

## **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.