Guidelines for Portfolio Development

Requirements of All Portfolios

- To qualify, portfolios must be comparable in quality and complexity to work executed at the college level.
- Each student must provide an online portfolio of work produced in the Media and Technology program.
- A written statement of approximately 500 words outlining their desired career path, what they are most interested to study in college, and a reflection on their experience in the Media and Technology CTE program.
- Recommendation letters will be also considered in the review of student competencies.
- Review of this portfolio should take place immediately upon graduation. Students will be notified of the decision of earned credits in writing.

Game Design Major Requirements

Include 10-20 works completed recently that show creative and technical potential and integrate a combination of some of at least 3 of the following:

- Completed Digital Game Projects
- Comprehensive Documentation of Completed Analog Game Projects
- Game Design Documents
- Observational Drawing Samples
- Figure Drawing Examples
- Personal Art Work
- Storyboards
- Character Designs with Multiple Views
- Graphic Design Projects including logotypes, lettering, typography, posters, brochures, editorial design, package design and identity systems
- Illustration projects including editorial illustration, book illustration and poster art
- Time-based narrative or documentary (animation or video)

In addition to the works above, a short demo reel or 3 examples of animation may be included. Work may be created by hand or digitally but must be original.

Individual Course Requirements

To receive credit for one or more of these college-level classes, curate your portfolio in the following ways:

- **DD101 Introduction to the Digital Toolbox**
  *Currently Required Course*
  Work should show command of tools for Image Editing (Adobe Photoshop), Vector Graphics (Adobe Illustrator), and Time-based Editing (Adobe Premiere Pro). Projects
should highlight a diverse range of topics and aesthetics.

- **VPA121 Painting and Drawing**  
  *Currently Elective Course*  
  Work should demonstrate command of drawing in both pencil and pen across a variety of subjects. Work should feature a strong sense of composition, an understanding of perspective, contrast of light and shadow, and excellent craftsmanship. Examples of Painting can be included, but emphasis is on observational drawing.

- **GD298 Independent Study**  
  *Currently Elective Course*  
  Work should feature a long-term, multi-stage project utilizing a variety of design tools (analog and digital) to create targeted deliverable/s. This work is as much about process as it is about product, so written documentation and reflection at every stage is key.