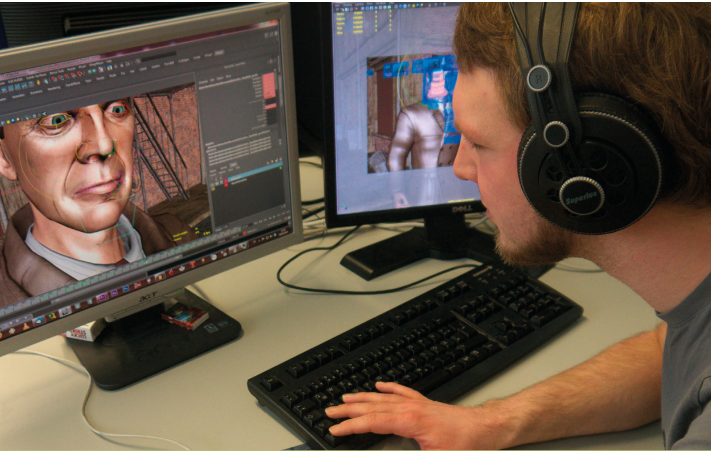


Course information



Animation and Game Bachelor of Arts

Bachelor of Arts Animation and Game

The course. What does it cover?

The B.A. in Animation and Game encompasses character design and storytelling, 2D and 3D animation, game development and programming. Over seven semesters, students work in a practical and interdisciplinary way to acquire the wide range of technical, conceptual and design skills needed for the development and production of animated films, series and games. Professional project management facilitates team-based working on this course, which is taught mainly in English.

Practical applications. What can I do when I finish the course?

Graduates of the programme go on to work in many different areas of the international media and entertainment industry. The innovative combination of the disciplines of Animation and Game gives students the skills they need to establish themselves in a dynamic field. An interdisciplinary team of teaching staff with successful backgrounds in industry help qualify students for careers as animation artists, art directors, technical artists, game designers, game programmers or animation/game producers. Alternatively, students have the option of going straight on to do a master's degree, which qualifies them for management roles in the creative industries but also for careers in research and development.

Modules. How is the course structured?

The modules of the bachelor's degree combine theoretical, technical and practical design-related subjects and themes from the two disciplines of Animation and Games. The course ends with a bachelor's final project in the last semester. Before starting work on their final projects, students acquire core skills for the professional development and production process, and can also specialise according to their own areas of interest. They can choose from:

- conceptual, design-related areas of specialisation such as game design and visual arts/effects
- technical specialisms in the field of technical direction/programming for animation and games
- specialisation in the field of producing/project management

Bachelor Animation and Game		Bachelor of Arts			Master				
1. Semester	2. Semester	3. Semester	4. Semester	5. Semester	6. Semester	7. Semester	8. Semester	9. Semester	10. Semester
A&G Design 1 (AGD1) Basics of Design and Art for Animations and Games	A&G Project 2 Animation & Game Project	A&G Project 3 Animation & Game Project	Industrial Placement 18 weeks	A&G Project 5 Animation & Game Project	A&G Project 6 Animation & Game Project	A&G Project 7 (Research Project)	Building on the bachelor's qualification, students can go on to study for the following master's degree: Leadership in the Creative Industries - Master of Arts Consecutive master's course, three semesters Bachelor's and master's degrees are taught mainly in English.		
Technical Art 1 (TA) Basics of Technical Art for Animations and Games	Specialization Module* • A&G Design 2 • Technical Art 2 • Game Dev 2	A&G Methodology 3 • Prod. Management 3 • Legal & Ethical Issues/Media Law		A&G Elective AGD, TA, GDEV, METH, R&D	A&G Elective AGD, TA, GDEV, METH, R&D	A&G Elective AGD, TA, GDEV, METH, R&D	The interdisciplinary Animation and Game course equips students with an understanding of the following compulsory technical strands: AGD = Animation and Game Design TA = Technical Art for Animations and Games GDEV = Game Development AGMETH = Animation and Game Methodology *In the second semester, two of the three compulsory subjects AGD, TA and GDEV must be taken as specialist modules; the third subject is studied in less depth within A&G Methodology 2 as AGD/TA/GDEV for Producers.		
Game Development 1 (GDEV1) Game Developm. Basics	Specialization Module* • A&G Design 2 • Technical Art 2 • Game Dev 2	A&G Elective AGD, TA, GDEV, METH, R&D		A&G Elective AGD, TA, GDEV, METH, R&D	A&G Methodology 6 Prod. Management, Innovation	A&G Bachelor Project and Colloquium	From the third semester onwards, AGD, TA and GDEV are taught as part of project work (A&G Project). The field of methodology encompasses the following subject areas: AGSTUD = Animation and Game Studies PRODMM = Producing and Production Management LEGÐ = Legal and Ethical Issues in Animations and Games Students are basically free to choose which electives (A&G Elective) they wish to study from the third semester onwards; however, they may not take more than two courses from the area of Research and Development (R&D) throughout their period of study.		
A&G Methodology 1 (A&G METH) • A&G Studies 1 • Prod. Management 1 • Legal & Ethical Issues 1 (Diversity)	A&G Methodology 2 • A&G Studies 1 • Prod. MM 2* • (IAGD/TA/GDEV for Producers)	A&G Elective AGD, TA, GDEV, METH, R&D		A&G Elective AGD, TA, GDEV, METH, R&D	A&G Elective AGD, TA, GDEV, METH, R&D		From the third semester onwards, AGD, TA and GDEV are taught as part of project work (A&G Project). The field of methodology encompasses the following subject areas: AGSTUD = Animation and Game Studies PRODMM = Producing and Production Management LEGÐ = Legal and Ethical Issues in Animations and Games Students are basically free to choose which electives (A&G Elective) they wish to study from the third semester onwards; however, they may not take more than two courses from the area of Research and Development (R&D) throughout their period of study.		

CP: The size of module blocks corresponds to the average workload and amount of teaching content. Credit points (CP) are awarded for every module passed – generally 60 CP per year.
 Colour code: ■ Standard modules ■ Final dissertation ■ Practical phase ■ Compulsory elective, specialisations ■ Interdisciplinary qualifications

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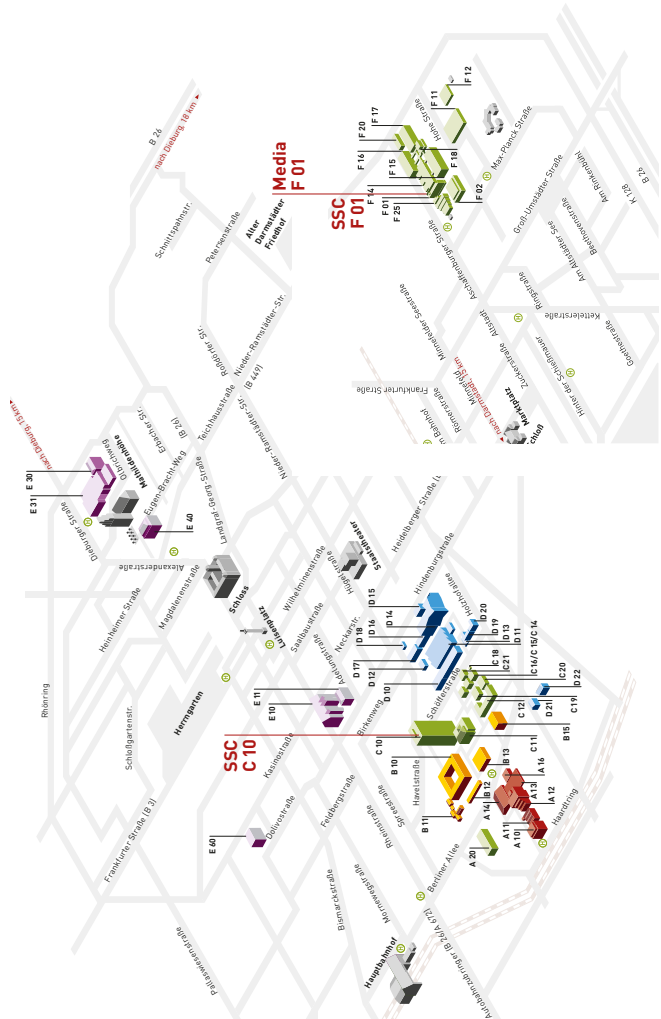
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Entry requirements. What qualifications do I need?

You need to give proof of English language proficiency. Moreover you need to pass an aptitude test. It assesses competencies and characteristics such as creativity, visualization skills, visual thinking abilities, motivation and interest in technology.

Applicants are expected to have achieved one the following school-leaving qualifications:

- general higher education entrance qualification
- subject-specific higher education entrance qualification
- advanced technical college certificate

If you do not fulfill these course entry requirements you may qualify for admission by giving proof of outstanding artistic aptitude during the entrance examination.

Application. How do I get into Darmstadt University of Applied Sciences (h_da)?

Courses begin in the winter semester. You can find further information concerning the application procedure online at www.h-da.com/how-to-apply

Advice. Where can I get more information?

The first contact point for most questions about academic studies is the Student Service Centre, or SSC. As well as general course guidance and information on the finer details of the application process, the SSC can also advise you on how to organise and finance your studies

You will find detailed information about the B.A. in Animation and Game and about the aptitude test at ag.medien-campus.h-da.de.



Darmstadt Student Services is responsible for state-funded loans and student housing issues. Find out more at www.studierendenwerkdarmstadt.de.

If you are planning to spend time abroad during your studies, please contact the International Office via www.h-da.de/international.



Darmstadt University of Applied Sciences (h_da).

What can I expect?

A bachelor`s degree from h_da is the ideal springboard to a successful career. According to Wirtschaftswoche magazine, h_da alumni have been highly regarded by German business employers for many years. And for those aiming at future leadership positions or areas of technical specialisation, h_da offers master`s courses and international doctoral programmes.

- highly practical courses delivered by tutors with industry experience
- students learning and working in small groups
- good technical facilities
- developing soft skills and broad knowledge with integrated courses on culture, society and languages as part of every degree

“The B.A. in Animation and Game at h_da brings together, in a very unique way, the teaching of practical knowledge by renowned professors and lecturers with professional experience in their fields and the realisation of a wide range of projects in real-world environments and working conditions.”

Boris Kunkel, COO/Senior Development Director, Electronic Arts - Phenomic

“My training at h_da is enabling me to turn my childhood dreams into a career!”

Larena Schwarzenberger, Student of Digital Media Animation and Game Design