

# 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 and game design.

## Game Design: The Challenge

Design a new operator for Tom Clancy's Rainbow Six Siege that appeals to a new audience.

This game design challenge takes you through the different stages of defining your design goals, creating a pitch document that outlines player experience, and constructing a prototype plan for your design. Consider what design challenges you'd like to address in Tom Clancy's Rainbow Six Siege.

You are asked to prepare a presentation detailing your Design Goals. For this part of the challenge, **avoid going into the details of how the operator works & instead focus on defining the problems you are trying to solve**. The operator pitch will be in the next part of the challenge.

Your submission should be in PDF of a **1-pager** format.

## Resources

[Link to current operators in Rainbow Six Siege](#)

### Rainbow Six Siege Player Statistics:

**Number of players:** 60 million

**Demographics:** Core audience is comprised of individuals between 18-25 years. The game overall attracts people from different age groups and regions.

**Number of teams in e-sport:** 42

## Game Design: Stage - 1 Design Goals

### 1-Pager Content

You are asked to prepare a 1-pager document, covering the following sections:

#### **Defining the problem space:**

- What audience do you think you can attract to the game that is currently missing out?
  - What are the **biggest problems** that you need to solve with a new operator for the audience to enjoy the game?
  - What **experiential goals** can you set for yourself that will make a positive addition to Rainbow Six Siege? These goals should be derived from the problems you identified in the previous step.
- How are you planning on ensuring that your operator will stand out in the vast roster of Rainbow Six Siege?
- How do the goals you established support the overall vision of Rainbow Six Siege? (How will your goals fit within all the features and systems of the game?)
- What aspects of Rainbow Six Siege exemplify the problems you have identified?
- What other references have you identified that are relevant to how you solve this problem? This can include similar or contrasting features in existing games, cultural references from film, TV, books, etc., solutions from non-game software and services, or your own past work and experimentation.

#### **Differentiation:**

#### **Vision:**

#### **Research/References**

### Submitting Your Goals Document

Submit your 1-pager at this [LINK](#) by **11:59PM CET on Friday 1<sup>st</sup> December 2023**.

**All items are mandatory.**

- Your Goals Presentation document must be named as follows:

**DAU\_2023\_GD\_Goals\_FirstName\_LastName.pdf**

**(Do not enter your name anywhere inside of the presentation, only in the name of the Zip file.)**

Provide a Link (URL) to your submission. It can be hosted on: OneDrive, Dropbox, Google Drive  
**(Link must be public and must not expire before May 2024)**

### Guidelines for Creating Your Goals Presentation

We suggest you ask a friend to proofread your document without your presence to see if they can understand your submission without asking any questions.

Double check that your files and links work properly on other PCs

- Be sure your 1-pager covers all the required goals.
- Try to create easy-to-follow structure.
- As Game Designers we enjoy seeing your innovative, creative and different submissions, but as a reminder: your presentation's format, font and colors should be consistent and organized.

## Game Design: Stage 2 - Pitch

For Stage 2 of this challenge, you are asked to prepare a presentation (not more than 10 slides) detailing your pitch for your new operator. We would like you to elaborate on your design decisions.

Your submission must be in PowerPoint PPTX or PDF with voiceover narration or video (optional).

### **Slide Show Presentation Content**

Your presentation should answer the following questions:

- Brief introduction of the operator
- Recap of gameplay goals and problems that the operator is meant to solve
- Overview of how the operator fits within the vision of R6S, and its vast roster
  - Role
  - Team compositions
  - Playstyle
- Breakdown of the operator's kit
  - Movement
  - Weaponry
  - Abilities
  - Devices
  - Defensive capabilities (Health, Armor, etc.)
  - Choices players will be making when picking their kit
  - Any additional features that might be part of the design, but not on this list
- Walkthrough of the experience playing the operator
- Strengths and weaknesses of the operator
  - Situational
  - Synergy / Counters
  - Balance
  - Why should this operator be added to the game?
  - What unique gameplay experience does this operator's design offer?
  - How will the operator attract intended audience?
- Conclusion

Please Note:

- Feel free to include diagrams, flowcharts, spreadsheets, or any other design documentation that may help to better communicate your intentions.
- Your presentation does not need to follow the exact order of what's listed above, however, make sure your presentation flows well and includes all content listed above.

### **Submitting Your Pitch Presentation**

Submit your presentation at this [LINK](#) by **11:59PM CET on Friday, 26<sup>th</sup> January 2024.**

**All items are mandatory.**

- Your Pitch Presentation package must be named as follows:

#### **DAU\_ 2023\_GD\_Pitch\_FirstName\_LastName.zip**

- The zip file must include your Pitch Presentation saved as PPTX or PDF
- If you're submitting a PPTX with audio, your Pitch Presentation PPTX file must be named as follows:

#### **Pitch\_Presentation.PPTX**

- If you're submitting a video, please make sure to include your original presentation file (PPTX or PDF, follow the file naming instructions above) and your Pitch Presentation video must be named as follows:

**Pitch\_Presentation. MP4/MOV/AVI** • Provide a Link (URL) to your submission. It can be hosted on: OneDrive, Dropbox, Google Drive (Link must be public and must not expire before May 2024)

## Guidelines for Creating Your Pitch Presentation

During this second stage, you may choose to record a voiceover **or** video where you can go into detail about your pitch. Your presentation should be easy to follow and clean. Slides should not be overly crowded as you're using narration to elaborate on the existing points in each slide.

Double check that your video file or presentation can be opened properly on other PCs. Make sure to embed your font if you are submitting a PPTX.

- Please limit the length of the provided material to 30 minutes
- It is completely ok if your presentation/video is shorter than 30 minutes – it doesn't matter, as long as you've conveyed the intent of your design.

### 1. PPTX presentation with audio included

You can insert audio recording in Microsoft PowerPoint by going to Insert > Audio > Record Audio  
OR

### 2. Screen recording of you presenting each slide/page with audio voiceover

- This can be captured with OBS software <https://obsproject.com/download>
  - Please do not edit the material in the video and/or edit the audio
  - Video file format can be MP4, MOV, or AVI
  - If you choose this method of presenting, your submission package must include both the presentation file (PPTX/PDF) and the video you've recorded.
- Take time to rehearse before your recording and present as if you're doing this live in a meeting in front of other designers and directors.
  - You can include your own sketches or art to support your pitch, but artistic merit will not be rewarded.
  - Try to create an easy-to-follow structure.
  - Do not overcrowd slides with information! The rule of thumb is to dedicate a slide to one specific topic and unfold it. Avoid mixing various unrelated topics into one slide.
  - As Game Designers we enjoy seeing your innovative, creative and different submissions, but as a reminder: your presentation's format, font and colors should be consistent and organized.

## Tips

- Remember the goal of your presentation and do your best to pitch and describe your design.
- Create a presentation that will draw the audience in.
- Put an emphasis on key components and crucial pillars of your design.
- Try not to read word-for-word what is already written in your presentation slide/page. Use your presentation to highlight the important information and elaborate on your points using narration. Build a story, tell us and show us your design.
- Don't forget to summarize.
- Slow down your speech. We naturally talk faster when we are nervous. Include pauses to allow your listeners to keep up and give yourself time to think ahead. Use intonation in your speech, avoid presenting in monotone. Be enthusiastic about your design!

## Game Design: Stage 3 - Prototype Plan

For Stage 3 of this challenge, you are asked to prepare a presentation (not more than 20 slides) detailing your prototype plan for your new operator. We would like you to elaborate on your design decisions.

Your submission must be in PowerPoint PPTX or PDF with voiceover narration or video.

### Slide Show / Video Presentation Content

Your presentation should answer the following questions:

- How will the prototype prove that the design achieves its goals?
- Is the demonstrated design highly original, innovative, unexpected?
- What are the different features your prototype will include, how are they going to fulfill their function?
- How will you make sure that the prototype will manage to convey the feel of the design?
- How will the new design keep players engaged beyond the core mechanics?
- How will the difficulty curve be managed?
- What are the player's main actions and interactions? How do these mechanics create engaging and enjoyable experiences?
- Describe how the challenges and rewards are balanced. With this new Operator, how does the game maintain a sense of challenge without becoming frustrating?
- Consider how the game accommodates players with different skill levels and abilities. How can the prototype be designed to be inclusive?
- Discuss your plans for playtesting the prototype and how player feedback will be incorporated into the design.

Remember that in a pure game design perspective, the focus is on creating an engaging and enjoyable player experience. Clearly articulating these design elements will demonstrate your ability to craft a compelling game concept and design that captivates players.

### Submitting Your Prototype Presentation

Submit your presentation at this [LINK](#) by **11:59PM CET on Friday, 1<sup>st</sup> March 2024**.

**All items are mandatory.**

- Your Prototype Presentation package must be named as follows:

#### **DAU\_2023\_GD\_Prototype\_FirstName\_LastName.zip**

- The zip file must include your Prototype Presentation saved as PPTX or PDF
- If you're submitting a PPTX with audio, your Prototype Presentation PPTX file must be named as follows:

#### **Prototype\_Presentation.PPTX**

- If you're submitting a video, please make sure to include your original presentation file (PPTX or PDF, follow the file naming instructions above) and your Prototype Presentation video must be named as follows:

**Prototype\_Presentation. MP4/MOV/AVI** • Provide a Link (URL) to your submission. It can be hosted on: OneDrive, Dropbox, Google Drive (**Link must be public and must not expire before May 2024**)

### Guidelines for Creating Your Prototype Presentation

Same as under "Guidelines for Creating Your Pitch Presentation"

## Key Dates

<b>October</b>	<b>9-13th</b>	<b>Results week: application confirmation</b>
	<b>16-20th</b>	<b>1<sup>st</sup> Networking call : « Get to know your mentor»</b>
	<b>30-3rd Nov</b>	<b>Mentor Call 1. Intro &amp; Brief</b>
<b>November</b>	<b>13-17th</b>	<b>Mentor Call 2.</b>
	<b>27- 1st Dec</b>	<b>Submission: Design Goals</b>
<b>December</b>	<b>4-8th</b>	<b>Mentor Call 3.</b>
<b>January</b>	<b>15-19th</b>	<b>Mentor Call 4.</b>
	<b>22-26th</b>	<b>Submission: Pitch</b>
	<b>29-2nd Feb</b>	<b>Mentor Call 5.</b>
<b>February</b>	<b>12-16th</b>	<b>Mentor Call 6.</b>
	<b>26-1st March</b>	<b>Submission: Prototype Plan</b>
<b>March</b>	<b>4-8th</b>	<b>Mentor Call 7. Presentation Training*</b>