

Study Information



Animation and Game Direction Master of Arts

Master's Degree Programme Animation and Game Direction

The course. What is the academic focus of the Master's?

The rapidly evolving, highly competitive animation and games industry offers ample career opportunities for skilled professionals who are able to develop innovative formats and lead creative teams. The English language Master's programme Animation and Game Direction offers students advanced theoretical knowledge and methodological competencies in order to develop directorial authorship based on intense genre knowledge, industrial standard producing practices as well as strong leadership skills. Students are enabled to create compelling, original content as well as carry out relevant research in the field of animations, games and emerging technologies such as virtual reality, augmented reality or artificial intelligence.

Fields of practice. Which professional opportunities open up?

The Master's degree qualifies students for creative leadership roles in the international animation and games industry, such as

- Animation director
- Creative producer games
- Art director or lead designer for animations, games or virtual reality
- Script writer or narrative designer for animations and games
- Research and development in the field of animations, games and emerging technologies

Modules. How is the curriculum structured?

From the very beginning, the programme is project-based and application-oriented, combining the areas of animation and game in an interdisciplinary manner. After deepening their knowledge of scientific and conceptual design methods, the students quickly take over their own directing and producing projects, leading production teams from concept development to final release. For the Master's thesis, students usually design and implement a directorial project based on their own artistic and academic research. Cooperations with partners from industry, research or culture are strongly encouraged.

Requirements for admission*		Master of Arts 1st/3rd Semester* : 3rd/4th Semester* : Perspectives	
Applicants must have a qualified Bachelor's degree or equivalent in a related field and demonstrate English language proficiency (min. level B2). Moreover, they must pass an artistic entrance examination. Bachelor's degrees with 210 CP qualify for the 3-semester programme version. Applicants with a 180 CP Bachelor's degree must apply for the 4-semester version. The 3-semester course can only be started in the summer semester. The 4-semester course starts in winter and summer semester. It includes an additional industrial placement semester with 30 CP, which is completed in the 1st or 3rd semester, or alternatively, a study abroad semester in a related field with a scope of 30 CP.		<p>The Master's degree qualifies graduates for creative leadership positions in the international animation and games industry, such as</p> <ul style="list-style-type: none"> • Animations director • Creative producer (games) • Art director or creative lead • Script writer/lead narrative designer for animations, games or XR • The Master's degree also qualifies graduates for academic work and doctoral studies as well as careers in higher academic public service. 	
Animation and Game Direction		Master Thesis incl. Colloquium 30 CP	
1st Semester	2nd Semester	Industrial Placement or Study Abroad Semester 30 CP	
Animation and Game / Theory and Culture 5 CP	Animation and Game / Entrepreneurship 5 CP		
Animation and Game / Concept Development 1 5 CP	Animation and Game / Concept Development 2 10 CP		
Mise en Scène for Animations and Games 5 CP			
Animation and Game / Direction and Producing 1 5 CP	Animation and Game / Direction and Producing 2 10 CP		
Animation and Game / Direction Elective 1.1 5 CP	Animation and Game / Direction Elective 2.1 5 CP		
Animation and Game / Direction Elective 1.2 5 CP			

CP: The sizes of the modules correspond to an average study and learn effort. For successfully completed modules, credit points are awarded – as a general rule 60 CP per year.

Colour legend: ■■■ standard modules ■■ thesis work ■ industrial placement ■ mandatory electives, specialization ■ interdisciplinary qualification

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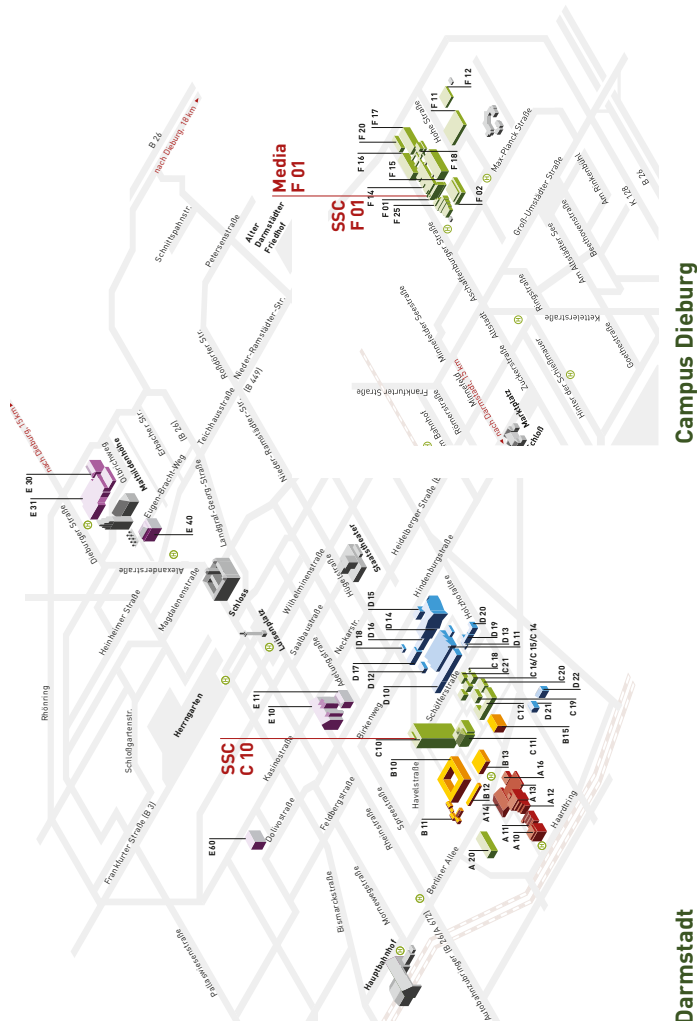
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Darmstadt

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Qualification. What is expected from candidates?

Bachelor's degrees with 210 CP qualify for the 3-semester programme version. Applicants with a 180 CP Bachelor's degree must apply for the 4-semester version. The 3-semester course can only be started in the summer semester. The 4-semester course starts in winter and summer semester. It includes an additional industrial placement semester with 30 CP, which is completed in the 1st or 3rd semester, or, alternatively, a study abroad semester in a related field with a scope of 30 CP. Detailed curriculum information can be found in the module overview.

Application. How do I get admitted to the h_da?

The 3-semester programme (for Bachelor's degrees with 210 CP) can only be started in the summer semester. The 4-semester course starts in winter and summer semester. Detailed information on the application process can be found online under: www.h-da.de/bewerbung

Further information. Where can I get more answers?

The first point of contact for student information is the Student Service Center SSC. We provide general information on application requirements and the application process. Moreover, we offer advice on how to organise or finance your studies.

Further details about the Animation and Game Direction Master's and contacts can be found at: <http://agd.mediencampus.h-da.de/>

Regarding financial support from the German state (BAföG) and student housing please refer to Studierendenwerk Darmstadt. You will find more information at: www.studierendenwerkdarmstadt.de

If you are planning to spend some time abroad during your studies, please contact the Department for Internationalisation at: www.h-da.de/international



Hochschule Darmstadt. What can I expect?

A Master's degree from h_da is the best preparation for a promising career start. According to the rankings of „Wirtschaftswoche“ magazine, h_da has been ranked among the top ten by HR managers in Germany for years.

The Darmstadt University of Applied Sciences is known for:

- Practical orientation via professionally experienced teachers
- Study and work in moderately sized groups
- The promotion of soft skills and comprehensive knowledge with integrated content from social sciences and humanities

„The combination of broad-based knowledge, project experience and specialisation makes graduates of this field very attractive for game and animation productions demanding high artistic and technical skills.“

Michael Endres, Human Resources Director, Crytek

„The Master's programme deepens the skills acquired in the Bachelor's programme with a focus on the conceptual process. In addition, it deepens your competencies in teamwork and leadership and prepares you for entrepreneurship“.

Lorena Müller, graduate of the Animation and Game Bachelor's programme