Be Inspired. Be Creative. Be NEXT.

Ubisoft Toronto NEXT is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid apprenticeship and spend the summer learning from the Ubisoft Toronto studio's top talent.

Compete in one of seven disciplines to win an apprenticeship:
- 3D Art (Modelling)
- Animation
- Concept Art
- Level Design
- Programming
- Technical Art
- User Interface

Last year, 13 students made the transition from student to game developer at Ubisoft Toronto through this program. **Are you next?**

Eligibility
- Currently attend <u>OR</u> have graduated from an Ontario post-secondary school no earlier than Spring 2018
- Are Ontario students or recent graduates with less than 2 years of professional experience in game development
- You must reside in Ontario
- Be eligible to work in Canada
- This challenge must be done individually. Team-based submissions will not be reviewed.

<u>Ubisoft Toronto NEXT: Programming Apprentice Competition</u>

We will make the API available to download on Friday, February 7th, 2020 and release the challenge brief on Friday March 20th, 2020.

Your entry must be entirely in C++. You will need to download Microsoft Visual Studio 2015, 2017 or 2019 to successfully complete this challenge. We recommend Visual Studio Community 2019.

Submission Requirements & Documentation

Submit your entry at http://toronto.ubisoft.com/next-submissions/

All items are mandatory

- **The entry package must be named as follows: NEXT_2020_Programming_FirstnameLastname**
  - **Code and documentation should be in a .zip file**
  - **Documentation must be in PDF or PowerPoint format;**
    - Full name;
    - School;
    - Program;
    - Your resume and cover letter;
    - The complete code to your game;
    - The link to a YouTube video of a play-through of your game in HD at a resolution of 1080p, highlighting the gameplay and technical features. This video should be approximately 5 minutes in length.

Judging criteria

A panel of expert judges will individually rank the overall entry package, out of 30, based on the following criteria:

This is a technical and gameplay challenge – we will ignore artistic merit in the judging.

Code Structure (1-15):

- Clear and simple structures with thought for future expansion
- Self-documenting code with clear interfaces
- Well-managed memory and data flow

Technical Challenge (1-10):

- Advanced and well-applied techniques
- Ambitious design

Innovation (1-5):

- Unique solutions to technical problems
- Interesting and effective gameplay

Ubisoft Toronto will designate up to five finalists, dependent on the recommendations of the Ubisoft Toronto judging panel. Ubisoft Toronto is the sole judge of this contest and reserves the right to elect the panel as it sees fit; all judgment is final and non-negotiable.

Key Dates & Deadlines

Want to stay on top of the competition? Sign up for reminders, tips, and important updates at http://toronto.ubisoft.com/next-sign-up/

API Available to Download: Friday February 7th 2020

- API will be made available at https://toronto.ubisoft.com/next

Challenge Starts (Files available): Friday March 20th, 2020, 2:00 pm EST

- Full challenge details and files will be published at https://toronto.ubisoft.com/next
- Those who register for updates will receive an email reminder before the challenge goes live

Full submission Deadline: Sunday March 22nd, 2020, 11:59 pm EST

Submit your entry at http://toronto.ubisoft.com/next-submissions/

Interviews: April 2019

Selected candidates will be invited to the studio for an apprenticeship interview.

Studio Tour:

Those who complete a submission by the deadline will be contacted by email with the opportunity to sign-up for a tour of the Ubisoft Toronto studio.

Note: Tour spots are first-come, first-served and are not guaranteed.

Awards Ceremony: Mid-May 2020 – By Invitation Only

Finalists will be invited to attend the Ubisoft Toronto NEXT Awards Ceremony in May 2020. We will announce the Grand Prize Winner during this reception, and we will showcase and celebrate the talent of all of the NEXT finalists.

Prizes:

- 1st Prize:
  - One (1) paid Programmer Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a length of three (3) months at Ubisoft Toronto studio, and is currently scheduled to begin June 1st, 2020. Dates subject to change at the sole discretion of Ubisoft;
  - Display of the 1st Prize Winner's game submission during the Ubisoft Toronto NEXT Awards Ceremony, submitted with his/her submission package;
  - One Ubisoft prize pack valued at approximately $300.

- Finalist Prizes:
  - Display of each finalist's game submissions during the Ubisoft Toronto NEXT Awards Ceremony;
  - One Ubisoft prize pack valued at approximately $300.

Questions?

Email us at NEXT@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.