

Proposal Form

Name: Vincent Chen

This form should be submitted with your Year 3 Business Plan and a copy of your Live CV

Overview of the project

Briefly describe the task, the relevance of your industrial partner, the role that you will be able to fulfill and the way that this will enhance your learning.

For the first semester of year 3, I will be trying to get some work experience in a large game design company, gain insight into the industry standards/what level of skill is expected of a game designer and help further build upon my knowledge of the industry and my own skill in creating and implementing 3D models with textures.

There are several Guildford-based game design companies I am interested in contacting because of the local proximity to Winchester as well as their good reputation. The biggest standout for me is Larian Studios, famous for their long history of high-quality isometric CRPG games such as the Divinity series and Baldur's Gate series, which are favourites of mine in part due to their excellent art direction making creative use of fantasy designs. Another studio I am particularly interested in contacting is Ubisoft, based also in Guildford. Ubisoft is known for a large variety of massive, open world triple-A games ranging from the well-renowned Assassin's Creed series, which lean heavily into a historical aspect which I am more used to modelling and designing, and the Far Cry series of games taking place in a large variety of environments and different cultures.

As two large and seasoned international studios, I believe I could learn a lot from at least a week's placement there, especially concerning the design aspect.

What key opportunities will this task offer you in the following areas

1. Practice

- Inform my knowledge of the game design industry, and how game creation is handled through hands-on experience, and the professional environment.
- Understand how design is tackled, communication and collaboration with industry professionals.

2. Technology (inc software skills)

- Gain experience with software like the Unity engine, as well as the Unreal engine which are the most common in the gaming industry, as well as exposure to the game-specific engines utilized by the larger companies.
- Possibly building upon coding skills.

3. Processes (Development Processes, Project Management / Time Management etc)

- Understand the planning and management involved around game creation.
- Get an understanding of how professional designers work on projects.

4. Critical Analysis (Reflective Processes / research skills)

- Learn why some decisions are made in game creation whilst others are not (For time constraints/Style, target audience)
- Document the knowledge I gain from the placement to refine my thought process when working on my own projects.

Learning Outcomes

Please indicate how each outcome will be met in relation to the key opportunities that you have described above (Drag the ticks to the appropriate boxes add more if needed)

	1	2	3	4
Have a detailed knowledge and understanding of their practice in relation to the development of interactive products as well as the component disciplines	✓		✓	
Apply the methods and techniques that they have learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects		✓		✓
Undertake a detailed analysis both the interpretation and setting of specifications or other briefs		✓		✓
Have the ability to raise issues and to clarify requirements in response to a specification or brief in relation to technical or platform standards in order to offer sophisticated solutions for a product's development	✓			
Identify and select appropriate approaches, technologies, mark-up, scripting or programming languages, development environments and other tools with which to develop a product		✓		

Agreed Assessment Submission

Project Outcome

This will contain: Improvement of skills and understanding of how a game studio operates, as well as the quality expected in the industry.

Project Portfolio

This will contain: Documented information about the tasks done, and experience gained from the placement. Any work undertaken whilst in placement will be shown.

Signed & Agreed by :-

Placement Representative _____

Supervising Tutor _____

Student _____