

Last updated: 30 September 1 October 2026.

Note: Previous versions of this document are obsolete.

Introduction

Dear applicant!

Welcome to the CMGT assignment. The CMGT bachelor at Saxion has an assignment that is meant as an orientation for all applicants to show your current knowledge and skills and consists of three stages:

1. Online questionnaire
2. Prepare your work: this can be a portfolio **and/or** a game you create yourself.
3. Submission

Based on these three stages, you receive an admission letter. The final admission decision is **binding**. A positive or neutral result is required to enrol in the programme.

Stage 1: Online Questionnaire

Once registered on Studielink (<https://www.studielink.nl>), choose Saxion > Creative Media and Game Technologies Bachelor. You will receive login credentials for the Saxion intake portal (<https://start.saxion.nl/sso/>) via e-mail.

Note: Login credentials may take a few weeks to arrive.

The questionnaire contains questions relevant to the program, such as your motivation to join and orientation on your preferred role in the program (artist, designer or engineer).

Stage 2: Prepare your work

You can choose between uploading your portfolio (2.1) (link/website) and/or making a game (2.2). Below you can read what both choices mean and what we expect of those products.

Note: We're looking for potential, not perfection. Your portfolio should reflect on what you like to create and give us a sense of your interests and skills so far. If you're applying with experience in another field (e.g. music, writing, engineering), feel free to include that work too!

2.1 Portfolio

Showcase your creativity, skills, and interests through work you've already made. Here are tips based on the **CMGT role** you are most interested in:

CMGT Role	You might include * Examples of elements are listed below! *
Artist	Concept art or mood boards, drawings, paintings (digital or traditional), 2D/3D models or animations, photography, typography, or visual experiments, UI elements or mockups, game art or assets (if applicable).
Designer	Game or level design concepts (digital or paper), UI/UX mockups or flowcharts, storyboards, world-building, or narrative work, interactive media projects, board games or card games you've designed, playtesting reports or user feedback.
Engineer	Code samples (any language), programming exercises or projects (school, hobby, etc.), game prototypes or mods, websites, apps, or tools you've built, logic puzzles, electronics, or automation projects.

Publish your portfolio on platforms such as [Artstation](#), [GitHub](#), [Behance](#), or [LinkedIn](#). Combine platforms if needed.

2.2 Game

In case you do not have or wish to make a portfolio, you can also choose to make a game in Unity or any other platforms (Unreal, GameMaker, GODOT, etc.).

For the game you have complete creative freedom, you can create any game you want. But consider your target audience, some of us might not be into anime/gore.

2.3 Usage of AI

We understand that it is very tempting to use AI for creating work. We have no problem if AI is used as a tool to learn or to generate ideas. We do not want you to use AI to do the work for you. You are not only fooling us but you are also fooling yourself. The use of AI is banned in the first year for content modules such as Unity so becoming reliant on it will only cause issues for yourself. Be honest about it if you used it or not.

Stage 3: Submission

DEADLINES

- For **NON-EU/EEA** students the deadline is 1 June.
- For EU students the deadline for registration in Studielink is 1 July and for submitting your assignment the 14th of July
- You can apply through Studielink (www.studielink.nl).

If you submit a portfolio, we expect a link to a website such as, for example, artstation, github or itch.io. In case you submit a game, we would like you to upload a 5-8 minute video of you showcasing your game. Think of a simple walkthrough and how you created the game. Easiest is to upload your video to platforms such as youtube and share it with us. Make sure you set the video to public.

Evaluation

Your work will be assessed within 25 working days after submission. Based on your submission, we'll assess your ability to:

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

Based on these assessments, we'll assess your suitability for the CMGT bachelor. You will either receive a result directly or be invited for an online interview.

Interview (*if necessary*)

Sometimes, we need a bit more context to make a decision about your assignment. In that case, we may invite you for a short online interview.

Resources

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

Unity

- <https://learn.unity.com/pathway/unity-essentials>
- <https://learn.unity.com/pathway/creative-core>
- <https://learn.unity.com/project/bolt-platformer-tutorial>
- <https://learn.unity.com/pathway/junior-programmer>
- <https://www.youtube.com/playlist?list=PLPV2Kylb3jR5QFsefuO2RIAqWEz6EvVi6>

Good luck!
The CMGT team