Portfolio

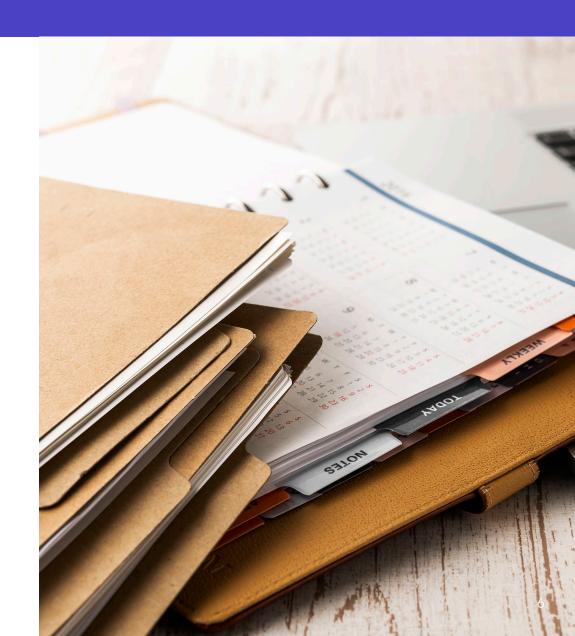# Building a portfolio and understanding career pathways

Common practice within most creative careers is to create a professional portfolio of your work. What's also needed and often overlooked is to have a wider portfolio of documentation you can use to assist you in finding employment and developing your professional skills once you leave education.

This project is designed to make you consider your next steps after leaving further education and also how to access the opportunities you may need for success. This will culminate in an artefact fitting for your career goals.

Before you begin:

Set up your Miro: we are asking all students this year to make use of a Miro board for documenting their work progression and showing development and thought process. You must share a link with staff after creating it.

Part I: Career progression

Research

The first part of this task should be discussing your career progression goals. This project is the chance for you to specialise and show us what type of role you would like to have in the Games Industry.

You need to consider the skills required to meet your career aspirations. Include inspirational professionals in the role you want and discuss how you would approach their level of skill. Think about tutorials or courses you could follow to help bridge the gap.

You should also be considering potential routes into employment or higher education and what they expect for your chosen role. This should take the form of a short-, medium-, and long-term progression plan.

Consider the following:

• What do you enjoy?

• What are you skilled at?

• What is your timeline?

• Consider different ways to represent your plans

• Do you have a dream studio?

Grading Criteria:
AC1: Informing Ideas
AC2: Problem Solving
AC3: Technical Skills
AC4: Professional Practice
AC5: Communication

Part II: Pre-Production

Development

As you are choosing the direction of this project you should utilise the career progression research to inform the pre-production of your artefact. Your approach and actual artefact need to be approved by the relevant specialist tutor **before** you start working on it.

You should be creating a Miro page to include any relevant sprints and tasks to assist you in completing every part of this project. Sprints need appropriate start and end dates, and Tasks must have estimated time costs. These need to be updated throughout your project and written about on your blog. This is an important professional practice which cannot be overlooked.

Your research should be extensive, utilising various kinds of resources both online and offline (websites, art and design blogs, historical and art design books) and feature a variety of mood boards covering imagery and reference for your artefact. You can use some of the research from your earlier projects, but this needs to be developed and targeted appropriately towards this new project. This needs to be written up.

From your research you will create appropriate designs for the type of artefact you intend to create. For example: an artistic piece, we would expect to see iterative concept art culminating in a final design to be taken forward and produced fully. If you were intending to work within a game engine, then we would expect to see flowcharts and playboards before you start production.

Consider the following:

- The artifact is fitting for your goals

- Peer feedback

- Open dialogue with tutor

- Consistent write up

- Leading into B2

Part III: Production

Development

You will need to continue the correct industry pipeline to produce your chosen artefact. Your initial career progression work will again inform your production practices.

For an art piece we expect to see that you've used the correct file format, colour mode, layer names, and for it to be ready for web or print depending on its purpose. A game would need to be fully functioning as intended for a player including a usable UI.

Each process should be recorded on your blogs with accompanying imagery or videos, any issues you face during this process should be explained along with any problem solving.

Consider the following:

- How much time is available

- Where you want to push your skills

- Develop old skills or new

- Peer Feedback

- Fitting production methods

Grading Criteria:
AC1: Informing Ideas
AC2: Problem Solving
AC3: Technical Skills
AC4: Professional Practice
AC5: Communication

Part IV: Post-Production

Polish

The post-production work you undertake needs to be appropriate for the type of artefact you intend to create. For example, your game should be packaged correctly and playable using the intended control schemes. It should also include a splash screen using appropriate logos and your own personal branding.

You should be receiving feedback from your peers on the artefact. For a game engine project this could take the form of testing. This feedback should lead to suggested improvements that you could make if this project was taken forward.

Each process should be recorded on your blogs with accompanying imagery or videos, any issues you face during this process should be explained along with any problem solving.

Consider the following:

• Consistent devlogs

• Polished piece

• Focus on completeness

• Fit for purpose

• Portfolio presentable

Grading Criteria:
AC1: Informing Ideas
AC2: Problem Solving
AC3: Technical Skills
AC4: Professional Practice
AC5: Communication

Part V: Supporting Documents

Professional documentation

In addition to the production work part of this assignment we also need to see some professional supporting documents which are:
- CV
- Personal Statement
  - This can be for higher education or employment
- Portfolio
  - Use the platform that is appropriate for your artefact
- Showreel
  - The showreel should include a collection of your work or video of gameplay you've produced
  - It should also have personal branding and logos included

Consider the following:

- Professionalism

- Polished piece

- Focus on completeness

- Fit for purpose

Grading Criteria:
AC1: Informing Ideas
AC2: Problem Solving
AC3: Technical Skills
AC4: Professional Practice
AC5: Communication