

# Electronic Arts Application Guidelines I Spring 2024

## **Application & Portfolio due 5:00PM Monday, February 26, 2024**

The Electronic Arts faculty will review applications for admission to the **Audio, Animation, Interactive New Media (INM), and Video** tracks in the Bachelor of Science in Electronic Arts program starting **Monday, February 26, 2024**. *Please note that **Animation** track applications are only accepted during the Spring review process.*

All candidates will be evaluated on the following criteria.

- Creative potential and demonstrated ability in one area of the Electronic Arts curriculum (Audio, Computer Animation, Interactive New Media, or Video)
- High standards of academic and creative excellence
- Ability to communicate and collaborate effectively within team structures
- Technical, aesthetic and problem-solving skills
- Ability to meet deadlines and to be self-directed

## Spring 2026 Application Timeline

Friday, February 9      Application forms available

Monday, February 26      Applications due by 5:00PM

Friday, March 22      Interviews Conducted (Tentative Date)

**Note:** Results of the Application Review are not communicated until all of the scheduled interviews have been conducted.

Candidates who are not selected this semester are encouraged to meet with their advisor to discuss coursework and directions for improving their portfolio and may reapply to the program during the next application window. Exceptions may be considered at the EA faculty members' discretion. Consult your academic advisor.

## Admission Requirements

Complete the following 9 hours with a GPA of 3.00 or higher before making a portfolio application to the program:

- **Foundation Courses (6 hours):** Complete two courses from: ART 110(3), MED 365(3), MUS 216(3). **Students must complete the foundation course required in their**

**option area before submitting their portfolio application to the program.** Required foundation course for each option.

- Audio Studies: MUS 216(3)
- Computer Animation Studies: ART 110(3)
- Interactive New Media Studies: ART 110(3)
- Video Studies: MED 365(3)
- **Pre-admission Core Course (3 hours):** Complete one course from ART 210(3), ART 230(3), or MED 361(3). **Note:** Computer Animation students must complete ART 230. INM students must complete ART 210.

**Note:** All EA majors must complete all three foundation courses to satisfy graduation requirements.

Graduation from the Electronic Arts program is contingent upon acceptance into the program, completion of all required courses, and successful completion of the junior/senior portfolio reviews.

**Transfer students who brought in at least 30 hours** are welcome to apply to the Electronic Arts program on a “probationary” basis if they are currently in-progress with their third pre-admission course.

**Transfer students who have 60 or more transfer credit hours** with at least one pre-admission core requirement complete or in-progress may apply for “probationary” admission status to the program. **For Audio Studies majors, MUS 216 must be in-progress or completed. For Video Studies majors, MED 365 must be in-progress or completed. For Animation/INM majors, ART 110 must be in-progress or completed.** If you are unsure if this applies to you, please contact your advisor.

## Required Application Contents

The application is due **February 26, 2024 by 5:00PM** as a folder submitted through your MSU OneDrive account. Your application must include the following items. **Instructions and templates are available further down in this document.**

- Portfolio Playlist
- Digital Portfolio
- Application Form
- Essay Response (See prompt questions in application)

- Resume of relevant experience

## Digital Portfolio Requirements

Your portfolio must include a **minimum of two and a maximum of three** examples of animation, audio, video, and interactive new media relevant to the track you are applying to. **At least one example must come from the foundation course in the track to which the student is applying, and at least one example must come from course work outside of your declared EA track.**

**Example** – An EA Audio applicant would apply with at least one work from their EA Foundation Course - MUS 216, and at least one work chosen from **one** of the following courses outside of the Audio Track emphasis: ART 110, ART 210, ART 230, MED 365.

**Include only your best work!** A portfolio with two examples of excellent work is stronger than a portfolio that includes two pieces of excellent work and an example of mediocre.

**Total duration of all electronic pieces submitted must not exceed 15 minutes.** You may use excerpts of projects when appropriate. If you do so, please indicate this clearly in your portfolio playlist. Include suggested navigation for interactive multimedia projects.

### Formatting files

Format all digital portfolio items according to the guidelines below. **Portfolio items that are not formatted correctly may be disregarded by the EA faculty.**

- **Audio files** .wav PCM format
- **Video files** .mp4 H.264 format, 1920×1080 pixels max resolution, 8 Mbps target bitrate
- **Still Images** .jpg format, no larger than 1600 pixels on longest side.
- **Interactive media** Package project in a self-contained, executable form (Windows and Mac) if possible. Otherwise, include a high-quality video of the project in action.
  - **Processing** Use File → Export Application. Make sure “Windows” and “Mac OS X” platforms and “Embed Java” are checked. Include the exported “application.macosx” and “application.win64” folders along with the .pde file(s) containing your code.
  - **p5.js** Place your .html, .js, and any other required asset files in a folder inside your portfolio. If using the p5.js Web Editor, click File → Download to get a .zip archive of your project containing the necessary files to include in your portfolio.

Include a text file named README.TXT containing instructions for how to launch your .html file.

- **Unreal Engine** Refer to online documentation on how to package your project (<https://docs.unrealengine.com/en-US/Engine/Basics/Projects/Packaging/index.html>). Include your packaged project inside a folder inside your portfolio.
- **Unity** Refer to online documentation on how to publish a build (<https://docs.unity3d.com/Manual/PublishingBuilds.html>). Include your published build inside a folder inside your portfolio.
- **Other** Contact Colby Jennings (BCJennings@MissouriState.edu) for instructions.

## Application Organization

Place your playlist, portfolio files, application form, essays, and resume in a folder named “LastNameFirstname\_EA\_Area\_SP24”.

Name your digital portfolio files according to the pattern, “ItemNum\_Course\_Title.FileType”. Your first item should be your playlist, named “00\_Playlist.docx.” Number the rest of your portfolio items sequentially. **Put your strongest work first.** Projects that are comprised of a set of multiple, still images (max. 5 images) should have each item numbered and lettered (ex., 01a, 01b, et cetera) in the order that they should be viewed. List outside work after projects completed as part of a class.

Name your application form, essay, and resume “LastNameFirstname\_Title.docx” (or .pdf).

### Animation Track Example

#### SugarRebecca\_EA\_Animation\_SP24

- 00\_Playlist.docx
- 01\_ART230\_Bounce.mp4
- 02\_ART230\_Final.mp4
- 03\_ART330\_Render.jpg
- SugarRebecca\_ApplicationForm.docx
- SugarRebecca\_Essay.docx
- SugarRebecca\_Resume.docx

- 02\_MED365\_Chase.mp4
- 03\_OutsideWork\_Promo.mp4
- WaititiTaika\_ApplicationForm.docx
- WaititiTaika\_Essay.docx
- WaititiTaika\_Resume.docx





### Audio Track Example

#### MarleyRobert\_EA\_Audio\_SP24

- 00\_Playlist.docx
- 01\_MUS416\_Soundscape.wav
- 02\_MUS316\_Mood.wav
- 03\_MUS216\_ChoralRecording.wav
- MarleyRobert\_ApplicationForm.docx
- MarleyRobert\_Essay.docx
- MarleyRobert\_Resume.docx

### Interactive New Media Track Example

#### McCarthyLauren\_EA\_INM\_SP24

- 00\_Playlist.docx
-  01\_ART210\_DigitalPaint
  -  application.macosx
  -  application.win64
  - digitalPaint.pde
-  02\_MED290\_PoeticInterface
  - README.TXT
  - index.html
  - p5.dom.min.js
  - p5.js
  - sketch.js
  - style.css
- 03\_ART110\_ExpressiveLoop.mp4
- McCarthyLauren\_ApplicationForm.docx
- McCarthyLauren\_Essay.docx
- McCarthyLauren\_Resume.docx

### Video Track Example

#### WaititiTaika\_EA\_Video\_SP24

- 00\_Playlist.docx
- 01\_MED465\_SadStory.mp4

## Submitting Your Application

Each MSU student receives 1TB of storage on Microsoft OneDrive connected to your MSU email address. **Upload your application folder to your allocated MSU OneDrive storage.** For more information about accessing and uploading files to OneDrive, refer to the information on the MSU Help Desk (<https://experts.missouristate.edu/display/KB/OneDrive+for+Business>).

When you have all files organized and uploaded to your MSU OneDrive storage, share a link to your application folder via email to [BCJennings@MissouriState.edu](mailto:BCJennings@MissouriState.edu).

## Questions

It is very important to read the instructions and properly organize your application folder. Having read over the application form, should you have questions about how to properly construct or submit your application please reach out to your advisor or Colby Jennings ([BCJennings@MissouriState.edu](mailto:BCJennings@MissouriState.edu))

If you have questions about the review itself, speak with your **advisor** or contact **Colby Jennings** ([BCJennings@MissouriState.edu](mailto:BCJennings@MissouriState.edu)) or **Andrew Twibell** ([AndrewTwibell@MissouriState.edu](mailto:AndrewTwibell@MissouriState.edu)).

Electronic Arts faculty are able to provide information regarding the application process.

**Art + Design** Joshua Albers, Andrew Goodwin, Colby Jennings

**Media, Journalism, and Film** Jon Mabee, Joy Millana, Andrew Twibell, and Weiyan Wang

**Music** Darcy Stevens

Do not delay! **Applications will not be accepted after 5pm on February 26.**

## Application Form Template

Copy and paste the template below into a new Word document named "LastnameFirstname\_ApplicationForm.docx". Complete the form and include the document in your application folder.

----- Begin Template -----

### Electronic Arts Application | Spring 2024

**Name** Click or tap here to enter text.

**Phone** Click or tap here to enter text.

**MSU Email** Click or tap here to enter text.

**Total Credit Hours** Click or tap here to enter text.

**Area of Emphasis (check one)**

- Audio
- Computer Animation
- Interactive New Media
- Video

**Statement / Essay**

What you hope to get out of the Electronic Arts program? What will you bring to the EA program if you are accepted? How will the EA program help you meet your long-term goals? What can you do with your craft / creativity to positively impact community and culture?

Please address the following items in a **single, well-organized essay**.

- Understanding that the Electronic Arts program is built on collaboration, ethical leadership, cultural awareness, and critical inquiry, what are your aspirations for the Electronic Arts program and your career after Missouri State University?
- Why is this path, and particularly your emphasis area, important to you?
- Given the culture in which we exist, with the concerns of accuracy and credibility, what role do / can content creators fulfill moving towards a more authentic and creative media landscape?  
(2000 words max)

Click or tap here to enter text.

**Signature** Click or tap here to enter text.

**Date** Click or tap here to enter text.

By signing or printing your name above, you agree that you have read the attached guidelines and understand the conditions of this review.

----- End Template -----

## Digital Portfolio Playlist Template

**Copy and paste the template below into a new Word document named "00\_Playlist.docx".**  
Complete the form and include the document in your application folder.



----- Begin Template -----

## Digital Portfolio Playlist I Spring 2024

Name Click or tap here to enter text.

MSU Email Click or tap here to enter text.

EA Track Click or tap here to enter text.

### Digital Portfolio Item 1

**Project Title** Click or tap here to enter text.

**Duration** Click or tap here to enter text.

**Course (semester and year)** Click or tap here to enter text.

**Project summary** Click or tap here to enter text.

**Description of your role** Click or tap here to enter text.

**Why did you include this piece?** Click or tap here to enter text.

### Digital Portfolio Item 2

**Project Title** Click or tap here to enter text.

**Duration** Click or tap here to enter text.

**Course (semester and year)** Click or tap here to enter text.

**Project summary** Click or tap here to enter text.

**Description of your role** Click or tap here to enter text.

**Why did you include this piece?** Click or tap here to enter text.

### Digital Portfolio Item 3 (delete this section if not applicable)

**Project Title** Click or tap here to enter text.

**Duration** Click or tap here to enter text.

**Course (semester and year)** Click or tap here to enter text.

**Project summary** Click or tap here to enter text.

**Description of your role** Click or tap here to enter text.

**Why did you include this piece?** Click or tap here to enter text.

----- End Template -----

## **Resume Instructions**

Create a professional resume that outlines your relevant experience, achievements, and honors. **Save your resume as a document named “LastnameFirstname\_Resume.docx”** Include the following sections (as applicable).

### **Projects and Professional Experience**

List roles on projects and positions of employment (include date ranges). Describe key duties for each project/position.

### **Skills**

List proficiencies with tools, techniques, and methods relevant to your field.

### **Academic Experience**

List degrees and certificates completed and in-progress. Include institution names and locations, and dates of completion (where applicable).

### **Awards and Achievements**

List any awards, achievements, and honors that reflect on your work ethic, skills, community involvement, et cetera.