

MASTER ANIMATION AND GAME DIRECTION APPLICATION PROCEDURE FOR APPLICANTS WITH GERMAN UNDERGRADUATE DEGREE

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). Furthermore, to get admitted, applicants must pass the Animation and Game Direction [Artistic Entrance Examination](#).

The application procedure consists in 3 steps:

Step 01: Online Registration

Step 02: Submission of formal application

Step 03: Submission of artistic application

The application deadline for Winter Semester 2021 is: [01.08.2021](#)

STEP 01: ONLINE REGISTRATION

In order to start your application at Darmstadt University of Applied Sciences you need to register online under: <https://my.h-da.de>. You will receive an [application ID number](#) which you will need for all further steps of the application procedure. Once the registration is completed you may apply for one or more programs offered at Darmstadt University of Applied Sciences.

STEP 02: SUBMISSION OF FORMAL APPLICATION

Once you are registered under <https://my.h-da.de> you need to select the exact program you wish to apply for. Make sure to select the correct version of the Animation and Game Direction Master program (3 semester or 4 semester version). Please note that the 3-semester version is only available for enrolment in summer semesters. Upon selection you will be asked to upload the following documents:

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

IMPORTANT:

Make sure to name the documents according to the following naming convention:

[applicationnumber_lastname_nameofdocument](#)

(Examples: [708937_Miller_SchoolLeavingCert](#); [708937_Miller_TranscriptofRecords](#))

Be careful to upload each document through the correct upload. You can only upload once and only one document per upload section. If you encounter problems or made a mistake during upload please get in touch with the Student Service Center under: master@h-da.de

STEP 03: SUBMISSION OF ARTISTIC APPLICATION

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

- 1) [Complete certificate of university studies](#): Bachelor degree certificate with transcript of records and diploma supplement (scans of original documents)
- 2) [English Language Certificate](#) (one of the following options - scan of original document):
 - e. B2 according to "Common European Framework of Reference for Languages of the Council of Europe" (CEFR)
 - f. TOEFL: minimum 88 points
 - g. IELTS: minimum band score 5 - 6,5
 - h. proof of English as main language of tuition in the Bachelor program you graduated fromPlease note: Native speakers from the United States and Great Britain are exempt from taking one of the above-mentioned tests
- 3) [Curriculum vitae in English language](#) in tabular form (including relevant skills, professional experiences and achievements). If applicable, add references such as publications, awards, work experience, recommendation letters, participation in film festivals or exhibitions.
Important: [Compile everything in one PDF document!](#)
- 4) [Motivation statement in English language](#) (2 standard pages consisting of 2300 characters including spaces)
- 5) [Project proposal](#) in English language outlining the applicant's academic and artistic goals (3-5 standard pages consisting of 2300 characters including spaces)
- 6) Filled in and signed [Application Portfolio Form](#) (provided at the end of this document)
- 7) [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 video or walkthrough video
 - Make sure that all files run flawlessly and use common file types

IMPORTANT:

- name every single file you submit according to the following naming convention:
[applicationnumber_lastname_filename](#)
- 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](#)
- PLEASE NOTE: If your files are corrupt or not named in an identifiable manner, your application is considered invalid and will not be processed.

Please send your artistic application to Darmstadt University of Applied Sciences via data upload. Use the following link and password:

<https://cloud.h-da.de/index.php/s/mAHfAyRbyETcsar>

Password: EP_WiSe2021

ADDITIONAL APPLICATION 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 Master Program 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 length of 4 min.)
- 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. Use the application form to identify your contribution and use an additional “Readme” text document to give additional information about your work sample. [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 you submit run flawlessly.](#)

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 program website under: agd.medien-campus.h-da.de or contact the Chairperson of the Animation and Game Direction Entrance Examination Board under: eignungspruefung.ag.fbmd@h-da.de.