

DEVELOP AT UBISOFT



Develop at Ubisoft

The Develop at Ubisoft 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. Develop at Ubisoft supports this evolution by highlighting emerging talent – when they thrive, so does the industry.

Successful applicants receive mentorship from our experts across programming, game design and production management, and hands-on game development experience through a paid apprenticeship.

Come build the future of entertainment today with Ubisoft!

Game Design: The Challenge

Design a new Supremo for Far Cry 6!

Supremos are powerful backpacks that offer the player special abilities. For example, the Furioso backpack creates a ring of fire that burns everything around the player.

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. **Eligible participants will be provided with all relevant resources and assets to complete the challenge.**

Process & Key Dates

This year's challenge will be divided into 5 stages. Successful candidates at each stage will be contacted directly for instructions about the next stage. All applicants will receive feedback on their submission in Stages 2, 3, and 4.

Stage 1 - Application Submission – Registration Form and Resume

- Instructions
 - Complete the [registration form](#) and submit your resume [online](#) by Sunday, October 23rd, 2022, at 11:59 PM. **Both items are mandatory.**

DEVELOP AT UBISOFT



- Your resume must be named as follows:
DAU_Toronto_2022_GD_Resume_[FirstName_LastName].pdf
- **Deadline – Sunday, October 23rd, 2022, at 11:59 PM**
- **Decision – Friday, October 28th, 2022**
 - All applicants will receive a confirmation of their eligibility to participate by Friday, October 28th, 2022.
 - Eligible participants will be provided all relevant resources & assets to complete the challenge

Tips for submitting your application

- Be sure to follow all instructions regarding file formats.
- Ask a friend to proofread your resume 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.

Stage 2 – 1-Page Pitch Document – Goals & Intentions

- **Instructions** – Submit your 1-Page Pitch Document in a PDF format. Your document must not exceed 1-Page. The instructions & submission form will be provided via email to the successful applicants from Stage 1.
- **Deadline – Sunday, November 20th, 2022, 11:59 PM**
- **Decision – Monday, December 5th, 2022**
 - Successful applicants will be notified of their eligibility to proceed to Stage 3 via email
 - All other applicants will be provided feedback via email

Stage 3 – Initial Design Document

- **Instructions** – Submit your Initial Design document in a PDF format. Your Initial Design document must not exceed 15 Pages. The instructions & submission form will be provided via email to the successful applicants from Stage 2.
- **Deadline – Sunday, January 15th, 2023, 11:59 PM**
- **Decision – Monday, January 30th, 2023**

DEVELOP AT UBISOFT



- Successful applicants will be notified of their eligibility to proceed to Stage 4 via email
- All other applicants will be provided feedback via email

Stage 4 - Final Design Document

- Instructions – Submit your Final Design document in a PDF format. Your Final Design document must not exceed 20 Pages. The instructions & submission form will be provided via email to the successful applicants from Stage 3.
- Deadline – **Sunday, February 12th, 2023, 11:59 PM**
- Decision – **Monday, February 27th, 2023**
 - Successful applicants will be notified of their eligibility to proceed to Stage 5 via email
 - All other applicants will be provided feedback via email

Stage 5 – Interview

- Successful applicants from Stage 4 will be invited for an interview with the Judges between February 27th to March 10th, 2023.
- Winners will be selected based on the Final Design Document and their Interview.

Results

- Final results will be communicated to the finalists & winners by Thursday, March 16th, 2023.
- The Award Ceremony will be held on May 4th, 2023. More information about the ceremony will be communicated closer to the date.

Networking Sessions

Networking sessions will be held virtually on the following dates, and invites will be sent two weeks in advance.

- Thursday, November 3rd, 2022 – First Networking Session
- Thursday, December 1st, 2022 – Second Networking Session
- Thursday, March 9th, 2023 – Final Networking Session with the Judges

DEVELOP AT UBISOFT



Eligibility

The challenge is open to applicants who:

- Identify as a woman, transgender, non-binary, or Two-Spirit
- Be legally entitled to work in Canada;
- Reside in Ontario;
- Currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2021;
- Have less than two years of professional game design, programming or production management experience;
- This challenge must be completed individually. Team-based submissions will not be reviewed or considered.

Any pitch materials or game ideas submitted by applicants to Develop at Ubisoft will not be used by Ubisoft Toronto Inc. and remain the property of the applicant.

Winners

Winners will be selected based on their final design document, as well as their interview with the judges. Ubisoft Toronto is the sole judge of this contest and reserves the right to elect the judges as it sees fit; the judges' decision is final and non-negotiable.

Winners will be announced in May 2023 and will receive a paid apprenticeship at Ubisoft Toronto for a duration of four (4) months.

Start dates for the apprenticeship are flexible and will be discussed directly with the Winners. Dates subject to change at the sole discretion of Ubisoft.

Questions?

Email us at dau@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.