

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 are on 15 July.

Dear applicant!

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

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

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

Stage 1: online questionnaire & pick an 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 identify your motivation, skills, personal qualities and professional image.

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

Stage 2: Interview preparation

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

Product 1: your portfolio

You must bring samples of previous portfolio items, work, explorations and adventures 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 modelling, animation, drawings, level design, photography, video, in-game work, graphic design, audio, game engines, code snippets, concept designs, audio, storytelling, networking, algorithms, working software, 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 to 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	Your game must be based on one of the 17 Sustainable Development Goals (SDGs). See https://sdgs.un.org/goals#goals for more information. You can interpret and apply the goal in your game as you want. Be creative! <i>For example: design a game focussing on gender (in)equality or make a game about pollution of world seas.</i>
In-game requirements	<ul style="list-style-type: none"> ▪ Game elements based on (technical or creative) sketches. <i>Ensure you can show your process from the first idea generation to the final version. You can choose either regular drawing, digital drawing, 3D, photography or a combination of these methods for your sketches.</i> ▪ A movable, visible character. ▪ A timer <i>and/or</i> collecting system.
Other requirements	<ul style="list-style-type: none"> ▪ At least three (3) different characters <i>and/or</i> background sketches. ▪ Give justification (orally or written) and show desk research about the SDG theme of your game.

Focus

You must meet all criteria, but you can 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, and exploring new tools. Try your best, and see what you can achieve.

Stage 3: Interview

You must bring your products from stage 2 (your portfolio + your SDG Game) to the intake interview. We will discuss these products with you during the interview. In addition, we discuss your answers to 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, interests, and expectations. Your research before deciding on studying CMGT and the industry you will ultimately work in 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: positive, neutral or negative. We email the admission decision within one week after the interview. This result is binding.

Positive advice	You're a good match for CMGT. You can start with the CMGT bachelor programme next September if you meet all other formal criteria.
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. You can start with the CMGT bachelor programme next September if you meet all other formal criteria.
Negative advice	An insufficient matching was found between you and the CMGT bachelor programme. The admission decision specifies where you scored insufficiently. Please try enrolling in another bachelor programme that suits you better. You cannot start with the CMGT bachelor.

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	Creative applicants <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 Technical applicants <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	Creative applicants <ul style="list-style-type: none">▪ https://gamemaker.io/en/blog/make-pixel-art-2d-games▪ https://www.youtube.com/watch?v=fQh8FveNvrU Technical applicants <ul style="list-style-type: none">▪ https://www.youtube.com/watch?v=izNXbMdu348▪ https://gamemaker.io/en/tutorials

Good luck!
The CMGT intake team

Questions stage 1

1. Why did you choose to apply for the CMGT bachelor programme?
2. What is your dream job after graduating from this programme?
3. Which CMGT-role do you aspire? (artist/designer/engineer)
4. What are your expectations of this study? What do you expect to learn?
5. Which tools, programming languages or equipment do you already have experience with?
6. What are your creative and/or technical interests?
For example, art, design, sketch and drawing techniques, programming, web, electronics, new technologies, user interaction, audio, 2D, 3D, and game modding.
7. What have you created that shows these interests?
Bring, where possible, examples with you to the interview.
8. What are your personal interests and hobbies? What are your favourite movies, games, books or social media networks?
9. What is your experience in teamwork?