

If applying into the **Animation Concentration** this is where you want to display/attach your essays that answer the following:

- **Essay + Critique:** Consider having your writing materials reviewed by the UTD Writing Center before submitting your application, <https://www.utdallas.edu/studentsuccess/writing-and-speaking/writing-center/>.

*a. Essay* - In 200-300 words, explain why you are motivated to enter the profession of animation. Writing should be clear and grammatically correct, as well as informative.

*b. Film Critique*- Write a short essay (300-500 words) examining an animated film. The essay should state a clear argument (your thesis) and examine the film for supporting literary and visual evidence. Try to think beyond statements like, "X is my favorite film because..." Topics to consider in your analysis are not limited to, but may include: cultural implications and historical impact; how the story, tone, themes or visual style are represented visually; what techniques does the director use to heighten the emotional feel or impact of the film; consideration of lighting, staging, editing, etc.

If applying into the **Games Concentration** this is where you want to display/attach your essays that answer the following:

- **Essay + Critique:** Consider having your writing materials reviewed by the UTD Writing Center before submitting your application, <https://www.utdallas.edu/studentsuccess/writing-and-speaking/writing-center/>.

*a. Essay* - In 200-300 words, explain why you are motivated to enter a profession in games. Writing should be clear and grammatically correct, as well as informative.

*b. Game Analysis*- Write a short paper (300-500 words) analyzing a digital or analog game. Focus your analysis on either:

- The historical and cultural implications of the game's design and/or reception; **OR**
- How specific game mechanics and design choices contribute to the play experience.