



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">English
Languages	English
Full-time / part-time	<ul style="list-style-type: none">full-time
Programme duration	2 semesters, 3 semesters, 4 semesters
Beginning	Winter and summer semester
Additional information on beginning, duration and mode of study	<p>The curriculum is intended for full-time studies and can be taken up in winter semesters or summer semesters. Applying requires a Bachelor's degree in a related subject. The Master's programme can be studied in three different versions, depending on the applicant's qualification:</p> <ul style="list-style-type: none">The four-semester version requires a degree with 180 ECTS. It includes an internship semester or, as an alternative, a study abroad semester.A degree with 210 ECTS is required for the three-semester version.A degree with 240 ECTS qualifies for the two-semester version.
Application deadline	<p>FOR APPLICANTS WITH AN INTERNATIONAL UNDERGRADUATE DEGREE: Winter semester: 1 June, Summer semester: 1 December</p> <p>FOR APPLICANTS WITH A GERMAN BACHELOR'S DEGREE OR DIPLOMA: Winter semester: 1 August, Summer semester: 1 February</p>
Tuition fees per semester in EUR	None
Combined Master's degree / PhD programme	No
Joint degree / double degree programme	No
Description/content	<p>The English-language Animation and Game Master of Arts degree programme qualifies students for leadership positions in the international media industry. In an inspiring research- and development-oriented study environment with excellent technical equipment, students acquire in-depth skills and competencies related to the conceptualisation and realisation of digital games and animations. The degree programme offers two optional specialisations:</p>

The "**Creative Direction Specialisation**" integrates relevant subject areas such as narrative design, game experience design, mise-en-scène and animation and game studies into a project-based learning scenario. Students acquire up-to-date methods in the areas of creative strategies, creative leadership and creative entrepreneurship, which enable them to develop and implement innovative creative visions.

The "**Technical Direction Specialisation**" fosters skills and competencies in the fields of advanced programming, technical theory, game development, technology-based learning strategies, coding, algorithm design and virtual reality technologies through project based learning. Students develop their own research questions on the technical aspects of animation and games and acquire the skills to communicate and implement their visions on the foundation of current programming, production management and leadership methods.

More information regarding the programme and the admission requirements can be found at: <https://agd.medien-campus.h-da.de/overview/>.

Course Details

Course organisation	» PDF Download
A Diploma supplement will be issued	Yes
International elements	<ul style="list-style-type: none">• International guest lecturers• Integrated/optional study abroad unit(s)
Integrated/optional study abroad unit(s)	Optional study abroad semester during the four-semester programme version
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

Costs / Funding

Tuition fees per semester in EUR	None
Semester contribution	Currently 337 EUR per semester
Funding opportunities within the university	No

Requirements / Registration

Academic admission requirements

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

A subject-related **entrance exam for the chosen specialisation** must be passed. The entrance exam consists of two stages, whereby the first stage (portfolio exam) must be passed in order to be admitted to the second stage (interview).

Candidates can only apply and take the entrance exam for **one** of the two specialisations:

- **MA Animation and Game – Creative Direction**

or:

- **MA Animation and Game – Technical Direction**

More information regarding the admission requirements can be accessed at: <https://agd.medien-campus.h-da.de/application/>.

Language requirements

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).

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

Submit application to

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

www.uni-assist.de

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:

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

international@h-da.de

Contact

Darmstadt University of Applied Sciences
Faculty of Media

Prof Tilmann Kohlhaase

Max-Planck-Strasse 2
64807 Dieburg

✉ 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

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International Programmes in Germany - Database

www.daad.de/international-programmes
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

GATE-Germany

Consortium for International Higher Education Marketing
www.gate-germany.de

Disclaimer

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