

SIL

GAMES DESIGN YR 11-12



CAREER PLANNING

Original Syn Games are keen for you to be able to plan and make decisions about your future; goals, careers etc.

To help you manage this we have a series of activities that will help you understand where you are now and what you need to do to achieve your dream job. The activities will range from a creative response, lists, more formal report etc.

Your responses to these activities will be individual to you and there are no right or wrong answers.

TASK 1 - YOUR CV

To first assess your skills and experiences of where you currently are we would like you to construct your CV.

Use the website below to help with this.

Link/Upload your CV into a new PPT entitled SIL

<https://successatschool.org/advisedetails/200/Skill-Up:-My-First-CV-Template>

TASK 2

RESEARCH - JOB DESCRIPTIONS

Use Youtube to help research the roles and jobs in the Games industry.

This will help you decide what specific part of the Game Industry you would like to work in.

Compile a list of the areas you would like to work in and give reasons for your choices on a new slide in your SIL PPT

<https://www.youtube.com/watch?v=GAJhCw2QNII>

<https://www.youtube.com/watch?v=lzI2ZH6Kfbg>

<https://www.youtube.com/watch?v=IGar7KC6Wiw>

<https://www.youtube.com/watch?v=c0o6BPYKBiA>

TASK 3

RESEARCH - JOB VACANCIES

Find the job specifications for 3/4 jobs in the areas of the Games industry you would like to work in. Use the following websites to look for jobs and the skills required.

Post the links and jobs into a new slide of your SIL PPT

<http://jobs.gamesindustry.biz/any/uk-and-europe>

<https://www.gamesjobsdirect.com>

<https://www.indeed.co.uk/Game-Writer-jobs>

<https://www.reed.co.uk/career-advice/how-to-get-a-job-in-the-games-industry/creativeskillset.org>

TASK 4

PERSONAL AUDIT-

Take a job listing and annotate below the keypoints what experience you have or need to get, similar to the example below in your SIL PPT

Concept Artist - AAA Studio - £35,000

[North West, UK](#)

£35000 - £40000 per annum

[Creative Personnel](#)

Posted 18 days ago

Responsibilities:

This position will require artists to learn and master the visual style and illustrate new assets following the guidelines and requirements of the game.

Requirements:

Have a good understanding of form and function with an eye for Industrial design

Collaborate heavily with the design and production teams while maintaining the Art Directors vision

Must be able to work to an idea/design/concept that is not my own. This will require a professional attitude. Join BIMA.

Create stunning environmental art that captures the overall filmic quality of the games universe

Have a strong foundation in lighting and atmospherics

This is a very specific skill and would mean that I would have to gain knowledge and experience in this particular type of art.

Would need to learn and develop the specific software knowledge for this.

Ability to create concept art in 3D and 2D

Have some experience in both but would need to develop this much further.

Qualifications:

Strong understanding of all aspects of concept art regarding illustration and design

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Knowledge of Photoshop, Maya, Max and other 2D/3D applications

Have good knowledge of Photoshop and some of Maya. I will need to learn the other software. To do this I will spend one afternoon a week for a number of weeks to learn the software.

Passion for games and all things Sci-Fi

Have the passion for a games though it wouldn't hurt to play a few different ones now and again. Sci fi is something I already have a great love of, though again I could brush up with perhaps reading some contemporary novels and re-reading some of the classics. It would also be a good idea to watch contemporary and classic sci fi films and TV programmes.

Self-motivation and willingness to participate in many areas of game development

This would probably be something that I will develop through University/Apprenticeship and involves being a little bit more open minded about what job/role I would want to take on.

Portfolio that demonstrates industry standard skill Will need to ensure that my portfolio and show reel are well presented and of a high standard.

Minimum of 2 shipped next gen, high quality titles/movies

Really don't have that experience yet – but at the same time how do you get that experience. First thing to do would be to get unpaid experience and make contacts.

Pluses:

Experiences in games

See above

Mechanical illustration or design ability

Will develop this through creating my own work.

Task 5

ORGANISATION AND DEVELOPMENT

Construct a wish list of what you want to be. And a to do list to make that happen. You may also want to set deadlines for some things.

Post this list in a new slide of your SIL PPT.

"I want to be:

Concept Artist

I will need to do the following:

Complete my Btec course and move on to university or an apprenticeship – September 2017.

Start working on my own materials.

Attend games conferences/events – to have attended at least one by the end of 2018.

Keep up to date with trends and innovations – set aside time every wee/month to research.

Broaden my consumption of games, films, music etc."

"Many people fail in life, not for lack of ability or brains or even courage, but simply because they have never organised their energies around a goal."