



Deutscher Akademischer Austauschdienst  
German Academic Exchange Service



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# Bachelor's degree

**h\_da** Bachelor of Arts Animation and Game  
Darmstadt University of Applied Sciences • Dieburg

## Overview

Degree	Bachelor of Arts
Teaching language	<ul style="list-style-type: none"><li>English</li></ul>
Languages	English
Full-time / part-time	<ul style="list-style-type: none"><li>full-time</li></ul>
Programme duration	7 semesters
Beginning	Winter semester
Application deadline	15 April for international applicants 1 June for applicants with a German certificate of secondary education
Tuition fees per semester in EUR	None
Joint degree / double degree programme	No
Description/content	<p>Animation and Game is an international and interdisciplinary Bachelor's degree programme with a strong practical focus. The project-oriented curriculum is taught in English, and it qualifies students for a career in the international games, media and entertainment industry. Students must choose between two specialisations (it is not possible to apply for both specialisations at the same time):</p> <p>The <b>“Art and Design” specialisation</b> is centred around the creative development and technology-based realisation of original and innovative animation and game experiences. It combines design theories, creative strategies and artistic practices in the field of animation and games with digital production methods. Students acquire competencies in key areas such as animation, game design, narrative design, cinematography, visual development, look development and digital art. The “Art and Design” specialisation qualifies students for creative careers in the international animation and game industry, leading to jobs as digital artists, technical artists, game designers, animation artists, narrative designers or creative producers.</p> <p>The <b>“Technology” specialisation</b> puts a focus on the technical development and production of animations and games. It gives a deep insight into the basic concepts and methods of modern graphics programming and the creation of art through technology. Students acquire knowledge in game engines, game design, tech art, software architecture and development, various programming languages, real-time graphics programming, key aspects of computer science, and generative AI as well as procedural asset generation and creative software tools. The “Technology” specialisation qualifies the students for technical careers in the international entertainment or other high-tech industries, e.g. as game or tool programmers, game (system) designers, technical</p>

artists or technical producers.

## Course Details

<b>Course organisation</b>	Through its project-based learning approach the programme combines artistic, methodological and technical subjects related to the professional development and production of animations and games. Students gain a wide range of core competencies and are simultaneously encouraged to specialise in individual areas of interest and talent. From the second semester onwards, students carry out semester projects in teams that are coached by an interdisciplinary team of lecturers. The programme includes an industrial placement semester in the fourth semester of study, or as an alternative, a study abroad semester. Lectures, practicals, projects and tutorials are carried out in English language. For more information about the programme, please refer to: <a href="https://ag.medien-campus.h-da.de/programme/">https://ag.medien-campus.h-da.de/programme/</a> .  <a href="#">» PDF Download</a>
<b>A Diploma supplement will be issued</b>	Yes
<b>International elements</b>	<ul style="list-style-type: none"><li>• International guest lecturers</li><li>• Integrated/optional study abroad unit(s)</li></ul>
<b>Integrated/optional study abroad unit(s)</b>	Optional study abroad semester in the fourth semester of study
<b>Integrated internships</b>	18-week internship in the fourth semester, or, as an alternative a study abroad semester
<b>Course-specific, integrated German language courses</b>	No
<b>Course-specific, integrated English language courses</b>	No

## Costs / Funding

<b>Tuition fees per semester in EUR</b>	None
<b>Semester contribution</b>	Currently: 337 EUR
<b>Funding opportunities within the university</b>	No

## Requirements / Registration

<b>Academic admission</b>	The application procedure for the BA Animation and Game at Darmstadt University of Applied
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## requirements

Sciences Darmstadt consists of the **formal application** and the **entrance exam** for the chosen specialisation ("Art and Design" or "Technology"). It is not possible to apply for both specialisations at the same time.

The formal application must be submitted through uni-assist. Applicants need a university entrance certificate, which qualifies to study in Germany. **All applicants must provide a B2 English certificate according to CEFR.**

The **entrance exam** consists of two stages. The first stage is a portfolio examination, which requires submission of a digital portfolio with work samples related to the field of study and chosen specialisation. The second stage is an in-person examination on campus. Further information can be found on the programme website at: <https://ag.mediencampus.h-da.de/application/>.

### Language requirements

The Animation and Game programme is taught in English. For admission, English language proficiency must be proven through a B2 certificate according to CEFR (Common European Framework of Reference for Languages).

### Application deadline

15 April for international applicants  
1 June for applicants with a German certificate of secondary education

### Submit application to

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

## Services

### Support for international students and doctoral candidates

- Tutors

### General services and support for international students and doctoral candidates

Advisory service for international applicants and students:

Website: <https://h-da.de/en/international>

Contact: [international@h-da.de](mailto:international@h-da.de)

# Contact

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🌐 Course website: <https://ag.medien-campus.h-da.de/>

📷 <https://www.instagram.com/animationandgame.hda/>

📺 [https://www.youtube.com/channel/UC8xSaHpB1FqFw\\_u\\_cyZ7Bw](https://www.youtube.com/channel/UC8xSaHpB1FqFw_u_cyZ7Bw)

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# International Programmes in Germany - Database

[www.daad.de/international-programmes](http://www.daad.de/international-programmes)  
[www.daad.de/sommerkurse](http://www.daad.de/sommerkurse)

## Editor

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## GATE-Germany

Consortium for International Higher Education Marketing  
[www.gate-germany.de](http://www.gate-germany.de)

## Disclaimer

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