Assignment 4

PRO DESIGN PRACTICES

George Mason University | School of Art

Interview: I'd Be A Good Fit

DESCRIPTION

The purpose of the mock interview assignment is to put you into a real world scenario with design professionals, helping you hone your interviewing skills while bolstering your networking abilities.

For this assignment, you are to arrange for a mock job interview with another design professional (someone currently working in the field of design or marketing communications), whereupon you will share your portfolio with them and be asked pertinent interview questions.

You'll need to seek out the designer or studio you want to interview with. Some resources are provided below. You'll need to explain the assignment, arrange the interview, attend it, and provide a written report (paper) of the meeting. You may conduct a Skype interview or web-based meeting (i.e., GoToMeeting, etc.), but you will need to arrange to show your portfolio during any web-based interview. You are not allowed to conduct a phone interview. The optimal solution is a face-to-face, in-person interview.

WHAT TO SUBMIT

Your paper needs to be descriptive in nature and expound upon the following requirements:

– Date and time of the interview
– Name of company
– Why did you choose this company to interview with?
– What questions did you ask, and why?
– What answers did you get? How did the answers help you?
– What questions were asked of you? How did you answer?
– What conclusion(s) have you reached about interviewing?

– Location of the interview
– Name and job title of interviewer
– What did you discuss, and why?
– Why did you answer the way you did?
– What comments were made about your portfolio?

Your paper should be at least two (2) pages in length. Papers must be typewritten and physically submitted at the start of class. All papers should follow the general MLA style – see https://owl.english.purdue.edu/owl/resource/747/01/. All papers must also be submitted at the end of the semester as a Word .doc or .docx file, or alternatively as a PDF file, included on the final CD/USB submission.

Flawless Grammar and Spelling: Your paper needs to be grammatically correct and typo-free. Your paper will be graded accordingly for sentence structure, spelling, and storytelling. **Every typo, grammatical error, or mistake will result in a one point deduction.** (Example: Sally's paper has three grammatical errors and five spelling errors, equaling eight (8) full point deductions. 100 pts. minus 8 pts. = 92 pts. = A–). READ, RE-READ, AND REVISE YOUR PAPER SEVERAL TIMES. Have someone else proofread your paper. Read your paper out loud to someone, and vice-versa, to triple-check for mistakes. Use spell check, but realize that spell check does not catch everything, especially misused but correctly spelled words.

RESOURCES

Here are suggested design firms and agencies to approach:*
– Adfero
– Fathom Creative
– Chief
– Design Army
– MDB Communications

– nclud
– Bluetext
– Insomniac Design
– Interactive Strategies
– GMMB

– Huge
– Hanley Wood
– Booz Allen Hamilton
– Viget
– Grafik

DEADLINE

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*No endorsement or relationship is implied.