

Master's course "Games"

Application for the aptitude assessment

Hamburg University of Applied Sciences
Department of Design

Your application for the Master's course "Games" consists of four stages:

<p>1. Please submit digital applications only.</p> <p>Bundle your complete application in one Zip archive (including your work samples, your certificates and this application)</p> <p>Upload this file to a file sharing service (e.g. WeTransfer, Dropbox, Google Docs etc.)</p> <p>Please email us the download link for the Zip archive: games@haw-hamburg.de</p> <p>Further specifications of work samples on page 3.</p> <p>Your file must remain accessible for download until end of Nov.</p> <p>The file must not be larger than 2 GB.</p> <p>Only samples complying with these specifications will be considered.</p> <p>Please refrain entirely from sending in any physical documents / artworks via postal services.</p> <p>At this stage, unaccredited copies of your certificates are acceptable.</p> <p>Lots of students 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, 2025</p>
<p>2. If your work convinces us, we will invite you to attend a formal interview.</p>	<p>Mid November 2025: Invitations to interview</p> <p>End of November 2025: Interviews</p>
<p>3. We will let you know whether or not you passed the aptitude assessment. If you've passed, the process continues with step 4.</p>	<p>Mid December 2025</p>
<p>4. If you pass the aptitude assessment, you may formally apply for the 2026 summer semester at the HAW Hamburg.</p> <p>This is done online: Applying for a Master's degree course</p>	<p>December 1, 2025 – January 15, 2026</p>

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2026

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Name	Qualification [] B.A. [] B.Sc. []
Address	Programme
.....
.....	from University
E-Mail

My main area(s)*

- ☐ Computer Sciences
- ☐ Design / Arts

Additional interests*

- ☐ Narrative Design
Linear, non-linear or procedural narration in games
- ☐ Game Design
System Design, Level Design and UX Design
- ☐ Sound Design
Sound, atmosphere or music in games
- ☐ Entrepreneurship
Project management, producing, company start-up
- ☐ Research
Game Studies, artistic and design research

* You may select several.

Date	Signature
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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: 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.

We would like to see samples of your own work from the field of gaming. These may include executable games, art-work, 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.

Please restrict your portfolio to a maximum of 20 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).

If your thesis has a topic related to games and is already available, feel free to include it as PDF.

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.