



## Ubisoft Future Women in Games

The Ubisoft Future Women in Games 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. Ubisoft Future Women in Games mentorship supports this evolution by highlighting emerging talent – when they thrive, so does the industry.

Successful applicants receive mentorship from our experts across programming and game design, and hands-on game development experience.

Come build the future of entertainment today with Ubisoft!

### Game Design: The Challenge

*Design and prototype a game feature that reflects the experience of your morning routine.*

The feature you design can be for any kind of game, on any game platform, for any audience you choose. It can be literal, designing game mechanics to simulate the start of your day, or abstract, using those activities to inspire gameplay in a different context.

### Eligibility

The challenge is open to applicants who:

- Currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2018
- Are Ontario students or recent graduates with less than 2 years professional experience in game development
- Identify as women
- Must be eligible to work in Canada
- Reside in Ontario
- This challenge must be completed individually. Team-based submissions will not be reviewed.

*Any pitch materials or game ideas submitted by applicants to Ubisoft Future Women in Games will not be used by Ubisoft Toronto Inc. and remain the property of the applicant.*

## **Application Requirements and Documents**

Submit your application online at this [link](#) by **Friday September 20<sup>th</sup>**, 2019. Submit only one pitch – multiple pitches from the same person will not be considered.

*All items are mandatory.*

- Your application package must be named as follows:  
UFWiG\_Toronto\_2019\_GD\_[FirstName\_LastName].zip
  - Please do not enter your name anywhere inside of the pitch document, only in the Zip file name and your resume.
- The zip file must contain the following two (**2**) documents, both saved in PDF format:
  1. Up-to-date Resume
  2. One-page pitch document that includes:
    - One paragraph summary of how you plan to meet the design challenge
    - One paragraph summary of the tools you plan to use to prototype and test your design

## **Tips for submitting your application**

- Be sure to follow all instructions regarding file formats, length, and content.
- Ask a friend to proofread your resume and pitch, to ensure it reads clearly.
- 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.
- If your school has a co-op program, ask your instructors whether the Ubisoft apprenticeship for winners could qualify for co-op credit according to your program's policies.

Those who submitted an application before the deadline will be contacted by **September 27<sup>th</sup> 2019** to inform them whether their application was successful. Successful applicants will be invited to flesh out their pitch into a Design Solution Presentation.

## **Finalists**

Selected finalists will be chosen based on the strength of their fleshed-out Design Solution presentations, and paired with mentors from Ubisoft Toronto to check on their progress and

offer design advice as they develop their playable prototypes. Prototypes may be physical or digital, using any software tools (including Unity, Unreal, etc).

Select candidates will be invited to the studio for a mentorship interview. 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; the judges' decision is final and non-negotiable.

## **Winners**

Winners will be selected based on their prototypes, and will be offered a paid apprenticeship at Ubisoft Toronto in Spring or Summer 2020, gaining hands-on experience in a game development team, and continuing mentorship from experts in their field.

Winners will be announced early December 2019.

## **Prizing**

1st Prize:

One (1) paid Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a length of three (3) months at Ubisoft Toronto studio, during Spring or Summer 2020. Dates subject to change at the sole discretion of Ubisoft.

## **Key Dates 2019**

September 20 – Application Deadline

September 27 – Confirmation of Eligibility, and start of Design Solution Prototype stage

- Eligible applicants will receive an email confirming their submission and inviting them to participate in the Design Solution Prototype stage.

October 11 – Design Solution Deadline

October 18 – Finalists Selected

- Selected finalists will be invited to take part in the final two phases of the challenge. This stage will involve pre-production and production stages and each challenge participant will have a mentor assigned to provide feedback at key steps in the process.

November 20 – Final Prototype & Video Submission Deadline

November 25-29 – Mentorship interviews held at Ubisoft Toronto Studio

Early December – Winners Announcement

## **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.