Master's in "Time-Dependent Media / Sound – Vision – Games"
Application for the aptitude assessment

2024

Hamburg University of Applied Sciences (HAW)
Department of Media Technology

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

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1. **Please submit digital applications only.**

Bundle your complete application in one Zip archive
(including your work samples, your certificates and this application)

Upload this file to a file sharing service
(e.g. WeTransfer, Dropbox, Google Docs etc.)

Please email us the download link for the Zip archive:

Applicants of the modular course "Sound – Vision":
sound-vision@haw-hamburg.de

Applicants of the modular course "Games":
games@haw-hamburg.de

Further specifications of work samples on page 3.

Your file must remain accessible for download until end of Nov.

The file must not be larger than 2 GB.

Only samples complying with these specifications will be considered.

Please refrain entirely from sending in any physical documents / artworks via postal services.

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.

Application period:
October 1–31, 2023

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2. If your work convinces us, we will invite you to attend a formal **interview**.

Mid November 2023:
Invitations to interview

End of November 2023:
Interviews

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3. We will let you know whether or not you passed the **aptitude assessment**.
If you've passed, the process continues with step 4.

Mid December 2023

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4. If you pass the aptitude assessment, you may **formally apply for the 2024 summer semester at the HAW Hamburg**.

This is done online: Applying for a Master's degree course

December 1, 2023 – January 15, 2024

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Name ....

Address ....

....

....

E-Mail ....

Qualification [ ] B.A.   [ ] B.Sc.   [ ] ....

Programme ....

....

from University ....

....

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

or

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

My main area(s)* …

[ ] Audio
[ ] Video
[ ] Lighting
[ ] Interactive Media

With focus on* …

[ ] Design
[ ] Technology
[ ] Research/Development

* You may select several.

My main area(s)* …

[ ] Computer Sciences
[ ] Design/Arts

Additional interests* …

[ ] Dramaturgy
[ ] Entrepreneurship
[ ] Research/Development

* You may select several.

Date .... **Signature** ....

Digital signature is optional

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;
– Computer Sciences, Information Technology, Media and Information Technology, Media Systems, Media Sciences;
or similar courses. If you think you've got what it takes, apply now!

Questions? Just ask us: sound-vision@haw-hamburg.de or games@haw-hamburg.de

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

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Specifications for suitable samples of your work

Only samples complying with these specifications will be considered.

"Sound – Vision" modular course

Work samples for the modular course Sound – Vision can be original design or technical work, project documentation or (for an application with a research focus) your own scientific work and research sketches.

Examples of artistic or or technical work are video, animation, light design, light installation, sound design, soundscape, music production, installation, performance, interactive or multimedia work.

Please submit a minimum of 3 and a maximum of 10 work samples. The duration of each video or audio work sample or documentation should not exceed 5 minutes. If a work is longer, representative excerpts should be submitted.

All media files should be submitted in a common file format (e.g. Quicktime, MPEG 4, WAV/AIFF) and must be playable with a standard player (VLC player, Quicktime player). Links to own websites, Youtube / Vimeo links etc. can be submitted additionally, but do not replace the work samples. Texts should always be submitted in PDF format.

Each work sample should be accompanied by a short description (max. 1 page) describing the concept and implementation as well as your own contribution to the work.

Letters of recommendation from a professor and proof of professional experience (internship or permanent position) can have a positive effect on the evaluation of the portfolio.

"Games" modular course

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 short documents with descriptions and screenshots or samples of code with explanations. These documents should clearly and concisely present the project and your work.

There should be no more than three pages of A4 per project. Please restrict your portfolio of artwork to a maximum of 15 pages.

All applications must run independently on a standard PC without any major installation work being necessary. Films and animations must run as video or standalone on a standard PC and clips should not exceed ten minutes in length.

The board cannot play through longer games. For those, please create a short video playthrough that features the best scenes of your game(s).

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.