elements for the event showing drawings/mood-boards or other examples as necessary.

Section 5: Brief selection and submission instruction

Select the brief that you have selected to complete.

Brief	Select the brief you have completed
Brief 1: Improvements to an Existing Game	
Brief 2: World Design Art Folio	
Brief 3: World Narrative Design Folio	
Brief 4: Game Modding Project	
Brief 5: Game Prototype or Design	
Brief 6: Community Games Project Proposal	

Submission instructions

- Collate your brief in a PDF format with this selection task form and upload it to your online application.

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Section 6: Privacy notice

The information you provide in this form will be used by RMIT to assess your application for study and to administer any subsequent enrolment in accordance with RMIT's policies and procedures. Your personal information will be handled in accordance with the RMIT Privacy Statement.

The information you provide on this form and during enrolment may be made available to the Australian Government, State Agencies and other designated authorities under the ESOS Act 2000, ESOS Regulations 2001 and the National Code. Information about you can be disclosed without consent where authorised or required by law.

RMIT University's policies require that the information on this form be supplied. Please note that failure to do so, or to supply only part of it, may result in your application being unable to be considered. In addition, any offer of a place may be revoked, and enrolment cancelled if the information supplied is incomplete, false or misleading.

You can access and amend your information via the RMIT University Application System. For more information about how RMIT University collects, uses, discloses and stores your personal information, see the RMIT Privacy Statement www.rmit.edu.au/utilities/privacy.

Section 7: Applicant declaration

Please read and sign the following applicant certification. This application is not valid unless signed and dated.

I agree that:

- I have read and understood the RMIT Privacy Statement and accept its conditions.
- I will be bound by the statutes, regulations, standards of conduct and policies of RMIT as amended from time to time.
- I consent to receiving information electronically from the University.

I acknowledge that:

- The submission of incorrect or incomplete information may result in the withdrawal of any offer and/or cancellation of enrolment by RMIT at any stage.

I certify that:

- The information supplied in this form and any supporting documentation or materials is correct and complete.
- My response to questions and any work submitted as part of my application are my own original work.
- It is my responsibility to provide all relevant and required documentary evidence of my qualification/s.

I authorise RMIT to:

- obtain further information with respect to my submission from other organisations.
- provide information to government, educational, health and other relevant institutions, in the processing of, or in conjunction with, my application.

Signed   Date