

## ADMISSIONS GUIDE



  2023

The Admissions Guide will give you useful information to help you prepare for the selection tests.

( INTERACTIVE MENU )

**02** — Admissions Process

---

**03** — BBA Game & Creative Management   
MSc Game & Creative Strategy 

---

**04** — 3D Cinema  

**08** — Game Art  

**12** — Game Design  

**14** — Game Programming  

**16** — Game Design Programming 

**18** — Music & Sound Design 

**20** — Producer 

**22** — Game Data Analyst 

## ADMISSIONS PROCESS

1



### ACCOUNT CREATION & PRE-REGISTRATION

Go to [www.isart.com/home](http://www.isart.com/home). Sign up to create your account. Select the course you are interested in.

2



### CONTACT

The school will contact you by telephone to confirm the date for your tests (written and interview).

3



### TEST PERIOD & RESULTS

The results will be given maximum 10 days after the exam.

FRANCE				CANADA			
EARLY SESSION	MAIN SESSION	ADDITIONAL SESSION		EARLY SESSION	MAIN SESSION	ADDITIONAL SESSION	
December 8 <sup>th</sup> 2022	February 8 <sup>th</sup> to March 1 <sup>st</sup> 2023	April 13 <sup>rd</sup> 2023	May 25 <sup>th</sup> 2023	December 8 <sup>th</sup> 2022	February 13 <sup>rd</sup> to 17 <sup>th</sup> 2023	April 20 <sup>th</sup> 2023	May 25 <sup>th</sup> 2023
face-to-face or remote				face-to-face or remote			

4



### REGISTRATION

The registration form is available in your [my.isart.com](http://my.isart.com) portal.

5



### FINAL REGISTRATION

The candidate must return their completed form to ISART, using signed for delivery.

# Admission BBA Game & Creative Manager



Entry in 1<sup>st</sup> year | Prerequisite: high school diploma

### APPLICATION FORM

To upload on [my.isart.com](http://my.isart.com)

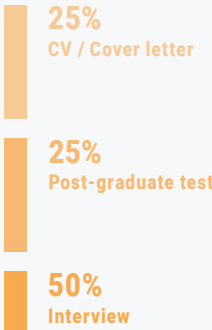
CV + Cover letter (in french) + School reports of the last 2 years + Post-graduate test

### INTERVIEW\*

In French

45 min.

### Assesment



The results will be given 10 days maximum after the interview.

# Admission MSc Game & Creative Strategy



Entry in 1<sup>st</sup> year | Prerequisite: bachelor minimum

### APPLICATION FORM

To upload on [my.isart.com](http://my.isart.com)

CV in English + Cover letter in English + TOEIC niv. C1 min. required

### INTERVIEW\*

45 min.

### Assesment



The results will be given 10 days maximum after the interview

\*Face-to-face interview in Nice or Paris / or by videoconference depending on the test date

Course length  
**5 years in Paris / 4 years in Montreal**

Entrance possible according to admission results  
 → 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> years Bachelor's degree  
 → 1<sup>st</sup> year Master's degree



## ADMISSIONS 2023

### 1 TESTS

#### WRITTEN TESTS 30 MIN. 1<sup>ST</sup> YEAR

**MCQ:** MCQ References admission guide / MCQ Business culture - sector of activity / Interview Preparation

#### WRITTEN TESTS 2 HOURS OTHER YEARS

- MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity
- Specialized tests (1h30):** You will be evaluated depending on your skills
  - **Animation** (Drawing on paper) Attitudes of a character / Narrative illustration
  - **Image** (Test on computer) Modeling (Maya) and Rendering / Texturing
- Specialized tests (1h30):** test on computer according to the year in parallel admission Modeling (Maya) OR Modeling & Texturing (Maya) + Photo Editing (Photoshop)

#### INTERVIEW 30 MIN. MAX ALL YEARS

The 30 minute interview will be held in front of a panel, including a 20 minute presentation of your work. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the 3D film industry.

#### 1<sup>ST</sup> YEAR

**20%**  
MCQ

**80%**  
INTERVIEW

PASS MARK: 8/20

#### OTHER YEARS

**10%**  
MCQ

**30%**  
SPECIALIZED TESTS

**60%**  
INTERVIEW  
PASS MARK: 8/20

### 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read specialized press (3D animation).

→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview).

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

#### BOOKS



*Techniques d'animation*  
**Richard Williams**



*Effets spéciaux deux siècles d'histoire*  
**Pascal Pinteau**

#### GRAPHIC NOVELS



*1984*  
**George Orwell, Xavier Coste**



*Blacksad*  
**Juan Diaz Canales, Juanjo Guarnido**

#### FILMS



*Blade Runner*  
**Ridley Scott**



*Bienvenue à Marwen*  
**Robert Zemeckis**

#### ARTISTS



**Aaron Blaise**



**Ray Harryhausen**

#### WEBSITES



[www.3dvf.com](http://www.3dvf.com)



[livlily.blogspot.com](http://livlily.blogspot.com)

### 3 APPLICATION FILE

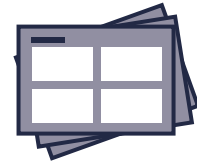
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



Required portfolio  
(Please read the next pages carefully)

#### PORTFOLIO CONTENT



For each PDF: date, caption, context for production, commentary



Possible formats



Images in 150 DPI

## REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR BACHELOR'S



### CHARACTERS

3 IMAGES MINIMUM  
Traditional and/or 2D/3D digital techniques



### DECORS

3 IMAGES MINIMUM  
Traditional techniques and/or 2D or 3D digital techniques



### OBJECTS

3 IMAGES MINIMUM  
Traditional and/or 2D/3D digital techniques



### VIDEOS

3 VIDEOS MAXIMUM  
Real shots, motion design, and/or 2D or 3D animation



### COLOR DESIGNS

3 IMAGES MINIMUM  
Traditional, digital 2D, 3D and/or photography techniques

## REQUIRED PORTFOLIO FOR 2<sup>ND</sup> YEAR BACHELOR'S

Your portfolio **will have** to contain, depending on your preferred specialization and/or your skills, at least 3 elements from the following list:



### OBSERVATIONAL DRAWING

12 DRAWINGS MAXIMUM  
Decor | Objects | Characters | Animals



### IMAGINATION DRAWING

12 DRAWINGS MAXIMUM  
Decor | Vehicles | Objects | Characters | Narrative illustrations



### SKETCHES

15 SKETCHES MAXIMUM  
Characters | Landscapes



### 3D PROJECTS

10 PROJECTS MAXIMUM  
Modeling | Texturing | Materials | Lighting | Rendering | Dynamic simulations | Etc.



### COLOR DESIGNS

10 WORKS MAXIMUM  
Narrative illustrations | Storyboard | Edited Pictures | Matte painting | Etc.



### VIDEOS

5 VIDEOS MAXIMUM  
Live action | Stop motion | Motion design | 2D Animation | 3D Animation | Etc.

## REQUIRED PORTFOLIO FOR 3<sup>RD</sup> YEAR BACHELOR'S

Your portfolio **should** contain the following elements:



### PERSONAL PROJECTS OF COMPLETED SETS AND/OR PROPS

10 PROJECTS MAXIMUM **ON MAYA**

Modeling | Texturing | Shading | Lighting | Rendering



### VIDEOS

5 VIDEOS MAXIMUM

Real shot or Stop motion or 2D Animation or 3D Animation

Your portfolio **will have** to contain, depending on your preferred specialization and/or your skills, at least 2 elements from the following list:



### OBSERVATIONAL DRAWING

12 DRAWINGS MAXIMUM

Decorations | Objects | Characters | Animals | Morphology



### IMAGINATION DRAWING

12 DRAWINGS MAXIMUM

Sets | Vehicles | Objects | Characters | Narrative illustrations



### SKETCHES

15 SKETCHES MAXIMUM

Characters | Landscapes



### DIGITAL COLOR WORK

10 WORKS MAXIMUM

Illustrations | Edited Pictures | Matte painting | Etc.



### FILM PRE PRODUCTION

2 PROJECTS MAXIMUM

Storyboards | Colorboards | 2D/3D Animatics | Previews | Pre-shoots | Etc.

## REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR MASTER'S

Your portfolio **should** contain the following elements:



### 3D PERSONAL PROJECTS FINALIZED

10 PROJECTS MAXIMUM **ON MAYA**

Modeling | Texturing | Shading | Lighting |  
Rendering | Rigging | Animation



### PERSONAL COMPOSITING PROJECTS FINALIZED

5 PROJECTS MAXIMUM **ON NUKE**

3D Passes | Rotoscopies | Keying |  
Color Matching | Etc.



### VIDEOS

5 VIDEOS MAXIMUM

Live shooting or Stop motion or Motion  
design or 2D Animation or 3D Animation

Your portfolio **will have** to contain, depending on your preferred specialization and/or your skills, at least 2 elements from the following list:



### IMAGINATION DRAWING

12 DRAWINGS MAXIMUM

Decor | Vehicles | Objects | Characters |  
Narrative illustrations



### SKETCHES

15 SKETCHES MAXIMUM

Characters | Landscapes



### DIGITAL COLOR WORK

10 WORKS MAXIMUM

Digital illustrations | Edited Pictures |  
Matte painting | Etc.



ET/OU



### FILM PRE PRODUCTION

2 PROJECTS MAXIMUM

Characters | Sets | Storyboards |  
Colorboards | 2D/3D Animated | Previs |  
Pre-shoots

Course length  
**5 years in Paris / 4 years in Montreal**

Entrance possible according to admission results  
 → **1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> years Bachelor's degree**  
 → **only 1<sup>st</sup> year in Nice**  
 → **1<sup>st</sup> year Master's degree**



## ADMISSIONS 2023

### 1 TESTS

#### WRITTEN TESTS

30 MIN.

**1<sup>ST</sup> YEAR**

**MCQ:** MCQ References admission guide / MCQ Business culture - sector of activity / Interview Preparation

#### WRITTEN TESTS

2 HOURS

**OTHER YEARS**

**MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity

**Specialized tests (1h30):** Characters / Decors / Imagination

**Specialized tests (1h30):** Test on computer according to the year in parallel admission. Modeling (Maya) OR Modeling & Texturing (Maya) + Photo Editing (Photoshop)

#### INTERVIEW

30 MIN. MAX

**ALL YEARS**

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video games industry.

#### 1<sup>ST</sup> YEAR

**20%**  
MCQ

**80%**  
INTERVIEW

PASS MARK: 8/20

#### OTHER YEARS

**10%**  
MCQ

**30%**  
SPECIALIZED TESTS

**60%**  
INTERVIEW

PASS MARK: 8/20

### 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read video game press.

→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview)..

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

#### VIDEO GAMES



*Darkest Dungeon 2*  
Epic Games



*Deathloop*  
Arkane Studios

#### GRAPHIC NOVELS



*Les Indes fourbes*  
Juanjo Guarnido



*Punk Rock Jesus*  
Sean Murphy

#### FILMS



*Perfect Blue*  
Satoshi Kon



*Mad Max: Fury Road*  
George Miller

#### ARTISTS



*Sergio Toppi*



*Joseph Christian Leyendecker*



### 3 APPLICATION FILE

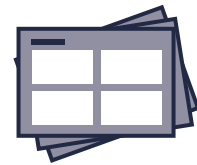
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



Required portfolio  
(Please read the next pages carefully)

#### PORTFOLIO CONTENT



For each PDF: date, caption, context for production, commentary



Possible formats



Images in 150 DPI

## PORTFOLIO FOR 1<sup>ST</sup> YEAR BACHELOR'S

Your portfolio **should** contain the following elements:



#### CHARACTERS

3 IMAGES MINIMUM  
Traditional and/or 2D/3D digital techniques



#### DECORS

3 IMAGES MINIMUM  
Traditional techniques and/or 2D or 3D digital techniques



#### OBJECTS

3 IMAGES MINIMUM  
Traditional and/or 2D/3D digital techniques



#### VIDEOS

3 VIDEOS MAXIMUM  
Real shots, motion design, and/or 2D or 3D animation



#### COLOR DESIGNS

3 IMAGES MINIMUM  
Traditional, digital 2D, 3D and/or photography techniques

**REQUIRED PORTFOLIO FOR 2<sup>ND</sup> YEAR BACHELOR'S**

Your portfolio **should** contain items from at least 3 categories below:

**OBSERVATIONAL DRAWINGS  
[DIGITAL AND/OR TRADITIONAL]**

AROUND 20 IMAGES  
(IN BLACK & WHITE AND/OR COLOR)  
Environments | Objects | Characters  
(live models) | Animal drawings | Etc.

**IMAGINATION DRAWINGS  
[DIGITAL AND/OR TRADITIONAL]**

AROUND 10 WORKS  
Characters within an environment |  
Characters interacting (poses in action)

**SKETCHES**

5 SKETCHES MINIMUM  
(OR SKETCHBOOK)  
Character posing | Landscapes

**ILLUSTRATED STILL 2D SETTINGS**

2 IMAGES MINIMUM  
Vehicle or building in a landscape

**RECENT CULTURAL  
SELF-IMPROVEMENT**

Examples: visiting exhibitions,  
museums, festivals, etc.

## OPTIONAL

**RENDERED 3D IMAGE**

1 IMAGE MINIMUM  
Rendered images only exported in .jpg or  
.png or .tiff formats

**ANY OTHER FORMS OF CREATION**

Photos | Sculptures | Music | Game design |  
Etc.

**REQUIRED PORTFOLIO FOR 3<sup>RD</sup> YEAR BACHELOR'S**

Your portfolio **should** contain the following elements:

**OBSERVATIONAL DRAWINGS  
[DIGITAL AND/OR TRADITIONAL]**

AROUND 20 IMAGES  
(IN BLACK & WHITE AND/OR COLOR)  
Environments | Objects (buildings, cars,  
furniture, accessories, etc.) | Characters  
(live models) | Animals

**IMAGINATION DRAWINGS  
[DIGITAL AND/OR TRADITIONAL]**

10 WORKS MAXIMUM /  
MINIMUM 3 PER CATEGORY  
Characters with settings | Characters  
interacting (action poses) | Robots,  
vehicles, creatures

**SKETCHES**

15 SKETCHES  
Character poses | Landscapes |  
Anatomical studies (hands, feet, etc.)

**ILLUSTRATED STILL 2D SETTINGS**

2 IMAGES MINIMUM  
Vehicle or building in a landscape

**MODELLING WITH WIREFRAME  
[GRIDS]**

4 IMAGES MINIMUM UNDER **MAYA,**  
**3DS MAX OR OTHER**  
Simple objects

**2D ANIMATIONS**

Your choice of software and techniques

## OPTIONAL

**LIGHTING / SHADING**

1 IMAGE MINIMUM

**PHOTO EDITING**

1 IMAGE MINIMUM

**ANY OTHER FORMS OF CREATION**

Photo | Sculpture | Music | Game Design |  
Etc.

**RECENT CULTURAL  
SELF-IMPROVEMENT**

Examples: visiting exhibitions,  
museums, festivals, etc.

**3D RENDERED IMAGES**

1 IMAGE MINIMUM

**REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR MASTER'S**

Your portfolio **should** contain the following elements:



**OBSERVATIONAL DRAWINGS  
[DIGITAL AND/OR TRADITIONAL]**

AROUND 20 IMAGES  
(IN BLACK & WHITE AND/OR COLOR)  
Environments | Objects (buildings, cars,  
furniture, accessories, etc.) | Characters  
(live models) | Animals



**SKETCHES**

15 SKETCHES MAXIMUM /  
MINIMUM 5 PER CATEGORY  
Character poses | Landscapes |  
Anatomical studies (hands, feet, etc.) |  
Animals, Creatures



**MATTE PAINTING (PHOTO BASHING)**  
1 IMAGE MINIMUM

OPTIONAL

**ANY OTHER FORMS OF CREATION**  
Photo | Sculpture | Music | Game Design |  
Etc.



**IMAGINATION DRAWINGS  
[DIGITAL AND/OR TRADITIONAL]**

AROUND 10 WORKS  
Characters with settings | Characters interacting (action  
poses) | Speed Paint, Color studies | Robots, Vehicles |  
Accessories, Props (weapons, plants, furniture, etc.)

**ILLUSTRATED 2D SETTINGS**

5 IMAGES MINIMUM  
Vehicule or building in a landscape

**2D DIGITAL ANIMATION**

3 IMAGES MINIMUM  
Characters (walking, running, attacking)

**SPECIALIZATION  
GAME ART 2D**

OR

**MODELLING WITH  
WIREFRAME [GRID]**

4 IMAGES MINIMUM UNDER  
**MAYA, 3DSMAX OR OTHER**  
Simple objects

**3D RENDERED IMAGES [SCREENSHOTS IN YOUR  
CHOICE OF GAME ENGINE E.G. UNITY]**

5 IMAGES MINIMUM

**LIGHTING / SHADING**

3 IMAGES MINIMUM

**RECENT CULTURAL SELF-IMPROVEMENT**

Examples: visiting exhibitions, museums, festivals, etc.

**SPECIALIZATION  
GAME ART 3D**



# 1 TESTS

## WRITTEN TESTS

**2 HOURS**

**FR (+)** **MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity / Interview Preparation

**FR (+)** **Specialized tests (1h30):** Mathematics / Logic / Game Concept Creation

## INTERVIEW

**30 MIN. MAX**

**FR (+)** The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

### GRADE SPLIT

**10%**  
MCQ

**30%**  
SPECIALIZED TESTS

**60%**  
INTERVIEW

PASS MARK: 8/20

# 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read video game press.

→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview).

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

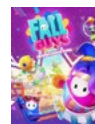
## VIDEO GAMES



*Elden Ring*  
**Bandai Namco**



*Horizon Forbidden West*  
**Guerilla Games**



*Fall Guys*  
**Mediatonic**



*Merge Mansion*  
**Metacore**

## VIDEOS



*Leveraging Games in the Fight to Protect Local Cultures*  
**GDC Vault**



*Fail Faster - A Mantra for Creative Thinkers*  
**Extra Credits**



*Classic Game Postmortem: Lemmings*  
**GDC Vault**



*Are Games Art? | Brenda Romero*  
**TEDx Talks**

## ARTICLES



*Axie Infinity: Infinite Opportunity or Infinite Peril?*  
**Deconstructor**



*More developers are pushing back against player toxicity*  
**Game Developer**



*The 2 types of randomness and how to apply them to your board game*  
**Game Developer**



*The Games Market and Beyond in 2021: The Year in Numbers*  
**NewZoo**

### 3 APPLICATION FILE

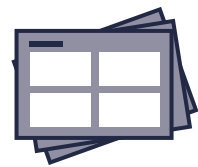
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



Required portfolio

### REQUIRED PORTFOLIO FOR 1<sup>ST</sup> YEAR

Your portfolio **should** contain:



#### AT LEAST ONE DOCUMENT DESCRIBING THE GAMEPLAY OF AN INNOVATIVE PROJECT

1 DOCUMENT MINIMUM

Explain your ideas using images and diagrams. Concentrate on the gameplay: don't focus on the game world, the storyline, technique or design



#### A GAME PROTOTYPE

YOUR CHOICE OF MEDIUM: VIDEO GAME, CARD OR DICE GAME

A prototype can be simple, in very early stages, and very schematic, as long as it at least partly shows what is interesting about the gameplay



#### IF POSSIBLE, OTHER FORMS OF ANALYTICAL OR CREATIVE WORKS

Maps | Levels | Campaigns | Mods | Strategic guides | Gameplay analysis of a game | Etc.

Course length  
**5 years in Paris / 4 years in Montreal**

Entrance possible according to admission results  
 → **1<sup>st</sup> & 3<sup>rd</sup> years Bachelor's degree**

## ADMISSIONS 2023

### 1 TESTS

#### WRITTEN TESTS

3 HOURS

1<sup>ST</sup> YEAR

**MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity / Interview Preparation

**Specialized test (2h30) :** Mathematics / Logic / Algorhythmic

#### WRITTEN TESTS

6 HOURS

3<sup>RD</sup> YEAR

**MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity / Interview Preparation

**Specialized test (5h30) :** Mathematics, Physics / Programming (Unity or Unreal Engine as desired)

#### INTERVIEW

30 MIN. MAX

ALL YEARS

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

#### 1<sup>ST</sup> YEAR

##### GRADE SPLIT

**10%**  
MCQ

**50%**  
SPECIALIZED TESTS

**40%**  
INTERVIEW

PASS MARK: 8/20

#### 3<sup>RD</sup> YEAR

##### GRADE SPLIT

**5%**  
MCQ

**55%**  
SPECIALIZED TESTS

**40%**  
INTERVIEW

PASS MARK: 8/20

### 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read video game press.

→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview).

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

#### SOFTWARES

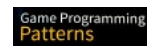


[www.gamedeveloper.com](http://www.gamedeveloper.com)



[news.ycombinator.com](http://news.ycombinator.com)

#### WEBSITE



[gameprogrammingpatterns.com](http://gameprogrammingpatterns.com)

#### VIDEO GAMES



*Elden Ring*  
**Bandai Namco**



*Lost Ark*  
**Tripod Studio**



*Kirby et le monde oublié*  
**HAL Laboratory**



*Légendes Pokémon : Arceus*  
**Game Freak**

### 3 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



School reports  
of the last 2 years



Portfolio

### OPTIONAL PORTFOLIO FOR 1<sup>ST</sup> YEAR BACHELOR'S

**-10**  
**0-1**

PROGRAMMING PROJECTS



PROGRAMS IN C

### REQUIRED PORTFOLIO FOR 3<sup>RD</sup> YEAR BACHELOR'S

1 minimum of each

**-10**  
**0-1**

PROGRAMMING PROJECTS  
(C, C++)



GAME PROJECTS DEVELOPED  
ON UNITY OR UNREAL



### GAME DESIGN & PROGRAMMING

Course length  
**5 years**

Entrance possible according to admission result  
→ **1<sup>st</sup> year**



## 1 TESTS

### WRITTEN TESTS

**2 HOURS**

**MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity / Interview Preparation

**Specialized tests (1h30):** Mathematics / Logic / Market knowledge

### INTERVIEW

**30 MIN. MAX**

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

### GRADE SPLIT

**10%**  
MCQ

**30%**  
SPECIALIZED TESTS

**60%**  
INTERVIEW

PASS MARK: 8/20

## 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read video game press.

→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview).

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

### SOFTWARE



Godot Engine



Unity 3D



Unreal Engine 4

### VIDEO GAMES



Animal Crossing:  
New Horizons  
Nintendo EPD



Outer Wilds  
Annapurna Interactive



What the Golf?  
Triband



Blob Hero  
Rollic Games

### RESSOURCES



Nintendo - Putting  
Play First  
Game Maker's Toolkit



Hyper-Casual Games:  
Mobile Gaming's  
Greatest Genre  
CleverTap



Skills Needed to  
Be a Game Developer  
Eastern College



The Beauty of Bézier  
Curves  
Freya Holmér



### 3 APPLICATION FILE

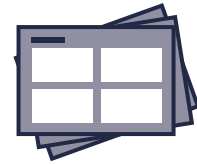
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



Portfolio recommended

### RECOMMENDED PORTFOLIO FOR 1<sup>ST</sup> YEARS BACHELOR'S

Your portfolio **should** contain:



**GAME PROTOTYPE, APPLICATION  
OR WEBSITE PROTOTYPE**



**A GAME CONCEPT**



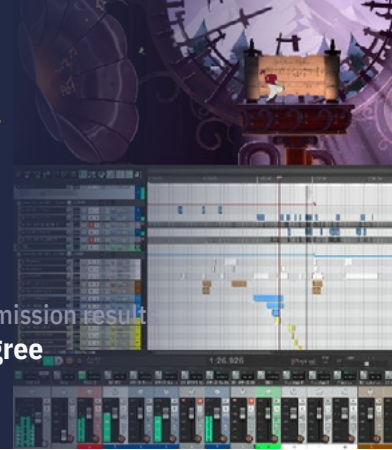
**ALL ACHIEVEMENTS CONSIDERED  
RELEVANT**

Choose videos of your achievements rather than prototypes to play with or programs to test during the interview.



Course length  
**3 years**

Entrance possible according to admission result  
→ **1<sup>st</sup> & 2<sup>nd</sup> years Bachelor's degree**



## ADMISSIONS 2023

### 1 TESTS

#### WRITTEN TESTS

**30 MIN**

**1<sup>ST</sup> YEAR**

**MCQ:** MCQ References admission guide / MCQ Business culture - sector of activity / Interview preparation

#### WRITTEN TESTS

**2 HOURS**

**2<sup>ND</sup> YEAR**

**MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity / Interview preparation

**Specialized tests (1h30):** Signal theory / Computer Music [MAO] / Sound design game / Sound Design Game & Musical culture

#### INTERVIEW

**30 MIN. MAX**

**ALL YEARS**

The interview will take place with the jury and will last 30 min maximum.

The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game and 3D animation industry.

#### 1<sup>ST</sup> YEAR

##### GRADE SPLIT

**20%**  
MCQ

**80%**  
INTERVIEW

PASS MARK: 8/20

#### 2<sup>ND</sup> YEAR

##### GRADE SPLIT

**10%**  
MCQ

**30%**  
SPECIALIZED TESTS

**60%**  
INTERVIEW

PASS MARK: 8/20

### 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read press (video game & 3D animation).

→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview).

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

#### VIDEO GAMES



*Returnal*  
Housemarque



*Deathloop*  
Arkane Studio



*Ratchet & Clank : Rift Apart*  
Sony

#### COMPOSERS



*Nobuo Uematsu*



*Akira Yamaoka*



*Tom Salta*

#### SERIES / FILM



*Arcane Fortiche*



*Spider-Man New Generation*  
*Peter Ramsey, Bob Persichetti, Rodney Rothman*



*Making Music*  
*Dennis De Santis*

#### BOOKS



*L'audiométrie*  
*Curtis Roads*



*Étude de l'orchestration*  
*Samuel Adler*

### 3 APPLICATION FILE

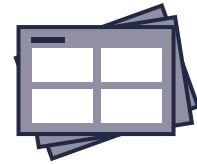
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



Required portfolio

## REQUIRED PORTFOLIO FOR 1<sup>ST</sup> & 2<sup>ND</sup> YEARS BACHELOR'S

Your portfolio **should** contain:



### A MUSICAL COMPOSITION SYNCED WITH A VIDEO OF YOUR CHOICE

(a film extract, from an animated film, short film or an advert).

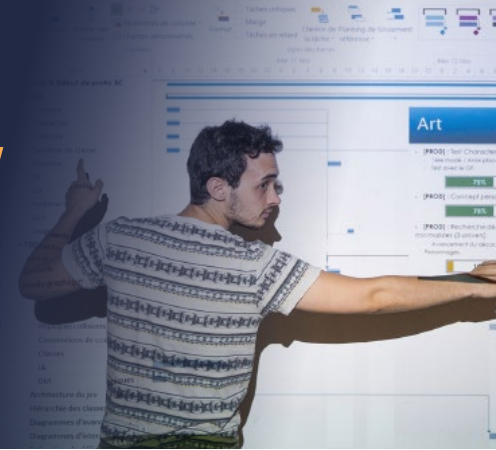
- You will justify your choice of video and your composition work at the interview
- You will attach your composition (with the original video):
  - 1<sup>st</sup> year Bachelor's** minimum 30s in .WAV format
  - 2<sup>nd</sup> year Bachelor's** 1min30s in .WAV format
- Please use the following structure for file titles:  
SURNAME\_FIRSTNAME\_COMPOSITION\_TEST\_ISART2022.WAV



### A SONIC POSTCARD

Based on an image or photo of your choice, recreate a sonic atmosphere composed only of sound effects corresponding to the place or event that the image (or photo) represents.

- You will attach the image/photo and your soundtrack, with a length of:
  - 1<sup>st</sup> year Bachelor's** minimum 30s in .WAV format
  - 2<sup>nd</sup> year Bachelor's** 1min30s in .WAV format
- Please use the following structure for file titles:  
SURNAME\_FIRSTNAME\_POSTCARD\_TEST\_ISART2022.WAV



## 1 TESTS

### WRITTEN TESTS

2 HOURS

**MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity / Interview preparation

**Specialized tests (1h30) :** Logic / Production management

### INTERVIEW

30 MIN. MAX

The interview will take place with the jury and will last 30 min maximum. The aim of the interview is to evaluate your motivation, as well as your knowledge of the training offered by ISART and the video game industry. Be prepared to talk about your professional experiences and what you have gained from them.

### GRADE SPLIT

10%  
MCQ

30%  
SPECIALIZED  
TESTS

PASS MARK: 8/20

60%  
INTERVIEW

PASS MARK: 12/20

## 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read video game press.

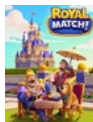
→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview).

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

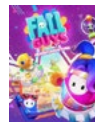
### VIDEO GAMES



*Deathloop*  
Arkane Studio



*Royal Match*  
Dream Games



*Fall Guys*  
Mediatonic



*Kirby et le monde oublié*  
HAL Laboratory

### VIDEOS



*The UX of Fortnite* |  
Célia Hodent  
Game Camp



*Que se passe-t-il quand on décide de laisser ses équipes se démerder ?* |  
Martial Valéry  
Game Camp



*La diversité en studio de jeux vidéo* |  
Judith Tripard  
Game Camp



Trello

### SOFTWARE

### ARTICLES



*Axie Infinity: Infinite Opportunity or Infinite Peril?*  
Deconstructor



*Hyper-Casual Games: Mobile Gaming's Greatest Genre*  
CleverTap



*Battle Passes - Everything You Ought to Know and Then Some*  
Deconstructor



*Key Numbers*  
NewZoo

### 3 APPLICATION FILE

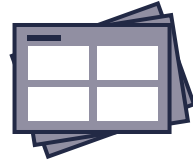
Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter



Optional portfolio

### OPTIONAL PORTFOLIO FOR PRODUCER



ANY OTHER RELEVANT ACHIEVEMENTS



### 1 TESTS

#### WRITTEN TESTS

**30 MIN. MAX**

**MCQ (30 min.):** MCQ References admission guide / MCQ Business culture - sector of activity

#### INTERVIEW

**30 MIN. MAX**

The interview will take place with the jury and will last a maximum of 30 minutes. The aim of the interview is to evaluate your creative potential, your motivation, as well as your knowledge of the training offered by ISART and of the video game industry.

#### GRADE SPLIT

**20%**  
MCQ

**80%**  
INTERVIEW

PASS MARK: 8/20

### 2 PREPARING YOURSELF

→ We recommend that you stay up to date with current events and read press (video game & 3D animation).

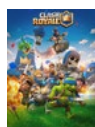
→ Please find below a selection of references, suggested by the teaching staff. Some will be the topic of discussion with the panel (MCQ during the written tests or during the interview).

*We ask that you do some research on the subjects, you do not need to purchase your own copy.*

#### VIDEO GAMES



*Hearthstone*  
**Blizzard Entertainment**



*Clash Royale*  
**Supercell**



*Game of War*  
**Machine Zone**

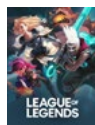


*Star Wars: Galaxy of Heroes*  
**Electronic Arts**

#### VIDEO GAMES



*Clash of Clans*  
**Supercell**



*League of Legends*  
**Riot Games**



*Free-to-Play's MECHANICS are Great - The Mini-Game Revolution*  
**Extra Credits**



*Free to Play Is Currently Broken - How High Costs Drive Players Away from F2P Games*  
**Extra Credits**

#### VIDEOS



*Monetize: the Seven Deadly Sins of Game Monetization*  
**Reddit**



*Designing journey*  
**Jenova Chen**  
**GDC Vault**



*Metaphysics of Game Design*  
**Will Wright**  
**GDC Vault**



*Monetizing F2P without «The Pinch»*  
**Scott Rigby**  
**GDC Vault**

#### ARTICLES



*The Chemistry of Game Design*  
**Daniel Cook**  
**Gamasutra**



*The Design of Free-to-play Games / Part 1*  
**Pascal Luban**  
**Gamasutra**



*The Design of Free-to-play Games / Part 2*  
**Pascal Luban**  
**Gamasutra**

### 3 APPLICATION FILE

Your application file must be sent to the school by the day before your appointment, at the latest via [my.isart.com](https://my.isart.com) (your personal application portal).



Resume with photo



Cover letter