



ACADEMY *of* ART UNIVERSITY

FOUNDED IN SAN FRANCISCO 1929 BY ARTISTS FOR ARTISTS

Master of Arts

MA Final Portfolio Review Guidelines

School of Game Development

Final Review is to assess your knowledge and skills as you near the end of your MA program.

After reviewing your portfolio the department will be better able to advise you about your career.

YOUR DIPLOMA CANNOT BE PROCESSED WITHOUT A COMPLETED FINAL REVIEW.

REQUIREMENTS: Upload your final project(s) from GAM 651

UPLOAD YOUR PORTFOLIO THROUGH LMS

For instructions on how to upload your portfolio PDF to the LMS and tips on how to reduce your file size, go to the Graduate Showcase resource page at this URL: <http://gradshowcase.academyart.edu/resources.html>

Please make sure to label each item.

DUE DATE: Check with the department for the due date.

Program Learning Outcomes to be considered:

Visual Communication

- Critically evaluate the aesthetics, meaning and effect of imagery
- Use appropriate media to communicate ideas throughout the design process

Technology

- Demonstrate mastery of the tools and technology related to area of specialty
- Demonstrate familiarity with contemporary game production technology and processes by completing game documents and a playable level

Critical Thinking and Problem Solving

- Research and generate workable solutions under a deadline
- Demonstrate a sophisticated level of understanding of game theory

Professional Readiness

- Produce a cohesive portfolio or demo reel tailored to reflect career goals

Academy of Art University Learning Outcomes for ALL degrees

Graduates of the Academy of Art University will demonstrate the ability to:

- Produce a body of work suitable for seeking professional opportunities in their chosen field of art and design.
- Solve creative problems within their field of art and design, including research and synthesis of technical, aesthetic, and conceptual knowledge.
- Communicate their ideas professionally and connect with their intended audience using visual, oral, and written presentation skills relevant to their field.
- Execute technical, aesthetic, and conceptual decisions based on an understanding of art and design principles.
- Evaluate work in their field, including their own work, using professional terminology.
- Recognize the influence of major cultural and aesthetic trends, both historical and contemporary, on art and design products.
- Learn the professional skills and behaviors necessary to compete in the global marketplace for art and design.
- Engage with a variety of communities beyond the classroom through internship opportunities, study abroad programs, athletics, student interest clubs as well as collaborative, civic and pro bono projects.