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

- The intake system opens in **October**. Apply via Studielink (https://www.studielink.nl).
- The deadline for submitting your portfolio and SDG game in the Saxion intake portal is 1 July. Please do not wait with starting your application, try to finish the intake assignments as early as possible.
- For non-EU/EEA applicants the deadline for submitting your portfolio and SDG game is 1 June!
- You must complete the intake within 1 month after starting your application.

There will be no admissions after these dates!

Introduction

Dear applicant!

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

1. Online questionnaire
2. Preparation (Prepare your portfolio and SDG game)
3. Submission and Evaluation (Portfolio video, game walkthrough, and possible interview)

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), 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.

Complete the questionnaire in the Saxion intake portal honestly. Your answers help assess your motivation, skills, qualities, and professional interests. The questions in the questionnaire are:

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. 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.
6. What are your personal interests and hobbies?
7. What is your experience in teamwork?

Stage 2: Preparation
You will prepare two products for this stage. <u>We will abort your intake if you do not have both products!</u>

Product 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** * *This list is not exhaustive!*
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.

Note: We're looking for potential, not perfection. Your portfolio should reflect 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!

Publish your portfolio on platforms such as Artstation, GitHub, Behance, or LinkedIn. Combine platforms if needed.

Product 2: Your SDG Game
Design a basic game level that connects to one of the **17 Sustainable Development Goals (SDGs)**. Your game does **not** need to be a polished or ready-to-market product!

The goal is to **experience game creation**: from idea to execution. This helps you discover whether you enjoy designing and building games — and whether CMGT is the right fit for you.

Game engine	Preferred: Unity *(the engine we're using at CMGT)* Alternative: Unreal, Godot, GameMaker, Flowlab, or other anoth game engine.
Game type	Free of choice (for example, platformer, mobile, FPS, action, adventure, puzzle, e.g.)
Theme	Your game must relate to one of the 17 Sustainable Development Goals (SDGs). See https://sdgs.un.org/goals#goals for more information. You can interpret and apply the SDG in your game as you want. Be creative! *For example: design a game focussing on gender (in)equality or make a game about pollution of world seas.*
Requirements	*Your game must include:* ▪ A playable level ▪ A visible, movable character ▪ A timer and/or collecting system ▪ A short explanation of how your game relates to the SDG theme

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Stage 3: Submission and Evaluation
(Portfolio video, game walkthrough, and possible interview)

Make **one video of 5–8 minutes** in which you:
- Walk us through your **portfolio**
- Demo your **SDG game**

Your video must include:
- Screenshare of your portfolio and game
- Camera feed with your face visible
- Audio commentary

Upload the video to YouTube, Vimeo or another video platform and submit the direct URL in the intake portal.
Tip: Use OBS Studio, Clipchamp, or any other screen recording tool.

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 intake. In that case, we may invite you for a short online interview.

Result
The assessment will result in one of 3 outcomes: positive, neutral or negative. 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. 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. Please try enrolling in another bachelor programme that suits you better. You cannot start with the CMGT bachelor.

The result will be published in the Saxion Intake Portal (START), you receive an e-mail once your result has been published.

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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=PLPV2KyIb3jR5QFsefuO2RlAgWEz6EvVi6

Good luck!
The CMGT intake team