Electronic Arts Application Guidelines | Spring 2023

Application & Portfolio due 5:00PM Monday, February 20, 2023

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 on **Monday, February 20, 2023**. *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 2023 Application Timeline

Monday, February 6   Application forms available

Monday, February 20   Applications due by 5:00PM

Friday, March 10   Interviews Conducted (Tentative Date)

Note: Results of the Application Review are not communicated until all 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. 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.

- o   Audio Studies: MUS 216(3)

- o   Computer Animation Studies: ART 110(3)

- o   Interactive New Media Studies: ART 110(3)

- o   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 Electronic Media 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 are welcome to apply for probationary admission to the Electronic Arts program if they brought in **at least 30 hours** and are currently in-progress with their third pre-admission course. If you are unsure if this applies to you, please contact your advisor.

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 20, 2023 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 preadmission 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 290, 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, 1280×720 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.

- o **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.

- o **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.

- o **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_SP23".

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

📂 JonesSam_EA_Animation_SP23

- 00_Playlist.docx
- 01_ART230_Bounce.mp4
- 02_ART230_Final.mp4
- 03_ART330_Render.jpg
- JonesSam_ApplicationForm.docx
- JonesSam_Essay.docx
- JonesSam_Resume.docx

Audio Track Example

📂 JonesSam_EA_Audio_SP23

- 00_Playlist.docx
- 01_MUS416_Soundscape.wav
- 02_MUS316_Mood.wav
- 03_MUS216_ChoralRecording.wav
- JonesSam_ApplicationForm.docx
- JonesSam_Essay.docx
- JonesSam_Resume.docx

Video Track Example

📂 JonesSam_EA_Video_SP23

- 00_Playlist.docx
- 01_MED465_SadStory.mp4
- 02_MED365_Chase.mp4
- 03_OutsideWork_Promo.mp4
- JonesSam_ApplicationForm.docx
- JonesSam_Essay.docx
- JonesSam_Resume.docx

Interactive New Media Track Example

📂 JonesSam_EA_INM_SP23

- 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
- JonesSam_ApplicationForm.docx
- JonesSam_Essay.docx
- JonesSam_Resume.docx

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.

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 Colby Jennings (BCJennings@MissouriState.edu)

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

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

Art + Design	Joshua Albers, Andrew Goodwin, Colby Jennings, and Vonda Yarberry
Media, Journalism, and Film	Bobby Lewis, Jon Mabee, Joy Millana, Andrew Twibell, and Weiyan Wang
Music	Darcy Stevens

Do not delay!

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 2023

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 | Spring 2022

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.