Application Guidelines l Electronic Arts Candidacy Review
Application and Portfolio Materials DUE: <u>Friday, Feb 22, 2019</u>

Deliver materials by 5:00pm via Dropbox and email notification to <u>BCJennings@MissouriState.edu</u>

The Electronic Arts faculty will review application materials for admission to the B.S. in Electronic Arts major **starting the date listed above. Students interested in the animation, audio, new media or video studies tracks are invited to apply.** Applicants who pass the initial review will be notified by Friday, March 1 in order to schedule interviews with the admissions committee. Interviews with candidates will be scheduled sometime before Spring Break if possible. Applications can be downloaded from the MJF or Art + Design Website, and will also be available through Electronic Arts Faculty Members. Websites to check, mjf.missouristate.edu, art.missouristate.edu, art-design.missouristate.edu/animation/home.php, and ea.missouristate.edu.

All candidates will be evaluated on the basis of: creative potential and demonstrated ability in one area of the Electronic Arts curriculum (new media, audio, computer animation, or video); **high standards of academic and creative excellence; an ability to communicate and collaborate effectively within team structures; technical, aesthetic and problem solving skills; as well as an ability to meet deadlines and to be self-directed.** Graduation with a B.S. in Electronic Arts is contingent upon: acceptance into the program, completion of all required course work, and, successful completion of the junior and senior-year portfolio reviews.

Minimum Qualifications for Candidacy:
• **Completion of at least 3 of the 4 required EA core courses**: MED290, MED 365, ART 100/110, MUS 216. (NOTE: **Students must complete the core course in the area for which they are applying**. **Animation candidates must also have completed ART 230.**) E*xceptions may be considered – consult with your EA advisor asap.*
• **Sophomore or Junior status.**
• **CUM GPA of at least 3.0** in the Electronic Arts core classes listed above.

Materials to be submitted via Dropbox and/or Email:

Please send a single email from your Missouri State email account with the subject line **"Electronic Arts: Spring 2019 Application"**. With your email you should attach the **"Application Form"** as a .docx file which is included as part of this document. Be sure to provide dropbox info for access to your digital portfolio files.
(For best results, copy that portion of this document into a new file in Word, fill out the requested materials and save the document as "yourLast-Name_SP19Application.docx.")

As you will see, as part of the **Application Form** you are asked for a link to a **Drop-box Folder where the items listed below should be included.** At the end of this document is a description of how these materials should be organized. Please follow these directions carefully. It has become all too common for students to submit what they think we need rather than what we have asked for in the instructions.

Materials to be submitted via Dropbox:

Since Dropbox accounts are free and pervasive, we are changing up the application process this year. Please follow instructions carefully as we only want specific items submitted via the requested Dropbox link. Again, at the end of this application document, there is a description of how these requested materials should be organized. Please read instructions carefully.

• **Statement of Goals (instructions below for this statement)**

• **Required Essays (listed later in this document)**

• **Resume (a standard resume outlining your work and production experiences thus far.)**

• **Portfolio of Work (2 or 3 works in the area to which you are applying. See description below.)**

• **Portfolio Playlist (see description later in this document)**

APPLICATION CALENDAR: The next submission period will occur the following semester. Candidates who are not selected this spring may reapply to the program in the areas of audio, video, and multimedia following additional course work and revision of their application portfolio. **Since applications in computer animation are generally entertained only in the SPRING,** animation candidates not selected in one Spring semester usually reapply the following Spring.

Questions? Contact: Colby Jennings, Associate Professor of Art & Design / Electronic Arts, BCJennings@Missouristate.edu or Andrew Twibell, Assistant Professor of Media, Journalism and Film, AndrewTwibell@Missouristate.edu

Additional Electronic Arts faculty *are also available for information regarding the application process*: Mark Biggs, Associate Dean of the College of Arts and Letters, markbiggs@missouristate.edu; Darcy Stevens, Music; Weiyan Wang, Andy Twibell, Richard Amberg, Joy Millana in Media, Journalism & Film; Vonda Yarberry, Art & Design.

Electronic Arts Candidacy Review Application Form
ALL Application MATERIALS DUE: Friday, February 22, 2019

Include this Application Form with your application email. The remainder of the requested materials should be made available via the Dropbox Folder. You can download application & Guidelines document from the Electronic Arts web site (http://ea.missouristate.edu).

Deliver this Application Form via email to BCJennings@MissouriState.edu *no later than 5:00pm central time on Friday, February 22, 2019. The other requested materials should be uploaded to a Dropbox folder that is then shared as an included link on this form.*

It is very important that you send your email from your Missouri State University email account.

Name: (first, middle initial, last) & M-Number

_____ ID #: M_____

Phone: _____   **E-Mail:** _____

Total Credit Hours: _____   **Area of emphasis: (check one)**
                                             _____ Computer Animation
                                             _____ New Media
                                             _____ Audio
                                             _____ Video

Link to Dropbox Folder:

_____

NOTE: Edit this document, deleting the other parts – save the completed portion of this page as a separate document.

NOTE: This should be a separate stand-alone document. This document should have the file name of "yourLastName_SP19_ApplicationForm.docx"

NOTE: This page, after it is saved as listed directly above, will be the only document attached to your submission email sent to BCJennings@MissouriState.edu.

Application Guidelines l Electronic Arts Candidacy Review

Please upload these items to your shared Dropbox Folder. Again, the link for this folder should be included in the above Application form which is emailed to Colby Jennings.

Statement of Goals

All materials should be organized as depicted in the "Dropbox Organization" portion of this document. (last page)

Type a brief statement expressing your educational and career goals. Include in your statement an explanation of what you hope to get out of the program as well as what you will bring to the program if you are accepted into the major, and how the Electronic Arts program will help you meet your long term goals. (*Do not exceed 1 page.*)

NOTE: This should be a separate stand alone document. This document should have the file name of "yourLastName_SP19_Statement.docx"

Essays

All materials should be organized as described in the "Dropbox Organization" portion of this document. (last page)

I. Artistic Self-Reflection & Understanding of Collaboration

Type 2 brief essays focusing on the two topics listed below: (500 words max per essay)

NOTE: These two essays should be in the same document, with the file name of "yourLastName_SP19_Reflection.docx".

1. Why did you select the portfolio pieces that you included in your application? What do these works say about your current skills and abilities? What do they say about you as an artist and as an artistic collaborator?

2. What does collaboration mean to you? Why are collaboration and effective communication necessary in team-driven electronic arts projects? Finally, how does a collaborative team find solutions to project problems if consensus cannot be easily reached within the team?

II. The importance of being engaged in public affairs as an Electronic Artist

Type 2 brief essays focusing on the two topics listed below: (300 words max each)

NOTE: These two essays should be in the same document, with the file name of "yourLastName_SP19_PublicAffairs.docx".

1. Is it important for electronic artists to become culturally aware and actively engaged in their communities? Why?

2. Is it necessary for electronic artists to exercise ethical leadership in their collaborative ventures? Why?

Portfolio & Playlist Guidelines

All materials should be organized as depicted in the "Dropbox Organization" portion of this document. *(see last page)*

In addition to your application form, resume, and statement of goals, you need to **include a portfolio of your creative work and a playlist.** Portfolio materials may come from classes taken at Missouri State or from outside projects. Scripts, URL address for existing websites, drawings, photographs, musical scores, etc. may be submitted in addition to audio, video, computer animation, or interactive experiences.

Portfolio:

A minimum of two and a maximum of three examples of audio, video, multimedia, or computer animation work. Of these, **at least one example must have been created from one of the Electronic Arts Core classes**. **Animators should submit at least one project from Art 230.**

These examples should be your finest work, illustrating your highest technical accomplishments and creative abilities. ***Portfolio examples should focus on your area of emphasis.***

You may use excerpts of projects when appropriate. If you do so, please indicate this clearly on your portfolio playlist.

Audio students, when submitting audio files, please submit them as .wav files ONLY.

NO DVD files (.vob, etc) will be accepted. Please use Quicktime (.mov) or mpeg4 for time-based visual files. Our preference is to use H.264 encoding in an .MP4 file.

Total time of all electronic pieces submitted must not exceed 10-12 minutes (where applicable)**.** Include a suggested navigation for interactive multimedia projects.

Playlist:

NOTE: Your playlist should be a stand-alone document, with the file name of "yourLast-Name_SP18_Playlist.docx".

Include your name and the track for which you are applying in the EA program (Audio, Computer Animation, Video, or Multimedia)

For each example in your e-portfolio, **please include the following information**:
- Title of the piece
- Summary of the project
- Running time (if applicable)
- Date created
- Class for which the project was created, if created at Missouri State
- **Indicate your role in the sample work if they were produced as group projects – this is critical!**

Dropbox Organization l Very Important!!!

Part of what we like to see in your Electronic Arts application is that you can follow directions when asked. Listed below is a breakdown of what your linked Dropbox folder should look like.

You should have a main Dropbox folder titled: "**YourLastName_SP19_EA_Application**"

Note: **If you follow these instructions, all you will need to do is provide a link to the main folder**, and we will have access to all of the contents which should be organized as detailed below.

Inside of that folder you should have the following folders: **Portfolio**, **Essays**, **Statement**, and **Playlist**.

> **Portfolio Folder**: This folder should contain your portfolio items, video files, audio files, interactive experiences, simple text documents with links to websites or web experiences, etc. Please make sure that each item is named with the following file naming convention: "yourLastName_SP19_portfolio01", the next should be "yourLastName_SP19_portfolio02", and so on.
>
> **Essays Folder**: This folder should contain only two files. The naming conventions for these files are listed with each essay prompt above in this document.
>
> **Statement Folder**: This folder should contain a single file, the naming convention for which is listed above in the section "Statement of Goals"
>
> **Playlist Folder**: This folder should contain a single file, the naming convention for which is listed above in the section "Playlist"

A final note: *if you struggle with being able to share a Dropbox folder or find a link to share that Dropbox folder… you have the whole wide internet at your fingertips. Be resourceful and find out how. Being resourceful is one of the things that helps to make a great leader and a great Electronic Artist.*

Here is a link that tells you how to share a folder with us. I want to stress that we are not asking to be a collaborator on your folder, we simply want a link to your folder.

https://www.dropbox.com/help/files-folders/view-only-access