

Application documents for the basic study programme

Interactive Media (Transmedia Games Artist, Transmedia Games Director)

The following application documents must be submitted **via upload to the application portal** at the same time as the application for admission to the degree programme:

- Proof of general/specialised higher education entrance qualification and, if available, an intermediate diploma, diploma, Bachelor's or Master's degree (officially certified) - **or if you have not completed a degree equivalent to the Abitur, access to the course is possible via the so-called talented pass according to § 10 of our examination regulations.**
- Written evidence of generally 12 months of practical experience in the media sector
- Curriculum vitae in tabular form (computerised/typescript)
- Letter of motivation (max. one page DIN A4)

Work samples

In addition to the above-mentioned application documents, a work sample must be submitted via upload:

- **1 work sample of an interactive application (e.g. game, spatial experience, installation, VR experience, web application):**
- in the form of a concept (in words, images and schematic overview),
- an analogue or digital prototype, and/or (as an alternative to the prototype)
- documentation (e.g. screen capture, playthrough, photos, videos) of the experience.
- Data volume: Please note that the work sample you submit must not exceed the data volume of 4 GB under any circumstances!

Please name and describe your respective part of the work sample. The work sample should demonstrate your aptitude for the Interactive Media programme and reflect your qualifications for the chosen specialisation (Directing / Artist).