



Deutscher Akademischer Austauschdienst  
German Academic Exchange Service



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# Master's degree

## Overview

Degree	Master 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	3 semesters, 4 semesters
Beginning	Winter and summer semester
Application deadline	FOR APPLICANTS WITH AN INTERNATIONAL UNDERGRADUATE DEGREE: Winter semester: 1 June, Summer semester: 1 December  FOR APPLICANTS WITH A GERMAN BACHELOR'S DEGREE OR DIPLOMA: Winter semester: 1 August, Summer semester: 1 February
Tuition fees per semester in EUR	None
Combined Master's degree / PhD programme	No
Joint degree / double degree programme	No
Description/content	<p>The Animation and Game Direction Master's degree programme offers students advanced theoretical and practical knowledge as well as methodological competencies in order to develop directorial authorship based on intense genre knowledge and critique, mastery of industrial standard producing practices and strong leadership skills.</p> <p>Students are enabled to develop compelling, innovative content as well as carry out original research in the field of animations, games and immersive experiences. Through project-based learning strategies, the curriculum integrates a variety of relevant subjects, such as advanced animation and game theory, dramaturgy and storytelling, acting and directing, mise-en-scène for animation, game and VR experiences, art direction and IP development.</p> <p>Students are encouraged to define and communicate a directorial vision through subjects like creative producing, production management and leadership. They gain practical experience by directing animation, game and virtual reality projects in the Animation and Game Bachelor's degree programme under the supervision of lecturers.</p>

The Animation and Game Direction Master of Arts programme is taught in English. It combines a high academic standard with a strong practical orientation. It is carried out by an interdisciplinary team of experienced researchers and industry practitioners.

The curriculum is intended for full-time studies. Two programme versions are available: a three-semester version and a four-semester version. Applicants with a seven-semester / 210 ECTS Bachelor's degree or German Diploma are qualified for the three-semester programme version, but they may also apply for the four-semester programme version if they prefer.

Applicants holding a six-semester / 180 ECTS Bachelor's degree can only enrol in the four-semester programme version. It includes an internship semester or, as an alternative, a study abroad semester.

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## Course Details

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### Course organisation

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### A Diploma supplement will be issued

Yes

### International elements

- International guest lecturers

### Integrated internships

The four-semester programme version includes an internship semester or, as an alternative, a study abroad semester. The three-semester version of the programme does not include a mandatory internship.

### Course-specific, integrated German language courses

No

### Course-specific, integrated English language courses

No

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## Costs / Funding

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### Tuition fees per semester in EUR

None

### Semester contribution

Currently 292 EUR

### Funding opportunities within the university

No

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## Requirements / Registration

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### Academic admission requirements

Admission to the Animation and Game Direction Master's degree programme requires a **Bachelor's degree or German "Diplom"** (or equivalent) in a related academic field. Graduates from a six-

semester Bachelor's degree programme (180 CP) must apply for the four-semester programme version. Graduates from a seven-semester Bachelor's degree programme (210 CP) can apply for the three-semester programme version or the four-semester programme version. All applicants must give proof of **English language proficiency** (see below). Moreover they must pass the **artistic entrance examination**.

<b>Language requirements</b>	Applicants must give proof of English language proficiency of at least B2 level according to the CEFR (Common European Framework of Reference for Languages of the Council of Europe).
<b>Application deadline</b>	FOR APPLICANTS WITH AN INTERNATIONAL UNDERGRADUATE DEGREE: Winter semester: 1 June, Summer semester: 1 December  FOR APPLICANTS WITH A GERMAN BACHELOR'S DEGREE OR DIPLOMA: Winter semester: 1 August, Summer semester: 1 February
<b>Submit application to</b>	Hochschule Darmstadt c/o uni-assist e.V. 11507 Berlin Germany  <a href="http://www.uni-assist.de">www.uni-assist.de</a>

## Services

<b>Support for international students and doctoral candidates</b>	<ul style="list-style-type: none"><li>• Tutors</li></ul>
<b>General services and support for international students and doctoral candidates</b>	Advisory service for international applicants and students: <a href="https://h-da.de/en/studium/beratung/studienberatung/international-students">https://h-da.de/en/studium/beratung/studienberatung/international-students</a>

## Contact

### Darmstadt University of Applied Sciences

Faculty of Media

Prof Tilmann Kohlhaase

Max-Planck-Strasse 2  
64807 Dieburg

✉ [tilmann.kohlhaase@h-da.de](mailto:tilmann.kohlhaase@h-da.de)

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

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

📺 [https://www.youtube.com/channel/UC8xSaHpB1IFqFw\\_u\\_cyZ7Bw](https://www.youtube.com/channel/UC8xSaHpB1IFqFw_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

DAAD - Deutscher Akademischer Austauschdienst e.V.  
German Academic Exchange Service  
Section K23 – Information on Studying in Germany  
Kennedyallee 50  
D-53175 Bonn  
[www.daad.de](http://www.daad.de)

## GATE-Germany

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

## Disclaimer

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