

BA Games Art and BSc Games Design portfolio guidance

As part of your application, we would like to see a portfolio of your creative work. Your portfolio helps us understand your creativity, ideas, visual skills and potential. We do not expect you to already be an accomplished games artist/designer.

What should I include?

Please submit a selection of your strongest and most interesting work. Every portfolio will be different, depending on your interests and background. The types of material you might fall into some of the categories listed below:

- drawing, painting or illustration
- sketchbook and observational work
- character, creature, prop or environment design
- digital art or concept art
- 2D or 3D artwork
- modelling, sculpting, texturing or animation
- photography, sculpture or other creative work
- personal projects, school or college work
- games or game-related projects
- programming or electronics projects
- creative writing, dialogue or narrative design
- level design or game modding

Games-specific work is welcome, but it is not essential. Your portfolio can optionally include supporting links to videos of your work, or games you have created, which are hosted online if you have these.

Show us how you develop ideas

We are interested in your creative process as well as your finished work.

Where possible, include examples of how your ideas developed, such as initial sketches, research, experiments, different versions of an idea and work in progress.

We want to understand how you think, experiment and solve creative and/or technical design problems.

What are we looking for?

We will be looking for evidence of:

- creativity and imagination
- visual awareness
- development of ideas
- willingness to experiment
- individual interests and influences
- enthusiasm for art, games and visual storytelling
- potential to develop through the course.

Experience of specialist software, 3D modelling or game engines is helpful, but it is not a requirement.

How much should I submit?

We recommend around 10 pages.

Choose work that best represents you. Quality is more important than quantity.

You can include several related images on one page if this helps to show how a project developed.

Presenting your portfolio

Keep your portfolio clear and easy to follow. Do your best to make the pages of your portfolio neat and well presented.

You may wish to include a short explanation alongside projects describing what you created, how you developed the idea and the materials or software you used.

If you include group work, please make clear which elements were your own.

If generative AI has been used in any of your work, please identify where and briefly explain how it was used.

Most importantly, your portfolio does not need to be perfect. We want to see your ideas, your creativity, technical ability and potential.

How do I submit the portfolio?

After you apply, we will ask you to submit your portfolio on your applicant portal, including links to digital or online examples where appropriate. Please note, the system can only accept files up to 8MB. If your portfolio is larger than this, please use compression software or send links to view online.