

Master's in "Time-Dependent Media / Sound – Vision – Games"

Application for the aptitude assessment

2017

Department of Media Technology
Hamburg University of Applied Sciences (HAW)
Faculty of Design, Media and Information (DMI)

Your application for the Master's course in "Time-Dependent Media / Sound – Vision – Games" consists of four stages:

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| <p>1. Please send this application for your aptitude assessment together with your references and samples of your work (see pages 2 and 3) to:</p> <p>HAW / DMI, Department Medientechnik
Bewerbung Master Sound-Vision or Games
Finkenau 35
D-22081 Hamburg
Germany</p> <p>At this stage, unaccredited copies of your certificates are acceptable. Lots of students only receive their BA degree certificate after the deadline for applying for this Master's course has passed. In this case, in place of your BA degree certificate, please send a letter from your examination committee or your supervising professor with the date you are expected to receive your certificate.</p> | <p>Application period:
October 1–31, 2016</p> |
| <p>2. If your work impresses us, we will invite you to attend a formal interview.</p> | <p>Mid November 2016:
Invitations to interview</p> <p>Late November –
early December 2016:
Interviews</p> |
| <p>3. We will let you know whether or not you passed the aptitude assessment.
If this is the case, the process continues with stage 4.</p> | <p>Mid December 2016</p> |
| <p>4. If you pass the aptitude assessment, you may formally apply for the 2017 summer semester at HAW.
This is done online: www.haw-hamburg.de/online-bewerbung</p> | <p>Around mid-December 2016 –
January 15, 2017</p> |
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Title [] Ms [] Mr

First name and surname

Date of birth

Street, house number

ZIP code, city

Telephone

Email

I hereby apply for the aptitude assessment
for the **modular course Sound – Vision**

My main area(s)* ...

- Design
- Research/Development
- Audio
- Video
- Lighting
- Interactive Media

* You may select several.

or

I hereby apply for the aptitude assessment
for the **modular course Games**

My main area(s)* ...

- Computer Technology
- Design/Art
- Additional interests* ...
- Dramaturgy
- Management
- Research/Development

* You may select several.

Date

Signature

Check list

- This application, filled out and signed
- Officially certified copies of your degree certificate
Suitable certificates are BA degree certificates or diplomas in the following subjects:
 - Media technology, Audiovisual media, Image and sound engineering, Digital media, Music broadcasting;
 - Communication design, Graphic design / illustration, Media design, Interactive design, Visual design;
 - Information technology, Media and information technology, Media systems, Media science;or similar courses. If you think you've got what it takes, apply now!
If you do not yet have your certificate, please read step 1 on page 1.
- Letter of motivation (optional)
- Letter of recommendation (optional)
- Proof of work experience in the industry
- Optional: sufficient postage if you would like your portfolio returned

Notes

- Applications submitted after October 31, 2016 will be passed on to next year's application period.
- Please send us copies and not the valuable originals.
- Hamburg University of Applied Sciences does not accept any liability for the damage or loss of your documents or work.
- Portfolios that are not collected by April 01, 2017 will be destroyed.

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Specifications for samples of your work

Only samples complying with these specifications will be considered.

"Sound – Vision" modular course Suitable samples

Both electronic/digital samples of original work or project documentation as well as hard copies of work and documentation are eligible as samples of work for the "Sound / Vision" modular course.

Some examples include: video, cartoon, film/sound design, soundscapes, music production, light installations or installation / interactive work. Each individual sample should not exceed five minutes' play time. Excerpts that are representative of longer pieces are permitted.

Applicants who are interested in research and technology should present a concept for their own Master's research / development work in their portfolios. Essays, publications and lectures may also be included as further samples.

Digital work should be submitted as standard file formats (Quicktime/h.264, MPEG 4, WAV/AIFF) on labeled data storage devices (flash drive or CD-ROM). The samples must be viewable using a standard media player (VLC, Quicktime). In certain circumstances (particularly for published professional productions), Blu-ray, DVD or audio CD formats may also be acceptable.

Texts should be submitted both as hard copies and in PDF format.

All electronic/digital samples should be accompanied by a short description, detailing the concept and implementation, as well as the degree to which you personally were responsible for the work. This documentation should be provided as a hard copy.

A letter of recommendation and proof of relevant work experience (either as a placement or permanent employee) may have a positive impact on the evaluation of your portfolio.

Maximum of ten samples,
with a maximum portfolio size of A3.

"Games" modular course Suitable samples

We would like to see samples of your own work from the field of gaming. These may include executable games, artwork, 3-D models, animations, videos, play-throughs of your own games, level designs, game design documents, project and business plans, documented programming code or games concepts. Mods and machinima projects are also suitable, as are more widely ranging art and research concepts, provided they are based on the field of gaming.

Your involvement in the work or project must be clearly visible and documented for each project.

For more extensive digital projects, we recommend providing print-outs of short descriptions with screenshots or samples of code with explanations. These print-outs should clearly and concisely present the project and your work. There should be no more than three pages of A4 per project.

Please refrain from sending in CDs or DVDs. All work must be provided either on a USB drive or made available as a one-file-download on a sharing service (e.g. Dropbox, Google etc.). In this case, the data must be kept ready for download until 14th of November 2016. The data shouldn't exceed a total of 2 GB.

All applications must run independently on a standard PC without any major installation work being necessary. Films and animations must run as video or Flash films on a standard PC and clips should not exceed ten minutes in length. The board cannot play through longer games. For longer games, please create a short video play-through that features the best scenes from your game.

A letter of recommendation from a professor or proof of relevant work experience in the gaming industry (either as a placement or a permanent employee) may have a positive impact on the evaluation of your portfolio.

Please restrict your portfolio of artwork to a maximum of 15 pages.

Maximum portfolio size A3.

Videos may not exceed a play time of ten minutes.

Total data size maximum 2 GB.