

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

## ACADEMIC ADMISSION CRITERIA

Admission to the Animation and Game Master's degree program requires a Bachelor degree or Diploma in a related discipline. 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 (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. If you have obtained an 8 semester Bachelor degree (240 CP) you can apply for the 2 semester Master (or 3-semester/4-semester versions if it suits you better).

All applicants must give proof of English language proficiency of at least B2 level according to CEFR (Common European Framework of Reference for Languages of the Council of Europe). Furthermore, to get admitted to the Animation and Game Master program, applicants must pass an Entrance Examination.

The application procedure consists in 3 steps:

- Step 01: Online Registration
- Step 02: Formal application
- Step 03: Animation and Game Entrance Exam Application

**Application deadline for Winter Semester 2024-25: 01.08.2024**

## 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: 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 (2-semester, 3-semester or 4-semester version). Furthermore you must select the specialization ("Studienschwerpunkt") you intend to study: "Creative Direction" or "Technical Direction". It is not possible to apply for both specializations at the same time.

Upon selection you will be asked to upload the following documents:

- 1) Complete certificate of university studies: Bachelor degree certificate with transcript of records and diploma supplement (scans of original documents). In case you will receive your final Bachelor degree certificate only after the application deadline you may submit a preliminary certificate issued by the examination office of your university showing your overall average grade (Leistungsübersicht mit Bescheinigung über die Durchschnittsnote).

- 2) 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 iBT: (94-72 Points)
  - c. IELTS: minimum band score 5 - 6,5
  - d. TELC B2
  - e. proof of English as main language of tuition in the Bachelor program you graduated from
  
- 1) Curriculum vitae in English language (including relevant discipline related skills, professional experiences and achievements).

Please note: In case you cannot provide the English Language Certificate until the application deadline, you may submit it latest upon enrollment in the program. Enrollment is not possible without the language certificate.

**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](mailto:master@h-da.de)

**Please only submit the formal application, once you have uploaded your Entrance Exam Application (see below: Step 3).**

## STEP 03 APPLICATION FOR THE ENTRANCE EXAM

In the M.A. Animation and Game Entrance Exam applicants must demonstrate advanced competencies, knowledge and methodical skills relevant to the discipline and the chosen specialization: "Technical Direction" or "Creative Direction". It is not possible to apply for both specializations at the same time. The Entrance Exam consists of two stages: Stage 1: Portfolio Exam; Stage 2: Interview. Applicants must pass Stage 1 (Portfolio Exam) for admission to Stage 2 (Interview).

In order to take the Entrance Exam for the M.A. Animation and Game you must submit the following documents to Darmstadt University of Applied Sciences digitally via data upload within the application deadline:

- 1) Curriculum vitae in English language (including relevant discipline related skills, professional experiences and achievements)
- 2) Work experience references if applicable (to be proven by employment letter)
- 3) Motivation statement in English language (1-2 standard pages consisting of 2300 characters including spaces)
- 4) Exposé in English language outlining the applicant's intended field of academic research and creative practice (2-3 standard pages consisting of 2300 characters including spaces)

- 5) Digital portfolio with 3-5 work samples related to the disciplinary field of Animation and Game Direction and to the chosen specialization.
- 6) Completed and signed Application Portfolio Form (provided at the end of this document)

**IMPORTANT:**

- Applications for the M.A. Animation and Game Entrance Exam which do not include all elements (1.-5.) listed above will not be considered.
- Links to websites or links to online-folders do not qualify as work samples and cannot replace the submission of a digital portfolio in the required form. Applications which do not include a portfolio according to specifications will be excluded from the admission procedure.
- 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
- If your files are corrupt or not named in an identifiable manner, your application is invalid and you will get excluded from the M.A. Animation and Game Entrance Exam.
- After a successful upload you will receive a direct confirmation on the page of the cloud website. We kindly ask for your understanding that we cannot confirm every single upload by e-mail.

**Further guidelines and specifications regarding the motivation statement, the exposé and the digital portfolio can be found in Chapter 03 of this document.**

Please send all application documents related to the M.A. Animation and Game Entrance Exam including your digital portfolio as specified above (items 1-5) to Darmstadt University of Applied Sciences via data upload within the application deadline. Make sure to use the correct link for the chosen specialization:

**UPLOAD LINK FOR THE “TECHNICAL DIRECTION” SPECIALIZATION:**

<https://cloud.h-da.de/s/Lt9kPxEGSnnqewz>

Password: Wintersemester2024

**UPLOAD LINK FOR The “CREATIVE DIRECTION” SPECIALIZATION:**

<https://cloud.h-da.de/s/wJdJWA5JRTDKtFH>

Password: Wintersemester2024

## ADDITIONAL SPECIFICATIONS AND GUIDELINES

### Motivation statement

Your motivation statement should cover the following topics:

- Previous background from your Bachelor study and academic performance
- Experience in the subject area: acquired skills and knowledge, relevant professional practice and particular achievements
- Your specific interest in the Animation and Game Master Program and in the chosen specialization with regard to your future career objectives
- Length: 1-2 standard pages consisting of 2300 characters including spaces per page

### Exposé

In the exposé you should specify your intended field research in form of a project proposal. The project you propose must aim for a substantial and original body of practical and scholarly work on a significant topic related to the disciplinary field of animations and games and the chosen specialization. In your proposal you should indicate the specific area and genre of the practical project as well as related academic topics you are interested in. Discuss the research problem(s), your objectives and the methodological approach you intend to take. Identify the artistic, cultural, technological and academic relevance of your project with regard to the field of animation and game and lay out its innovation potential. Use pertinent references (state of the art academic work as well as reference projects) to substantiate your proposal. Length of proposal: 2-3 standard pages consisting of 2300 characters including spaces per page (images and list of references are not included in the page count and come on top).

### Digital Portfolio

Your digital portfolio must consist of 3-5 advanced projects related to the field of animation and game and the chosen specialization

For the Creative Direction Specialization this can be for example:

- video games or video game prototypes (submit playable build and walkthrough video!)
- animated shorts, animation series or other fictional or non-fictional animation formats (maximum length 4 minutes, for longer productions submit a trailer)
- visual development, art direction and concept development projects (series bibles, art bibles, pitch bibles, animatics, game design documents etc.)
- virtual reality, augmented reality and extended reality productions only if they include animations, computer graphics or digital visual effects created by the applicant (submit build and walkthrough video!)
- other discipline related creative projects which include animations, 3D-assets/environments or digital visual effects created by the applicant

For the Technical Direction Specialization this can be for example:

- Demonstrations of algorithmic problem-solving and data structure implementations.
- Game prototypes or interactive applications developed using relevant Game Engines or programming frameworks.
- Animations, materials or general projects that show a technical approach
- Prototypes for VR and AR experiences showcasing both technological and artistic considerations.
- Digital environment assets and concept art, emphasizing the integration of technology into design.
- Technical aspects of game design, showcasing proficiency in coding, algorithms, and game mechanics.

### IMPORTANT:

- In case of team projects you must specify in detail which contribution you made in the dedicated section of the Portfolio Form. Also you must identify all third party elements used in the project. Please note that your own contribution to a submitted work sample must be relevant to the field of animations and games as well as the chosen specialization. It should be significant in scope and complexity.
- If you submit games or VR/AR/XR projects, include a gameplay/walkthrough video (maximum length 4 minutes, for longer productions submit a trailer) and a playable build/application. Include a "readme" with relevant information how to run the application/play the game.
- Links to websites or links to online-files do not qualify as work samples and cannot replace the submission of a portfolio in the required form. Artistic applications which do not include a portfolio according to specifications do not qualify and will be excluded from the admission procedure.
- Make sure that all files and applications run flawlessly. Use common file formats.

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

**PORTFOLIO FORM ON THE NEXT 2 PAGES!**

## MASTER ANIMATION AND GAME | ENTRANCE EXAM PORTFOLIO FORM

<b>Application Number</b>	
<b>Last Name</b>	
<b>First Name</b>	
<b>Chosen Specialization</b> (please mark only <u>one</u> box)	<input type="checkbox"/> M.A. Animation and Game – “Technical Direction” Specialization <input type="checkbox"/> M.A. Animation and Game – “Creative Direction” Specialization

### PORTFOLIO SPECIFICATIONS

Give a short description of each submitted work sample including: title, genre, format, year of production, technologies/software used. In case of team projects identify your exact contribution. If you have used third party resources such as scripts, concepts, artwork, assets, tools or code identify these clearly.

<b>Work Sample</b>	<b>Description of Work Sample</b>	<b>Own Contribution 3<sup>rd</sup> Party Elements</b>
No 1		
No 2		
No 3		
No 4		
No 5		

**SIGN DECLARATION ON NEXT PAGE! APPLICATION IS INVALID WITHOUT SIGNATURE!**

## DECLARATION REGARDING ENTRANCE EXAMINATION

I have taken the Animation and Game Entrance Examination before.

- No
- Yes, in (year) \_\_\_\_\_
- passed
- not passed

## DECLARATION OF AUTHORSHIP

I hereby declare that my digital portfolio and my project proposal are based on unaided work. I have identified all elements within the submitted body of work that result from joint authorship or team work or that were taken from other sources.

I have not used artificial intelligence (A.I.) art generation, image generation or text generation software to create my work samples and my project proposal.

I certify that all information and references given are true and correct to the best of my knowledge.

<b>Place and Date</b>	<b>Signature</b>

## QUESTIONNAIRE (PARTICIPATION IS VOLUNTARY)

**How did you hear about the Master Animation and Game?**

- Personal recommendation
- University website
- Other website (please specify): \_\_\_\_\_
- Information event (please specify): \_\_\_\_\_
- Other (please specify): \_\_\_\_\_