MASTER ANIMATION AND GAME
APPLICATION PROCEDURE FOR APPLICANTS
WITH INTERNATIONAL UNDERGRADUATE DEGREE

The application procedure for the M.A. Animation and Game at the University of Applied Sciences Darmstadt consists of the formal application and the application for the Animation and Game Entrance Exam. Admission to the M.A. Animation and Game program will only be granted if you fulfill the academic admission criteria and pass the Animation and Game Entrance Exam for the chosen specialization: "Technical Direction" or "Creative Direction". It is not possible to apply for both specializations at the same time.

Admission to the Animation and Game Master's degree program requires an undergraduate degree in a subject related to the conceptualization and production of animations and games. The degree must be equivalent to a German Bachelor's degree and must be obtained 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 (required level: B2 according to Common European Framework of Reference for Languages CEFR) .

APPLICATION DEADLINE FOR APPLICANTS WITH INTERNATIONAL UNDERGRADUATE DEGREE

- **01st of June for winter semesters (from mid-April)**
- **01st of December for summer semesters (from mid-October)**

01_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. In order to formally apply for the Animation and Game Master's degree program please register on the UNI ASSIST online portal: https://www.uni-assist.de/en/

PLEASE NOTE: During registration you must select the specialization you wish to apply for: "Animation and Game – *Technical Direction*" *or* "Animation and Game – *Creative Direction*". It is not possible to apply for both specializations at the same time.

Create your application form and submit it to UNI ASSIST online. Once this is completed, please upload all requested documents on the UNI ASSIST online platform. Submit your certificates in their original language, accompanied by a certified (sworn) translation in German or English. You must upload the following documents:

- Copy of your passport
- 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 CEFR"
  - TOEFL iBT (94-72 Points)
  - IELTS minimum band score 5 - 6,5
  - TELC B2
  - Certificate confirming English as language of tuition in the Bachelor program you graduated from

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:
Phone: +49.6151.533-5553 | E-Mail: international@h-da.de
Additional information: https://h-da.de/en/studies/study-programmes/application-procedure/applying-with-a-foreign-certificate

02_APPLICATION FOR THE M.A. ANIMATION AND GAME 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) <u>Curriculum vitae</u> in English language (including relevant skills, professional experiences and achievements)
2) <u>Work experience references if applicable</u> (to be proven by employment letter)
3) <u>Motivation statement</u> in English language (1-2 standard pages consisting of 2300 characters including spaces)
4) <u>Exposé</u> 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) <u>Digital portfolio</u> with 3-5 work samples related to the disciplinary field of Animation and Game Direction and to the chosen specialization.
6) Completed and signed <u>Application Portfolio Form</u> (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 <u>do not</u> 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/7mGsp4o3BoBAPQt

Password: Wintersemester2024

UPLOAD LINK FOR The "CREATIVE DIRECTION" SPECIALIZATION:

https://cloud.h-da.de/s/rELHE4D9DbsyyKA

Password: Wintersemester2024

03_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

PORTFOLIO FORM ON THE NEXT 2 PAGES!

MASTER ANIMATION AND GAME | ENTRANCE EXAM PORTFOLIO FORM

Application Number	
Last Name	
First Name	
Chosen Specialization (please mark only <u>one</u> box)	☐ M.A. Animation and Game – "Technical Direction" Specialization
	☐ 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.

Work Sample	Description of Work Sample	Own Contribution 3rd Party Elements
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.

Place and Date	**Signature**

QUESTIONAIRE (PARTICIPTION 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): _____