

Binding intake process Bachelor programme Creative Media and Game Technologies (CMGT)

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Deadline

There will be no admissions after these dates!

- Our intake system (www.saxion-intake.nl) opens in November. Please apply via www.studielink.nl
- Your deadline for planning an interview is 1 July.
- The last interviews will be planned on 15 July.

Dear applicant!

Welcome to the CMGT intake. The CMGT bachelor at Saxion has a mandatory intake for all applicants. The CMGT intakes consists of 3 stages:

1. Online questionnaire & pick interview date
2. Interview preparation (with 2 products)
3. Interview

Based on these 3 stages, you receive an admission letter. The admission decision for CMGT is binding. If you receive a negative decision, you cannot enrol in the CMGT bachelor at Saxion.

Stage 1: online questionnaire & pick interview date

Once you complete your official registration at www.studielink.nl (please choose Saxion > Creative Media and Game Technologies Bachelor), you will receive login credentials for www.saxion-intake.nl via email. It can take two weeks before you receive the login credentials.

Please answer all questions in our online questionnaire as honestly as you can. The questions help us to identify your motivation, skills, personal qualities and your professional image.

At the end of stage 1 you need to pick a date for intake interview.

Stage 2: Interview preparation

During this stage, you will prepare two products for the interview. Please read carefully and prepare well! Your interview will be aborted if you do not bring both products!

Product 1: your portfolio

You need to bring samples of previous portfolio items, work, explorations and adventures with you to the interview. Your samples give us insight into your creativity, motivation, and areas of interest.

If you're more creative, portfolio items could be:

Concept Art, 2D design, 3D modeling, animation, drawings, level design, photography, video, in-game work, graphic design, audio, game engines, code snippets, concept designs, audio, storytelling.

** this list is not exhaustive!*

If you're more technical, portfolio items could be:

3D modeling, level design, in-game work, audio, game engines, Networking, algorithms, code snippets, working software, concept designs, audio, etc.

** this list is not exhaustive!*

Product 2: your SDG Game

You need to create a basic, functional game level and demo the game during your interview. Your game needs meet the following criteria:

Game engine	Unity or GameMaker
Game type	Free of choice (for example: platformer, mobile, FPS, action, adventure, puzzle, e.g.)
Theme	<p>Your game needs to be based on one of the 17 Sustainable Development Goals (SDG). See https://sdgs.un.org/goals#goals for more information. You are free to interpret and apply the goal in your game as you want. Be creative!</p> <p><i>For example: design a game focussing on gender (in)equality or make a game about pollution of world seas.</i></p>
In game requirements	<ul style="list-style-type: none"> Game elements based on (technical or creative) sketches. <i>Make sure you can show your process from first idea generation to final element. For your sketches, you can choose either regular drawing, digital drawing, 3D, photography or a combination of these methods.</i> A movable, visible character. A timer <i>and/or</i> collecting system.
Other requirements	<ul style="list-style-type: none"> At least 3 different characters <i>and/or</i> background sketches. Justification (orally or written) and desk research about the SDG theme of your game.

Focus

All criteria need to be met, but you're free to choose your focus. So:

- if you're more creative, you focus more on the sketches, characters, and assets.
- If you're more technical, you focus more on the gameplay and coding.

It's a creative assignment, use your imagination! Your game does not have to be perfect. Focus on solving problems, justifying your choices, exploring new tools. Try your best, and see what you can achieve.

Stage 3: Interview

For the intake interview you need to bring your products of stage 2 (your portfolio + your SDG Game). One of our intake teachers will discuss these with you, in addition to your answers on the questionnaire of stage 1. Your products will provide us with starting points for a discussion. During the interview you discuss your preferences for CMGT, your interests and expectations. The research you did before deciding on studying CMGT and the industry in which you will ultimately be working, also receives attention.

Note: You must show your game and portfolio items through screen sharing. It's not possible to upload any files of the assignment to the intake system.

During the interview we'll assess your ability to:

1. Creative use technology;
2. Translate your imagination into a specific solution.

Based on these assessments, we'll assess your suitability for the CMGT bachelor.

Result

The interview will result in one of 3 outcomes. Your admission decision will be emailed to you within one week after the interview. This result is binding.

Positive advice	You're a good match for CMGT. If you need all formal criteria, you can start with the CMGT bachelor next September.
Neutral advice	You have potential and we welcome you to CMGT. Some additional training on your end is advised before joining CMGT. The admission decision specifies what you should do. If you need all formal criteria, you can start with the CMGT bachelor next September.
Negative advice	<p>An insufficient matching was found between you and the CMGT bachelor programme. The admission decision specifies where you scored insufficiently.</p> <p>Please try to enrol to another bachelor programmes that is more suitable for you. You cannot start with the CMGT bachelor.</p>

Resources

If you're not familiar with any of the game engines required for the game, here are some helpful links to resources that can help you prepare:

Unity	<p>Creative applicants</p> <ul style="list-style-type: none"> ▪ https://learn.unity.com/pathway/unity-essentials/?tab=pathway_map ▪ https://learn.unity.com/pathway/creative-core ▪ https://learn.unity.com/project/bolt-platformer-tutorial <p>Technical applicants</p> <ul style="list-style-type: none"> ▪ https://learn.unity.com/pathway/unity-essentials/?tab=pathway_map ▪ https://learn.unity.com/pathway/junior-programmer ▪ https://www.youtube.com/playlist?list=PLPV2Kylb3jR5QFsefuO2RIAgWEz6EvVi6
GameMaker	<p>Creative applicants</p> <ul style="list-style-type: none"> ▪ https://gamemaker.io/en/blog/make-pixel-art-2d-games ▪ https://www.youtube.com/watch?v=fQh8FveNvrU <p>Technical applicants</p> <ul style="list-style-type: none"> ▪ https://www.youtube.com/watch?v=izNXbMdu348 ▪ https://gamemaker.io/en/tutorials

Good luck!
The CMGT intake team