

Electronic Arts Application Guidelines | Spring 2026

During the Spring 2026 semester, the Electronic Arts faculty will review applications for admission to the **Audio Studies**, **Computer Animation Studies**, **Interactive New Media (INM) Studies**, and **Video Studies** tracks in the Bachelor of Science in Electronic Arts program.

All application materials must be submitted by 11:59pm on Friday, February 27.

Late submissions will not be accepted.

All candidates will be evaluated on the following criteria:

- Creative potential and demonstrated ability in one or more areas of the Electronic Arts program (audio, computer animation, interactive new media, or video)
- High standards of academic and creative excellence, as reflected in their overall record
- Ability to communicate and collaborate effectively within team structures
- Technical, aesthetic, and problem-solving skills
- Ability to meet deadlines and to work independently when required

Application Timeline

February 2	Application packets available
February 27	Applications due by 11:59pm
March 27	Applicant interviews with EA faculty
March 30	Applicants are notified of their application decision

Candidates who are not accepted into the program this semester are encouraged to meet with their advisor to discuss improving their portfolio and/or coursework, and may reapply to the program during the next application cycle.

Please note that Computer Animation Studies applications are only accepted during the spring semester.

Application Eligibility

From MSU's Undergraduate Catalog:

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)
 - Interactive New Media Studies/Computer Animation 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: Interactive New Media applicants must complete ART 210 (3), Computer Animation applicants must complete ART 230 (3).

Note: All Electronic Arts 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 Student Eligibility

Transfer students are welcome to apply to the Electronic Arts program on a probationary basis if they arrived at MSU with **at least 30 transfer credits** and their **third foundation/pre-admission core course** is currently in progress.

Transfer students with **60 or more transfer credits** and at least **one foundation/pre-admission core requirement complete or in progress** may apply for probationary admission status to the program.

If you are unsure if this applies to you, please contact your advisor.

- **Audio Studies majors:** MUS 216 must be in progress or completed.
- **Computer Animation Studies majors:** ART 110 must be in progress or completed.
- **Video Studies majors:** MED 365 must be in progress or completed.
- **INM majors:** ART 110 must be in progress or completed.

Required Application Contents

The complete application is due by **11:59pm on Friday, February 27, 2026** and should be formatted as a folder submitted through your **MSU OneDrive** account.

Your application must include the following items:

- Application form
- Playlist
- Digital portfolio
- Essay/statement
- Résumé

Instructions and templates are available later in this document.

Digital Portfolio Requirements

Your portfolio must include a **minimum of two** and a **maximum of three** examples of audio, video, interactive new media, and/or computer animation work.

At least one example must come from the pre-admission foundation course in your declared EA track. At least one example must come from coursework outside of your declared track.

Example: An EA/Audio applicant should apply with at least one piece from MUS 216, and at least one piece from **one** of the following courses: ART 110, ART 210, ART 230, or MED 365.

Include only your strongest work. A portfolio with two examples of excellent work is stronger than a portfolio with two pieces of excellent work and one less successful project.

The total duration of all electronic pieces submitted must not exceed 15 minutes. You may use excerpts of larger projects when appropriate. If you do so, please **indicate this clearly in your portfolio playlist**. Include suggested navigation for any 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 during faculty review.**

- **Audio files:** .wav/PCM format
- **Video files:** .mp4/H.264 format, 1920×1080 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://dev.epicgames.com/documentation/en-us/unreal-engine/packaging-your-project>). 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 Prof. Andrew Twibell (AndrewTwibell@MissouriState.edu) for instructions.

Application Organization

Place your **playlist**, **portfolio files**, **application form**, **essay**, and **résumé** in a **OneDrive folder** named “**LastNameFirstname_EA_Area_SP26**”.

(For example: “SmithJane_EA_Video_SP26”)

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 comprised of a set of multiple, still images (max. 5 images) should have each item numbered and lettered (ex., 01a, 01b, etc.) in the order that they should be viewed.

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

Audio Track Example

 SmithJane_EA_Audio_SP26


- 00_Playlist.docx
- 01_MUS416_Soundscape.wav
- 02_MUS316_Mood.wav
- 03_MUS216_ChoralRecording.wav
- SmithJane_ApplicationForm.docx
- SmithJane_Essay.docx
- SmithJane_Resume.docx





Video Track Example

 SmithJane_EA_Video_SP26

- 00_Playlist.docx
- 01_MED465_SadStory.mp4
- 02_MED365_Chase.mp4
- 03_OutsideWork_Promo.mp4
- SmithJane_ApplicationForm.docx
- SmithJane_Essay.docx
- SmithJane_Resume.docx

Interactive New Media Track Example

 SmithJane_EA_INM_SP26

- 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
- SmithJane_ApplicationForm.docx
- SmithJane_Essay.docx
- SmithJane_Resume.docx

Computer Animation Track Example

 SmithJane_EA_Animation_SP26

- 00_Playlist.docx
- 01_MED465_SadStory.mp4
- 02_MED365_Chase.mp4
- 03_OutsideWork_Promo.mp4
- SmithJane_ApplicationForm.docx
- SmithJane_Essay.docx
- SmithJane_Resume.docx

Submitting Your Application

Upload your application folder to your allocated MSU OneDrive storage. For help accessing and uploading files to OneDrive, please contact MSU's [Computer Services Help Desk](#).

When you have all files organized and uploaded to your MSU OneDrive storage, share a link to your application folder via email to AndrewTwibell@MissouriState.edu. (Please ensure your folder is accessible to be viewed without issue.)

Questions?

If you have questions about the application packet or the review process, speak with your **advisor** or contact **Andrew Twibell** (AndrewTwibell@MissouriState.edu).

Additional Electronic Arts faculty are also available for information regarding the process:

- **Music:**
Darcy Stevens
- **Communication, Media, Journalism, and Film:**
Weiyang Wang, Jocelyn Millana, Jon Mabee, Conci Nelson
- **Art + Design:**
Andrew Goodwin, Joshua Albers, Rick Briggenhorst

Application Form Template

Copy and paste the template below into a new Word document titled “**LastnameFirstname_ApplicationForm.docx**”. Complete the form and include the document in your OneDrive application folder.

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

Electronic Arts Application Spring 2026

Name 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.

Track (check one)

- ☐ Audio Studies
- ☐ Computer Animation Studies
- ☐ Interactive New Media Studies
- ☐ Video Studies

Statement / Essay

Please address the following topics in a single, well-organized essay (2000 words max).

- The Electronic Arts program is built on collaboration, ethical leadership, cultural awareness, and critical inquiry. How will those pillars contribute to and/or intersect with your long-term academic/creative/professional goals?
- How could you use your craft/creativity to positively impact your community?
- Why is this particular academic/creative/career path important to you?

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 Fall 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(s) 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(s) 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(s) Click or tap here to enter text.

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

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

Résumé Instructions

Create a professional résumé that outlines your relevant experience, achievements, and honors. **Save it 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 your work ethic, skills, and community involvement.

A link to your OneDrive folder containing all application materials must be submitted to AndrewTwibell@MissouriState.edu by 11:59pm on Friday, February 27.

No late submissions will be accepted.