

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

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 program 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 program 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 Direction program please register on the UNI ASSIST online portal: www.uni-assist.de

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. Due to COVID-19, no certified copies are required. Please upload the following documents and 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

DEADLINE FOR FORMAL APPLICATION VIA UNI ASSIST:

1st July for Winter Semester 2020/21

Please note: UNI ASSIST charges an obligatory service fee which must be paid until 1st July for winter semester 2020/21. 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: +49.6151.16-33335 | E-Mail: 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 to Darmstadt University of Applied Sciences digitally via data upload:

- 1) Completed Entrance Examination Application Form (provided with this document)
- 2) Curriculum vitae in English language
- 3) References (if applicable) such as publications, awards, work experience, recommendation letters, participation in film festivals or exhibitions.
- 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 goal (3-5 standard pages consisting of 2300 characters including spaces)
- 6) Digital portfolio with 3-5 artistic work samples related to the field of Animation and Game Direction. 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 04).

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

Please send all application documents related to the artistic entrance examination including your digital portfolio as specified above (items 1-6) 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

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.

DEADLINE FOR ARTISTIC ENTRANCE EXAMINATION APPLICATION:

1st July for Winter 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

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/walkthrough video or trailer and a playable build/application.

Make sure that all files run flawlessly. Use common file formats.

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