

## **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 internship and learn from Ubisoft Toronto's top talent.

Compete in one of seven disciplines to win an internship:

- 3D Art (Modelling)
- Concept Art
- Technical Art
- Animation
- Game Design
- Level Design
- Programming

### **Eligibility**

The competition is open to applicants who:

- 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 2 years of professional experience in the game development industry;
- Are not a current or former employee of any Ubisoft studio;
- Complete the challenge individually. Team-based submissions will not be reviewed.

### **Questions?**

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

## **Ubisoft Toronto NEXT: Game Design Challenge**

This challenge takes you through the different stages of defining your design goals, creating a pitch document that outlines your intentions and idea of the player's experience, and constructing a design document.

### **Theme**

Design a new human enemy archetype for any Far Cry game.

For example, The Fumigator or The Medic. Enemies in Far Cry games tend to have varied weapons and abilities that provide unique challenges to the player.

### **Phase I – Creative Brief**

This is your high-level pitch document to sell your design efficiently!

All instructions, guidelines, tips, and submission requirements for Phase I – Creative Brief are included [HERE](#).

Deadline to submit your Phase I – Creative Brief is **Sunday, November 5<sup>th</sup>, 2023, at 11:59 PM.**

### **Phase I – Creative Brief - Results**

Ubisoft Toronto judges will select up to 10 successful participants from Phase I to proceed to Phase II. Successful participants will be notified on **Friday, November 17<sup>th</sup>, 2023**, and provided instructions, tips, judging criteria and submission form for Phase II: Detailed Design.

Successful participants will also receive feedback on their Phase I submission and will be expected to incorporate that in their Phase II submission.

All other participants will be notified of their results via email.

### **Phase II – Detailed Design**

Expand on your creative brief and give deep dive into your Enemy design!

Ubisoft Toronto judges will select up to 5 successful participants from Phase II to proceed to Phase III – Presentation and Interviews.

### **Phase III – Presentations & Interviews**

Walk our judges through your design – sell us on your idea and be prepared to answer the judges' questions!

### **Submission Requirements & Documentation**

All submission requirements for Phase I are provided in the Phase I – Creative Brief Instructions document.

All submission requirements for Phase II – Detailed Design will be sent via email directly to successful participants from Phase I.

### **Judging Criteria**

Judging Criteria for Phase I in the Phase I – Creative Brief Instructions document.

Judging Criteria for Phase II – Detailed Design will be sent via email directly to successful participants from Phase I.

### **Key Dates & Deadlines**

**Phase I - Creative Brief Submission Deadline** - Sunday, November 5th, 2023, at 11:59 PM.

**Phase I - Creative Brief Results** – Friday, November 17th, 2023

**Phase II - Detailed Design Submission Deadline:** Sunday, January 21<sup>st</sup>, 2024, 11:59 pm EST.

**Phase II – Detailed Design Results:** Successful participants from Phase II will be notified by Monday, February 12<sup>th</sup>, 2024. Phase III instructions will be provided directly to the successful participants.

All other participants will be notified of their results via email, by **Friday, February 16<sup>th</sup>, 2024**.

**Phase III Presentations & Interviews:** February 2024

Ubisoft Toronto judges will select up to three finalists after the interviews. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

## **Prizes**

- 1<sup>st</sup> Prize:
  - One (1) paid Game Design Internship at Ubisoft Toronto. The internship shall be for a minimum duration of three (3) months at Ubisoft Toronto studio and is currently scheduled to begin in May 2024. Dates subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at \$300.
- Finalist Prizes:
  - Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
  - One Ubisoft prize pack valued at \$300.