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. Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.

Ubisoft Toronto NEXT: Level Design Challenge

This is your chance to showcase and apply your design sensibilities in two (2) components:
The Mission Design Document and the Playable Blockout.

These phases are designed to be representative of the production journey a mission takes, from its earliest "on paper" pitch to its first appearance "on screen."

Phase I: Mission Design Document

The first part of the competition is the Mission Design Document.

For this you will need to **download the Mission Design Document Package**, which includes:
- Mission Design Document Specifications & Instructions
- Supplemental Materials to help with the Mission Design Document creation

Phase II: Playable Blockout

Ubisoft Toronto judges will select 10 participants from Phase I to proceed to Phase II.
These 10 participants will be provided instructions, tips, and submission form for Phase II: Playable Blockout Package. 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.

Submission Requirements & Documentation

The Phase I submission package must be named as follows:

NEXT_2023-2024_LevelDesign_MissionDesignDocument_FirstNameLastname.zip
Please **DO NOT** enter your name anywhere inside of your Mission Design Document, only in the Zip file name and your resume.

Your submission package must contain the following two (**2**) parts. All items are mandatory.

1. Up-to-date Resume in PDF form (in addition to submitting online using the link provided above)
2. Your completed Mission Design Document in PDF format

- Failure to include each section as specified above will result in disqualification.
- Submitting multiple PDFs as a Mission Design Document will result in disqualification.

Phase II submission form will be provided separately to the successful participants from Phase I.

Judging Criteria [Mission Design Document Only]:

A panel of expert judges will individually rank the applicant's Mission Design Document submission, out of 30, based on the following criteria:

Written Component (1-10):
- Clarity/readability/presentation: Information is well-organized, explaining the scenario effectively and concisely.
- Creativity: Scenario should expand upon the given concept and be compelling.

Topdown Map (1-10):
- Clarity: readability, effective use of annotations, reference images where necessary.
- Respect the Master Feature List and supplied icons.
- Ability to illustrate your level clearly.
- Design intent: should be able to visualize the 3D from the 2D Topdown map.

Modularity / Adaptability (1-10):
- Efficient/creative use of modular Level Design and re-use of certain sections (limited **targeted** use of bespoke/assets is ok).

- Player agency: players should be able to approach the Objectives in meaningful ways and use a variety of systems outlined in the Master Feature List.

Key Dates & Deadline

Phase I Submission Deadline: Sunday, November 12th, 2023, 11:59 pm EST

Complete this [Submission Form](#) **for Phase I only** where you will be asked to provide a link to your submission package. Late entries will not be accepted.

Phase I Results: Ubisoft Toronto judges will select up to Top 10 participants from Phase I to proceed to Phase II. Successful participants will be notified of their results on **Wednesday, November 22nd, 2023.**

Phase I feedback and Phase II instructions details will be provided to the Top 10 participants directly via email.

Successful participants from Phase I, will also be given a chance to submit questions for their Phase II submission. More information on this will be provided along with the Phase II instructions.

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

Phase II Submission Deadline: Sunday, January 21st, 2024, 11:59 pm EST
Late entries will not be accepted.

Ubisoft Toronto judges will select up to five successful participants from Phase II to proceed to the interviews. All other participants will be notified of their results via email by **Friday, February 16th, 2024**.

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. 1st Prize:
   a. One (1) paid Level 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 May 2024. Dates subject to change at the sole discretion of Ubisoft;
   b. One Ubisoft prize pack valued at $300.

2. Finalist Prizes:
   a. Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
   b. One Ubisoft prize pack valued at $300.