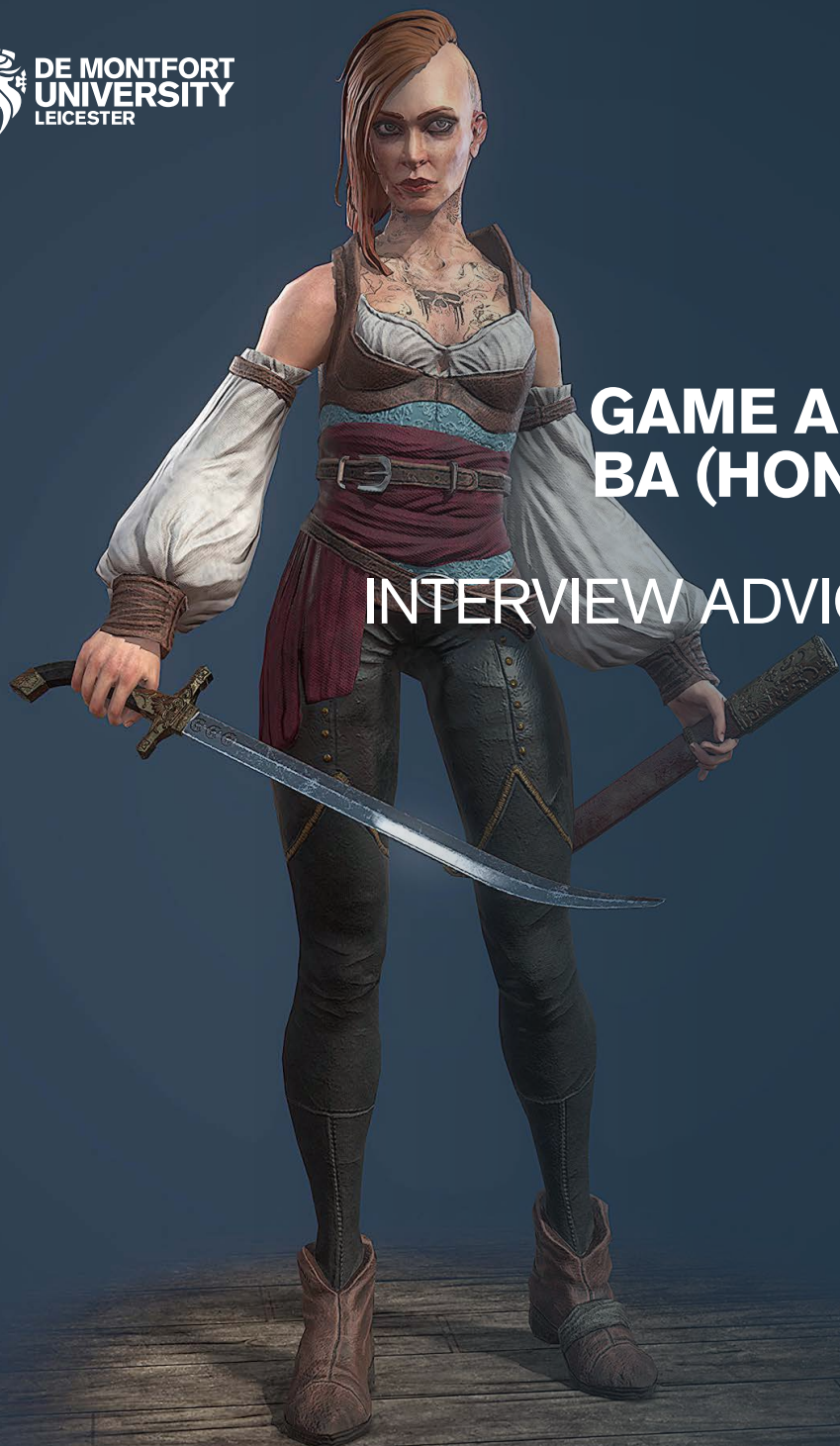




**GAME ART
BA (HONS)**

INTERVIEW ADVICE



GAME ART

Game Art BA (Hons) at De Montfort University (DMU) was the first course of its kind in England to be accredited by Creative Skillset (now ScreenSkills). By studying this course, you will develop the specialist skills required to design world-class games content.

Game Art students at DMU can boost their CV by undertaking a placement after their second year. Our students have used this opportunity to build experience with Dambusters, Sumo Digital and Ubisoft, amongst others. Our students have also visited New York with DMU Global, participated in the Berlin Games Festival, and took part in the GREAT Festival of Innovation in Hong Kong.

Throughout this guide you will find lots of useful information and advice to enable you to prepare for your interview.

YOUR INTERVIEW

University interviews are often a new experience for applicants and we want to ensure that anyone applying to DMU is given the most useful information.

WHY DO WE INTERVIEW?

Our interviews are designed not only for us to assess your suitability for the course, but also to make sure you are choosing the right course for you.

Universities interview for courses where a specific skill-set is required; Game Art requires artistic ability and we will assess this within your portfolio review. You will be set a drawing exercise, which will be used as part of the selection process; this also allows you to experience our teaching style at DMU.

WHAT WILL HAPPEN ON THE DAY?

You will receive information ahead of your interview on how to connect with us on MS Teams, and will then be supported through the process by our academics. The interview will consist of a set of interview questions that will assess your attitudes, beliefs and values, as well as provide you with an opportunity to demonstrate your interest and commitment to the course. The interview will take no longer than 30 minutes to complete.

WHAT TO EXPECT...

WILL I BE INTERVIEWED ON MY OWN OR IN A GROUP?

You will be interviewed on your own by one of our expert Game Art academics.

HOW WILL THE INTERVIEW BE STRUCTURED?

The interview is designed to be friendly and informal. You will discuss your interest in the course, your portfolio of work and your motivations. We will be looking for you to demonstrate:

- Your interest in Game Art and your reasons for choosing the course at DMU
- Your idea generation and development process
- Spatial awareness and your ability to think about things three dimensionally
- Ability to work with different materials across different media

WHAT CAN I DO TO PREPARE?

Before your interview you will be emailed a Microsoft Teams interview invitation. Please accept this and make note of the date and time.

We advise that you familiarise yourself with Microsoft Teams before your interview to avoid any last minute panic on the day. Think about why you have applied to study Game Art and why you have chosen DMU.

Read your application and remind yourself of what you have said.

You will be given the opportunity to ask questions at the end of your individual interview, try to think of two or three questions in preparation to ensure that you are able to engage in that part of the interview.



Recent graduate, Beth Fish, hosted a bespoke Game Art taster session at the GREAT Festival in Hong Kong.



Zoey Smith
Game Art BA

DON'T FORGET...

- To read our course page to help you prepare for and anticipate interview questions (dmu.ac.uk/gameart)
- To ensure that your laptop/computer and phone are fully charged and you have access to a power supply
- Ensure you have tested your equipment to make sure it works and that you have a quiet space for your Microsoft Teams interview to take place

DURING THE INTERVIEW...

- Remember that you have been invited to the interview as you have already shown potential so try to relax, smile and be confident
- Listen, take your time and consider your replies. Ensure that you are not just giving, yes/no answers
- If you do not understand a question, don't guess, politely ask the interviewer to rephrase or clarify
- Be enthusiastic, course tutors will be looking for applicants who share their enthusiasm for the subject

WHAT HAPPENS IF I AM RUNNING LATE ON THE DAY?

We know that delays are sometimes unavoidable so if you are running late on the day, please contact us on +44 (0)116 207 8443 as soon as you are able to and let us know. If you expect to be significantly late, we may be able to offer an alternative date. However, due to limited dates this may not always be possible.

WHEN WILL I HEAR IF I HAVE BEEN SUCCESSFUL?

We aim to make decisions as soon as possible after the interview. In most cases these are communicated to you via letter and an update on UCAS Track within a week of your interview.

We will also be in contact if we are unable to make our decision straight away.

FURTHER INFORMATION AND ADVICE

For lots more information and advice about the interview, including help to prepare for the interview go to dmu.ac.uk/interviews

ADDITIONAL SUPPORT

We endeavour to make all our interview completely accessible. However, if you have any specific requirements, please inform the Events and Conversion Team via email - interviews@dmu.ac.uk

For more information about your Game Art interview please contact the Events and Conversion Team:

T: +44 (0)116 207 8443



07970 655 800

E: interviews@dmu.ac.uk

**W: dmu.ac.uk/gameart
dmu.ac.uk/interviews**



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