



Game Concept – Supporting Materials

Stuck on what to send us for your 'Supporting Materials' on the BAFTA YGD Application form? Never fear! Here's our guide to what counts as Supporting Material.

1. Own your Art!

We want to see artwork made by **YOU!** Draw us a picture or use an art programme on your computer to show us what your game will look like. But you must be the one that creates the art... See next point!

2. Avoid pictures of pre-existing games.

Whilst it might be tempting to take a screenshot of an already existing game, we would much rather see you create something completely on your own!

3. Avoid long Word documents and PowerPoint presentations.

We do not accept any long text documents or PowerPoint presentations. Whilst we appreciate you have worked hard on your idea, all of your game idea text should be completed within the application form text boxes.

4. But I can't draw!

Everyone has to start somewhere - Give it a go!

If you are not confident, why not consider the different sorts of images you could include? Such as:

- Designing a level (show us how your game will look when you are playing).
- Character ideas.
- Drawing a controller to show the controls your game will use.
- Using a diagram or key to show game design.
- Building a model of your game idea and taking a picture of it to upload.

Remember, for the Game Concept award you can upload up to **4** different supporting images!