

# MASTER ANIMATION & GAME DIRECTION APPLICATION PROCEDURE FOR APPLICANTS WITH INTERNATIONAL UNDERGRADUATE DEGREE

The application procedure for the M.A. Animation & Game Direction at the University of Applied Sciences Darmstadt consists of a formal application and an application for the artistic entrance examination. Admission to the M.A. Animation & Game Direction Programme will be granted if you fulfill the academic admission criteria and pass the artistic entrance examination.

## 01\_ACADEMIC ADMISSION CRITERIA

Admission to the Animation and Game Direction Master's degree programme requires an undergraduate degree in a related subject equivalent to a German Bachelor degree. The degree must be attained at a university, which is recognized (accredited) according to the laws of the country in question. Moreover applicants must give proof of English language proficiency.

## 02\_FORMAL APPLICATION THROUGH UNI-ASSIST

The University of Applied Sciences Darmstadt is a member university within the UNI ASSIST Association. Upon payment of a service fee, UNI ASSIST pre-checks which entitlement study applicants have to study in Germany based upon the guidelines of the German Central Office for Foreign Education. So in order to formally apply for the Animation & Game Programme please register on the UNI ASSIST online portal: [www.uni-assist.de](http://www.uni-assist.de)

Create your application form and submit it to UNI ASSIST online. Once this is completed, you need to print out the application form, sign it and send the signed application form to UNI ASSIST by post together with the following documents which you must provide in form of officially authenticated copies and sworn translations:

- High school/secondary school leaving certificate
- Depending on your country of origin, a certificate proving that you have passed the University Entrance Examination
- Complete certificate on university studies (bachelor degree certificate with transcript of records including grading system and diploma supplement)
- English Language Certificate (one of the following):
  - B2 according to "Common European Framework of Reference for Languages of the Council of Europe"
  - TOEFL: minimum 88 points
  - IELTS: minimum band score 5 - 6,5
  - English as language of tuition in the Bachelor programme you graduated from
- Native speakers from the United States and Great Britain are exempt from taking one of the above-mentioned tests.
- Copy of your passport

Please send your formal application documents to the following address:

**Hochschule Darmstadt**

**c/o Uni Assist e.V.**

**11507 Berlin**

**GERMANY**

### DEADLINES FOR FORMAL APPLICATION:

1st June for Winter Semester

1st December for Summer Semester

**Please note: UNI ASSIST charges an obligatory service fee which must be paid until 1st June for a winter semester, until 1st December for a summer semester.**

**Your formal application will only be processed after payment.**

If you have any questions regarding the formal application procedure please refer to the Student Service Center of Hochschule Darmstadt University of Applied Sciences:

Mrs. Denise Kaufmann | Mrs. Ruth Dunn

Phone: +49.6151.16-33335 | E-Mail: [international@h-da.de](mailto:international@h-da.de)

### **03\_APPLICATION FOR THE ARTISTIC ENTRANCE EXAMINATION**

In order to take the Artistic Entrance Examination you must submit the following documents:

- Completed Entrance Examination Application Form (provided with this document)
- Curriculum vitae in English language
- References (if applicable) such as publications, awards, work experience, recommendation letters, participation in film festivals or exhibitions.
- Motivation statement in English language (2 standard pages consisting of 2300 characters including spaces)
- Project proposal in English language outlining the applicant's academic and artistic goal (3-5 standard pages consisting of 2300 characters including spaces)
- Digital portfolio with 3-5 artistic work samples related to the field of Animation and Game Direction. More information regarding the digital portfolio can be found on our website under: <https://agd.mediencampus.h-da.de>

**Please observe the following portfolio specifications:**

- Do not submit more than 5 work samples
- Label the data device (CDR /DVD or USB stick) clearly with your full name
- Make sure that the data device and all files run flawlessly
- The data device and your application documents will not be returned unless you add an adequately sized and stamped return envelope labelled with your adress.

PLEASE NOTE: Further guidelines and specifications regarding the motivation statement, the project proposal and the digital portfolio can be found at the end of this document (under 06).

Please send your complete entrance examination application (including your digital portfolio as well as all documents listed under Paragraph 04) to:

**Hochschule Darmstadt University of Applied Sciences**

**Student Service Center**

**Haardtring 100**

**64295 Darmstadt**

**GERMANY**

**DEADLINES FOR ARTISTIC ENTRANCE EXAMINATION APPLICATION:**

1st July for Winter Semester

1st January for Summer Semester

If you have further questions regarding the artistic entrance examination please contact the Chairperson of the Animation & Game Direction Entrance Examination Board: [eignungspruefung.ag.fbmd@h-da.de](mailto:eignungspruefung.ag.fbmd@h-da.de)

## **04\_ADDITIONAL SPECIFICATIONS AND GUIDELINES**

### Motivation statement

You motivation statement should cover the following topics:

- Previous background from your Bachelor study and academic performance
- Experience with the subject area – acquired skills and knowledge, relevant professional practice and particular achievements
- Your specific interest in the Animation and Game Direction Masters Programme at Darmstadt University of Applied Sciences with regard to your future career objectives

### Project Proposal

The project you propose must aim for a substantial and original body of artistic and scientific work on a significant topic. In your proposal you should indicate the specific field and genre of artistic practice as well as related technological and academic subjects you are interested in. Discuss the research questions, goals and approach you intend to take and identify key methods involved. State the reason why and artistic, cultural, technological and/or scientific relevance of your project with regard to to the field of animation and game direction and lay out its innovation potential. Use references of related state of the art academic and artistic work to substantiate your proposal. In addition you may also refer to your own previous work.

### Digital Portfolio

Your digital portfolio must consist of 3-5 projects related to the field of animation and game direction. This can be for example:

- games or game prototypes
- animated shorts, series or other fictional or non fictional animation formats (max length 4 min., for longer productions submit a trailer)
- live action short films, series or or other fictional and non fictional narrative formats (max length 4 min., for longer productions submit a trailer)
- performing arts projects such as theatre productions or performance art (submit trailer or video with a maximum 4 min. maximum length)
- visual development, art direction and concept development projects (series bibles, art bibles, pitch bibles, animatics etc.)
- VR, AR and XR productions

In case of team projects you must specify in detail which contribution you made. Please note that the contribution must be relevant and substantial to be considered valid.

If you submit games or VR/AR/XR projects, include a (gameplay) video or trailer and a playable build/application.

Make sure that all files and the digital storage device (USB,DVD) run flawlessly. Include a "readme" with relevant information about the portfolio items.



**Uni Assist Application Number:**

**Application for the M.A. Animation & Game Direction Entrance Examination**

Last Name	First Name	Gender
Date of Birth	Place of Birth	
Country	Post Code	Phone Number
City	Street	E-Mail

Last Name:

First Name:

**1. I have applied at Darmstadt University of Applied Sciences for the Master or Arts Animation & Game Direction previously and have taken the Entrance Examination before.**

- No                       Yes, in the year \_\_\_\_\_
- I passed the Entrance Examination
- I did not pass the Entrance Examination

**2. I have enclosed my CV in English language**                       Yes     No

Curriculum vitae (personal data sheet) including:

- artistic, technical and scientific competencies and achievements
- eventual civic activities

**3. I have enclosed additional references**                       Yes     No

References (if applicable) can be publications, awards, work experience, recommendation letters, participation in film festivals or exhibitions etc.

**4. I have enclosed my project proposal**                       Yes     No

Outline an academic and artistic project you aim to complete during your Master studies.  
(English language; 1-3 typed standard pages consisting of 2300 characters including spaces)

**5. I have enclosed a Motivation Statement**  Yes  No

Explain your motivation to study the Master of Arts Animation & Game Direction in English language (2 typed standard pages; ca. 2300 characters including spaces per page).

**6. I have enclosed my digital portfolio (data device) with 3-5 work samples**  Yes  No

Please state title as well as format/genre of work samples. In case of team work specify your role /contribution.

<b>1</b>	Title	Format/Genre
<b>2</b>	Title	Format/Genre
<b>3</b>	Title	Format/Genre
<b>4</b>	Title	Format/Genre
<b>5</b>	Title	Format/Genre

**7. I hereby declare that my digital portfolio is based on unaided work. I have specified all elements within the submitted body of work that result from joint authorship or that were taken from other sources. Furthermore I certify that all information and references regarding my person are true and correct to the best of my knowledge.**

Date, Place	Signature

Last Name:

First Name: