

DEVELOP AT UBISOFT



Develop at Ubisoft

The Develop at Ubisoft mentorship aims to attract and develop diverse talent for our studios around the world. With more people playing games than ever before, we have an exciting opportunity to create inclusive entertainment that is truly reflective of our diverse world.

The industry continues to benefit from different backgrounds, fresh perspectives, and new ideas. Develop at Ubisoft supports this evolution by highlighting emerging talent – when they thrive, so does the industry.

Successful applicants receive mentorship from our experts in Game Design and Programming, and winners receive hands-on game development experience through a paid internship.

Come build the future of entertainment today with Ubisoft!

Game Design: The Challenge

Your challenge is to design a High Valuable Character (HVC) for Watch Dogs Legion! Design a character with up to 3 unique abilities and identify abilities in the game that would fit to your character's profession and reinforce the HVC's theme.

HVCs are characters that you can use to help your mission. For example, a Spy, a Construction Worker, a Beekeeper etc. Some HVCs have unique abilities relevant to their profession, while others are purely randomly generated.

This challenge takes you through the different stages of defining your design goals, outlining your intentions and ideas of the player's experience, and constructing design documents.

Eligible participants will be provided with all relevant resources and assets to complete the challenge.

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Process & Key Dates

The information provided below will guide you through the application process and help you plan your time through all stages of the competition. Please read this information carefully and feel free to email us at dau@ubisoft.com for any questions.

Part I - Application Process – Registration Form and Resume

All interested participants are required to complete the Registration Form and submit their resume online.

- Instructions
 - Complete the [registration form](#) and submit your resume [online](#) by **Sunday, October 15th, 2023, at 11:59 PM**. **Both items are mandatory.**
 - Your resume must be named as follows:
DAU_Toronto_2023_GD_Resume_[FirstName_LastName].pdf
- Deadline – **Sunday, October 15th, 2023, at 11:59 PM**
- Decision – **Thursday, October 19th, 2023**
 - All applicants will receive a confirmation of their eligibility to participate by Thursday, October 19th, 2023.
 - Eligible participants will be provided all relevant information, resources, and assets to complete the challenge.

Tips for submitting your application

- Be sure to follow all instructions regarding file formats.
- Ask a friend to proofread your resume to ensure it reads clearly.
- Ensure to accurately represent all your experiences i.e., professional, independent, volunteering, extra-curricular, and academic.
- Take time to review the schedule of deadlines for the challenge and consider other time commitments you may have due to school or work, to be sure you can complete the challenge.
- Talk to your instructors if you have class deadlines close to key dates for the challenge; they may be able to help you plan your time or make alternative arrangements.

Part II - Submission Process – This year's challenge will consist of **two (2)** stages. Successful participants in Stage 1 will be contacted directly for instructions about Stage 2. All participants will receive feedback on their submission in Stages 1 and 2.

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Stage 1 Submission:

- Instructions – Submit your Initial Design Document. Your document must be created in PowerPoint (or an equivalent program) must not exceed 15 slides. Your document must be submitted as a **PDF**. The instructions & submission form will be provided via email to eligible participants after the application process.
- Deadline – **Sunday, November 19th, 2023, 11:59 PM**
- Decision – **Monday, December 4th, 2023**
 - Successful participants will be notified of their eligibility to proceed to Stage 2 via email and provided feedback in a 1:1 with a Ubisoft Toronto mentor
 - All other applicants will be provided feedback via email.

Stage 2 Submission

- Instructions – Submit your Final Design Document. Your document must be created in PowerPoint (or an equivalent program) must not exceed 20 slides. Your document must be submitted as a **PDF**. The instructions & submission form will be provided via email to eligible participants after the Stage 1 submission.
- Deadline – **Sunday, January 14th, 2024, 11:59 PM**
- Decision – **Monday, February 12th, 2024**
 - Successful applicants will be notified of their eligibility to proceed to the interview stage via email.
 - All other applicants will be provided feedback via email.

Networking and Mentorship Sessions

Networking sessions will be held virtually (MS Teams) on the following dates, and all eligible participants will receive an invite via email.

- **Thursday, November 9th, 2023** – Kick-Off Session and Meet your Judges.
All eligible participants in Game Design and Programming will be invited to attend this session. The Kick-Off Session aims to connect you with your peers and all the Judges who will mentor you through this year's challenge.
- **Monday, December 4th – Friday, December 15th** – Game Design Mentorship
Successful participants from Stage 1 submission will be invited to meet with a Judge for a 1:1 session to discuss their Stage 1 submission.

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Apart from these sessions, we encourage you to email any of your questions related to the challenge to dau@ubisoft.com throughout the competition.

Interview Process

- Successful participants from Stage 2 submission will be invited for an interview with the Judges between February 12th to February 26th, 2023. Judges will select the Top 3 participants (Finalists) after the interview process is completed.

Results

- The Top 3 (finalists) participants in the competition will receive an invitation to attend the Awards Ceremony which will be held on **Thursday, March 21st, 2024**.
- Results (Winners & Runners-Up) will be announced at the Awards Ceremony.

Eligibility

The competition is open to applicants who:

- Identify as a woman, transgender, non-binary, or Two-Spirit
- Are legally entitled to work in Canada;
- Reside in Ontario;
- Are currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2022;
- Have less than two years of professional experience in game design, or programming;
- Are not a current or former employee of any Ubisoft studio;
- Complete the challenge individually. Team-based submissions will not be reviewed or considered.

Any pitch materials or game ideas submitted by applicants to Develop at Ubisoft will not be used by Ubisoft Toronto Inc. and will remain the property of the applicant.

Winners

Winners will be selected based on their final design document, as well as their interview with the judges. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the judges as it sees fit; the judges' decision is final and non-negotiable.

Winners will be announced in March 2024 and will receive a paid internship at Ubisoft Toronto for a duration of three (3) months.

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Start dates for the internship are flexible and will be discussed directly with the Winners. Dates subject to change at the sole discretion of Ubisoft Toronto.

Questions?

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