

MASTER ANIMATION & GAME DIRECTION APPLICATION PROCEDURE FOR APPLICANTS WITH GERMAN UNDERGRADUATE DEGREE WINTER SEMESTER 2020/21

01_ACADEMIC ADMISSION CRITERIA

Admission to the Animation and Game Direction Master's degree program requires a Bachelor degree or Diploma in a related subject, such as Animation, Game Design, Film/Video, Virtual Reality, Digital Media, Scenography. If you have graduated from a 6 semester Bachelor program (180 CP), you must apply for the 4 semester Master. If you have obtained a 7 semester Bachelor degree or Diploma (210 CP) you can apply for the 3 semester Master. However, you may also apply for the 4 semester version if it suits you better. All applicants must give proof of English language proficiency of least B2 level according to CEFR (Common European Framework of Reference for Languages of the Council of Europe). Moreover they must pass the Animation and Game Direction Artistic Entrance Examination.

02_ONLINE REGISTRATION

In order to start your application process for the M. A. Animation and Game Direction at Darmstadt University of Applied Sciences you need to register online under: <https://www.h-da.de/studium/studienangebot/bewerbung/>. Make sure to select the correct version of the Animation & Game Direction Master program (3 semester or 4 semester). At the end of the online registration procedure you will receive your application ID number. Moreover, you will be provided with an application form for download which you must print out, fill in and sign.

03_DOCUMENTS REQUIRED FOR APPLICATION

For the application you will need the following documents which must be submitted digitally via data upload:

- 1) Completed and signed application form (scan)
- 2) Secondary school leaving certificate (scan of original document*)
- 3) Complete certificate of university studies: Bachelor degree certificate with transcript of records and diploma supplement (scans of original documents*)
- 4) English Language Certificate (one of the following - scan of original document*)
 - a. B2 according to "Common European Framework of Reference for Languages of the Council of Europe"
 - b. TOEFL: minimum 88 points
 - c. IELTS: minimum band score 5 - 6,5
 - d. proof of English as language of tuition in the Bachelor programme you graduated from
 - e. Please note: Native speakers from the United States and Great Britain are exempt from taking one of the above-mentioned tests

**Please note that the documents under 2-4 must be presented in the original for enrolment.*

- 5) Curriculum vitae in English language in tabular form (including relevant skills, professional experiences and achievements)
- 6) References (if applicable) such as publications, awards, work experience, recommendation letters, participation in film festivals or exhibitions.
- 7) Motivation statement in English language (2 standard pages consisting of 2300 characters including spaces)
- 8) Project proposal in English language outlining the applicant's academic and artistic goal (3-5 standard pages consisting of 2300 characters including spaces)
- 9) Digital portfolio with 3-5 artistic work samples related to the field of Animation and Game. Please observe the following portfolio specifications:
 - Do not submit more than 5 work samples
 - If you submit games, VR or AR projects, include a gameplay or walkthrough video
 - Make sure that all files run flawlessly and use common file types

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

IMPORTANT: name every single file you submit according to the following naming convention: *applicationnumber_lastname_filename*

04_SUBMISSION OF APPLICATION

The application deadline for the winter semester is: 1st September.

Please send your all application documents including your digital portfolio as specified above (items 1-9) to Darmstadt University of Applied Sciences via data upload. Use the following link and password:

<https://cloud.h-da.de/user/index.php/s/2DF4i5LFBNAZFos>

Password: WiSe2020

IMPORTANT:

- Before uploading your data, combine all files in one ZIP-file.
- Name this ZIP-file with your Application Number and your last name as follows:
applicationnumber_lastname_firstname_agd.zip
- If you are unable to create a ZIP-file you may resolve to uploading all files separately. In this case every single file must be identified with your Application number, last name and a descriptive title, as for example: *applicationnumber_lastname_cv*
- PLEASE NOTE: If your files are corrupt or not named in an identifiable manner, your application is invalid and you may get excluded from the Animation and Game Direction Entrance Examination.

05_FURTHER QUESTIONS

If you have further questions regarding academic prerequisites and the formal application procedure please refer to the Student Service Center SSC of Hochschule Darmstadt University of Applied Sciences via e-mail under: master@h-da.de or via phone: +49.6151.16-38963.

For questions regarding the artistic entrance examination please refer to the FAQ-section on the programme website under: agd.medien-campus.h-da.de or contact the Chairperson of the Animation & Game Direction Entrance Examination Board under: eignungspruefung.ag.fbmd@h-da.de.

06_ADDITIONAL SPECIFICATIONS AND GUIDELINES

Motivation statement

Your 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 artistic, cultural, technological and/or scientific relevance of your project with regard 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 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

IMPORTANT:

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 run flawlessly. Include a "readme" with relevant information about the portfolio items.