

BACHELOR ANIMATION & GAME APPLICATION PROCEDURE 2020/21 FOR APPLICANTS WITH AN INTERNATIONAL UNIVERSITY ENTRANCE CERTIFICATE

The application procedure for the BA Animation & Game at the University of Applied Sciences Darmstadt for the academic year 2020/21 consists of two stages:

Stage 1: FORMAL APPLICATION (deadline 01.05.2020)

Stage 2: APPLICATION FOR ARTISTIC ENTRANCE EXAMINATION (deadline 01.06.2020)

ACADEMIC APPLICATION PREREQUISITES

In order to enrol in the Animation and Game Bachelor Program you will need a valid University Entrance Certificate. If you obtain your University Entrance Certificate only after the application deadline, you must submit a certification of enrollment from your school and the last two school reports. If you do not have a University Entrance Certificate at all and do not expect to obtain it in the year of your application, you may apply for admission based on outstanding artistic aptitude. All applicants must give proof of English language proficiency through a Level B2 Certificate or equivalent. The validity of all academic certificates required for the formal application is verified by UNI ASSIST, a public service agency for international student applications in Germany.

STAGE 1: FORMAL APPLICATION VIA 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 (Zentralstelle für ausländisches Bildungswesen, ZaB). So in order to formally apply for the Animation & Game Programme please first of all register on the UNI ASSIST online portal: www.uni-assist.de

Create your application form and then send it to uni-assist electronically. Once this is done, please print out the application form, sign it and send the signed paper form to UNI ASSIST along with the following documents which you must provide in form of officially authenticated copies and sworn translations:

- 1) School leaving certificate
- 2) Depending on your country of origin, a certificate proving that you have passed the University Entrance Examination
- 3) If you have already studied in your home country, please also send in documentation confirming your years of study
- 4) English Language Certificate (Level B2 or equivalent, e.g. IELTS, TOEFFL, Cambridge)
- 5) Copy of your passport

SUBMISSION: Please send your formal application documents until May 1st to:

Hochschule Darmstadt
c/o uni-assist e.V.
D-11507 Berlin
GERMANY

If you have any questions regarding the formal application procedure please refer to the Student Service Center of Hochschule Darmstadt University of Applied Sciences under:
E-Mail: international@h-da.de // Phone: +49.6151.16-33335

03_APPLICATION FOR THE ARTISTIC ENTRANCE EXAMINATION

The application for the Animation & Game Artistic Entrance Examination must be submitted to Darmstadt University of Applied Sciences digitally by data upload. In order to take the examination you must complete and submit the following elements:

1) Entrance Examination Application Form

Complete the Entrance Examination Application Form provided at the end of this documents. Include your Uni Assist Application number and don't forget to sign the declaration of honesty.

2) Curriculum Vitae in English language

Please include experiences (work experience or internships) and skills (e.g. software skills) related to the field of study, as well as civic activities (if applicable).

3) Motivation statement

Explain your motivation to study Animation & Game in English language on a separate typed sheet. Length: ca. 2300 characters including spaces. Answer the questions provided in the Entrance Examination Application Form

4) Digital portfolio with 3 work samples

The work samples should be related to the field of animations and games, such as storyboards/animatics, concept art, 3-D graphics, animations, digital games/game prototypes. More information regarding the digital portfolio can be found on the BA Animation and Game program website under: ag.mediencampus.h-da.de

Please note:

- You may submit a maximum of 3 digital work samples. However, each worksample can be a project consisting of several related elements.
- Label every single file you plan to submit with your UNI ASSIST Application Number, your name and a short descriptive title.
- If you submit a digital game, do include a gameplay video.
- Make sure that all files run flawlessly and use common industrial standard file formats.

SUBMISSION: Please upload all elements related to the Entrance Examination Application (entrance examination application form, curriculum vitae, motivation statement, digital portfolio) until June 1st through the following link:

<https://cloud.h-da.de/user/index.php/s/KA Ea9F66pMeaxXE>

Password: WiSe2020

IMPORTANT:

- Before uploading your data, combine them in one ZIP-file.
- Label this ZIP-file with your Application Number and your last name as follows:
applicationnumber.lastname.agportfolio.zip
- If you are unable to create a ZIP-file you may resolve to uploading all files separately. In this case every saingle file must be identified with your Application number, last name and a descriptive title, for example: *applicationnumber.lastname.motivationletter*
- Make sure that your complete upload does not exceed 1 GB!
- PLEASE NOTE: If your files are corrupt or not labelled in an identifiable manner, you will be excluded from the Entrance Examination.

ADMISSION AND ENROLMENT

The final admission to the Animation & Game Programme is based on the outcome of your formal uni-assist application in combination with your Entrance Examination result. If, according to the uni-assist pre-check, you have direct entitlement to study and you have passed the Artistic Entrance Examination, you will receive a letter of acceptance with all important information about the enrolment. The Entrance Examination is successfully passed if a minimum of 60 points is achieved.

If you have no entitlement to study according to the uni-assist pre-check, final admission and enrollment may still be given - provided you give proof of "outstanding artistic aptitude" in the Animation & Game Entrance Examination. "Outstanding artistic aptitude" is given if you achieve a minimum score of 90 points. A passed Artistic Entrance Examination is valid for two continued examination periods.

If, according to the uni-assist pre-check you receive indirect entitlement and you have passed the Entrance Examination with the required minimum score of 60 points, you must take the "Studienkolleg" – a preparatory course. Before being accepted for the Studienkolleg, you need to pass an entrance test. This test assesses your command of German and your basic knowledge in your chosen subject area. Even though the language of instruction for the study programme you apply for is English, you need sufficient German language skills in order to get the invitation for the Studienkolleg – preparatory course entrance test.

Uni Assist Application Number:

Application for the BA Animation & Game Entrance Examination 2020

Last Name	First Name	Gender
Date of Birth	Place of Birth	
Country	Post Code	Phone Number
City	Street	E-Mail

1. I have applied at Darmstadt University of Applied Sciences for the Bachelor Animation & Game previously and have taken the Entrance Examination before.

- No
 Yes, in the year _____
 I passed the Entrance Examination
 I did not pass the Entrance Examination

2. I have enclosed my CV in English language Yes No

Curriculum vitae (personal data sheet) including:

- artistic, musical, technical and und scientific interests
- description of experience/competencies in animation or game related fields of practice (p. ex. drawing, modelling/sculpture, animation, classic or computer games, computer graphics, programming)
- eventual civic activities

3. I do not have a University Entrance Qulification to study in Germany. Therefore I apply for the "Outstanding Artistic Aptitude" in the Animation & Game Entrance Examination.

- No
 Yes

4. I have enclosed a Motivation Statement Yes No

Explain your motivation to study Animation & Game in English language on a separate typed sheet. Length: ca. 2300 characters including spaces. Answer the following questions:

- a) Give a brief outline of your experiences so far in the field of animations and games and which way they influenced your decision to apply for this programme.
- b) What are your career goals and in which way do you expect the Animation & Game Programme to support you in reaching these goals?
- c) Which aspects and features of the Animation & Game programme do you consider particularly interesting and relevant?
- d) Name your particular personal strengths, skills and talents which in your opinion qualify you for studying Animation & Game.

5. My digital portfolio (data device) with 3 work samples is included Yes No

Please state title as well as format/genre of work samples. In case of team work specify your role /contribution

1	Title	Format/Genre
2	Title	Format/Genre
3	Title	Format/Genre

6. I hereby declare that my digital portfolio is based on unaided work. I have specified all elements within the submitted body of work that result from joint authorship or that were taken from other sources.

Date, Place	Signature

Last Name:

First Name:

**PARENTAL/GUARDIAN CONSENT FORM
FOR MINOR APPLICANTS**

I/we hereby give consent for my/our child to participate in the 2019 Animation & Game Entrance Examination at Darmstadt University of Applied Sciences in Darmstadt, Germany

Last Name, First Name of Child

Child's Date of Birth

Adress

Last Name(s), First Name(s) of Parent(s)/Guardian(s)

Date and Signature(s)