

# **AGD - Master of Arts**

Starting Summer 2019

The Animation and Game Direction Master Programme at the University of Applied Sciences Darmstadt, Germany, offers students advanced theoretical knowledge and methodological competencies in order to develop directorial authorship based on intense genre knowledge and critique, mastery of industrial standard producing practices as well as strong leadership skills.

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 actors, mise en scène for animations, games and VR experiences, sound and dialogue direction, art direction and IP development, creative producing, production management and leadership.

Students gain practical experience by directing animation and game projects in our Bachelor Programme under the supervision of lecturers. The Master of Arts Animation and Game Direction is taught in English language and combines a high academic standard with a strong practical orientation. It is carried out by an interdisciplinary team of experienced researchers and industry practitioners. Three semester and four semester pathways are available. The programme is currently in the accreditation process and will be available for enrollment from summer semester 2019 subject to approval by University Boards and accreditation organization.