



APPLICATION GUIDELINES

GAME DESIGN

To apply for admission to LCAD, you must present a portfolio of your creative work, which will be evaluated primarily on the strength and clarity of your documentation and creative process, not just the final product. We want to understand how you think, design, and solve creative challenges.

THE APPLICATION SHOULD INCLUDE THE FOLLOWING:

- + Three short essay questions (answer all three)
- + Four Prompts (answer two)
- + Creative Project(s)

*All Art Examples Were Completed by LCAD Students

Short Essay Questions



To the right are three essay questions. Please answer all three of them and include these in your application.

1. Describe a moment or experience that first made you want to design games. What about that moment still motivates you today?
2. Choose one digital and one non-digital game (board game, card game, sport, etc.) that have influenced your understanding of design. Compare how each uses rules, interaction, or storytelling to engage players.
3. Games can entertain, educate, provoke thought, or build empathy. What kind of games do you wish more people were making or playing—and why do they matter?

Writing Prompts



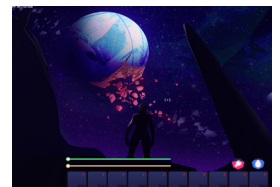
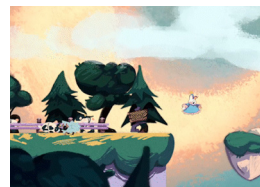
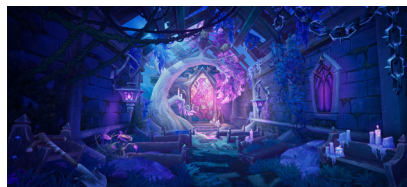
To the right are four writing prompts. Please choose two to answer and include these in your application.

1. Analyze the first-time user experience (FTUE) of a video game you are already familiar with. Start a new save file or new account and go through any tutorials the game has. How does the game lead players from one mechanic to another, and why do you believe it was designed in this way? What are some specific changes that may happen to the player's experience if you change the order in which new mechanics are introduced?
2. Choose a video game you are familiar with that has a designed narrative and write an analysis on how the gameplay elements mix in with the narrative elements. How do the gameplay elements enhance the narrative elements and vice versa? Are there moments in the story where the player has control over the direction of the story? If so, how are those decisions presented, and why do you believe they are presented in the way they are? Why do you believe the narrative and gameplay elements in the game work well together or not?
3. Choose a digital or non-digital game you are familiar with and choose a single mechanic or rule of the game to analyze. What are all of the other mechanics associated with your chosen mechanic, and how does it interact with them? If you were to make a single change to this mechanic, what would it be, and how does it affect all the interactions of the rest of the mechanics associated with it?
4. Choose a digital or non-digital competitive multiplayer game you are familiar with and write an analysis on either the game's economic systems or how the game is balanced for each player/team. What resources are available for each player, and how is the game balanced around the gathering and spending of these resources? What are some player perceptions around these resources when they are newer players compared to players who are more familiar with the game?

Creative Projects



As part of your application, you are invited to submit one or two creative projects that best showcase your strengths, ideas, and artistic voice. These projects do not need to be game-related but should reflect your creativity, curiosity, and design thinking. You are welcome to include work from any medium or platform—digital or non-digital.



PROJECTS MAY INCLUDE (BUT ARE NOT LIMITED TO):

- + Digital or board games
- + Software applications or interactive media
- + Drawings, paintings, illustrations, or graphic design
- + Short films, animations, or video documentation
- + Creative writing, poetry, or prose
- + Costuming, sculpture, or physical installations
- + Music compositions or audio projects
- + Websites, zines, or interdisciplinary work

SUBMISSION REQUIREMENTS FOR EACH PROJECT:

FOR EACH PROJECT YOU SUBMIT, PLEASE INCLUDE THE FOLLOWING:

1. Written Documentation (Required)

Provide a written statement (approx. 1–2 pages, PDF format) that includes:

- + **Project Description:** A brief paragraph that introduces the work and its purpose or context.
- + **Your Role:** A clear explanation of your contribution, especially if the project was part of a class or team. Describe what you were directly responsible for.)
- + **Process & Design Choices:** One or more paragraphs detailing how you created the work, including your creative process, iteration, and key design or artistic decisions.
- + Any reflections on challenges faced or lessons learned.

2. Media Uploads (Optional but Recommended)

You may upload up to three supplemental digital files per project. These may include:

- + Visuals (images, video clips, concept art)
- + Audio samples.
- + A copy of the work itself (if applicable and in an accepted format)
- + Process materials such as sketches, prototypes, or design documentation
Please do not upload zipped folders or executable files.

Media File Guidelines:

- + Files must be uploaded individually (no zip files).
- + Max file size: 5GB per file
- + Accepted file types:
 - + Video: .mp4, .mov, .avi, .webm, etc.
 - + Images: .jpg, .png, .gif, .tif, etc.
 - + Audio: .mp3, .wav, .aac
 - + Documents: .pdf, .doc(x), .ppt(x)

SPECIAL REQUIREMENTS BY MEDIUM:

+ Digital Games / Software:

Include a link to download or play the game. Provide detailed instructions for installation and interaction, and note platform compatibility.

+ Board Games / Physical Projects:

Include rules, photos, short video documentation, and/or scripts that clearly convey the experience.

+ Visual Art or Series:

Submit 3–5 high-quality images or a short video (max 5 min) documenting the work.

+ Videos:

Upload directly or link to an external video (make sure no login is required).

+ Written Work:

Submit a PDF of the piece with a short abstract or summary at the beginning.

+ Web-Based Projects:

A link to the project is sufficient; please ensure it remains accessible through the review period.

Portfolios will be submitted online using our online application.

Contact your Admissions Counselor for a meeting to discuss your portfolio.

Scan for
Application Form

