



Deutscher Akademischer Austauschdienst
German Academic Exchange Service



Table of Contents

Bachelor's degree	2
 Bachelor of Arts in Animation and Game • Darmstadt University of Applied Sciences • Dieburg.....	2

Bachelor's degree

h_da Bachelor of Arts in Animation and Game
Darmstadt University of Applied Sciences • Dieburg

Overview

Degree	Bachelor of Arts
Teaching language	<ul style="list-style-type: none">English
Languages	English
Full-time / part-time	<ul style="list-style-type: none">full-time
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>The Animation and Game Bachelor's degree programme at the University of Applied Sciences in Darmstadt, Germany, is a multidisciplinary course with a strong practical focus. It is taught in English and qualifies students for careers in the international media and entertainment industries. The unique combination of two disciplines, animation and game design, reflects the merging platforms and distribution channels and enables the graduates to successfully evolve in a highly dynamic professional field.</p> <p>The programme is mostly project-based. During seven semesters, the students will work on a wide range of subjects such as classical and CG animation, art direction, technical art, game design, game development, media theory, and production management. The faculty's facilities include animation labs with industry standard software and hardware, a game lab, VR studios, film and sound studios, a motion capturing studio and a usability lab.</p> <p>Students are encouraged to gain solid skills with regard to the entire creation and production process and, at the same time, to specialise in typical professional fields and positions in the international animation and game industry, such as digital artist, game designer, animator, technical artist, game programmer, or creative producer. As an attractive add-on for graduates in Animation and Game, the faculty offers a follow-up Master's degree programme (MA Animation and Game Direction), which qualifies students for leadership positions in research, higher education, and the creative industries.</p>

Course Details

Course organisation The curriculum 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. The main fields of specialisation are:

- Concept development, design and art for animations and games
- Technical art for animations and games
- Game development / game programming
- Producing and production management
- Animation and game studies

The Bachelor of Arts programme is project-based. It focuses strongly on team work and problem-oriented learning processes. 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. Lectures, seminars, workshops and tutorials are carried out in English.

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A Diploma supplement will be issued Yes

International elements

- International guest lecturers

Integrated internships 18-week internship in the fourth semester

Course-specific, integrated German language courses No

Course-specific, integrated English language courses No

Costs / Funding

Tuition fees per semester in EUR None

Semester contribution Currently: 292 EUR

Funding opportunities within the university No

Requirements / Registration

Academic admission requirements The application procedure for the BA Animation and Game at the University of Applied Sciences Darmstadt consists of a **formal application** and an **artistic entrance examination**. The formal

application must be submitted through uni-assist.

Applicants need a university entrance certificate, which qualifies students to study in Germany. Applicants who do not have a university entrance certificate and do not expect to obtain one in the year of their application may still apply for admission based on outstanding artistic aptitude. **All applicants must provide a B2 English certificate according to CEFR.**

The **artistic entrance examination** 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. The second stage is an in-person examination on campus. Further information can be found on the programme website under: <https://ag.mediencampus.h-da.de/application/>.

Language requirements	The Animation and Game programme is carried out 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	<ul style="list-style-type: none">• Tutors
General services and support for international students and doctoral candidates	Advisory service for international applicants and students: https://h-da.de/en/studium/beratung/studienberatung/international-students

Contact

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

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

📺 https://www.youtube.com/channel/UC8xSaHpB1IFqFw_u_cyZ7Bw

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International Programmes in Germany - Database

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