

As part of the enrolment process, CMGT submits applicants to a compulsory intake. The CMGT intake consists of 4 elements:

1. Digital questionnaire;
2. Assignment;
3. Basic portfolio (samples of previous trials/work);
4. (Skype) Intake Interview.

Based on these 4 elements, you will receive an admission advice. In contrast to most other programs, the admission decision for CMGT is binding. If you receive a negative binding decision, you cannot enroll in the programme.

Our intake system opens in November. Please apply via [www.studielink.nl](http://www.studielink.nl)  
The deadline for making a interview appointment is 15 June.  
The deadline for completing the whole intake is 15 July.

During the intake, we'll assess your ability to:

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

Within one week after the interview, you'll receive an e-mail with our decision regarding your admission to the Creative Media and Game Technology programme. This decision is final and binding.

## 1. Digital questionnaire

You are requested to fill in a digital questionnaire (assessment) at the start of the intake process. In the digital questionnaire you will be asked questions on various matters.

You will soon receive login information for the digital questionnaire. The digital questionnaire will take about 45 minutes to complete. The assessment includes assignments/questions that help you identify your motivation, skills, personal qualities and the professional image. These are difficult exercises and most people are not able to answer all questions without errors. There is a time limit for some of the questions. When you do not answer these questions on time or if you do answer them without clicking 'next', the answer will be considered incorrect. You are requested to do this as soon as possible after you have received the information about the login.

## 2. Assignment

Create a basic, functional game level and show the game during your interview. You can use any design/game tool, i.e., GameMaker, Scratch 2.0, Unity, etc. You need to choose one of these 4 themes:

- (Arctic) exploration;
- "It's a jungle out there";
- Monsters;
- Maze.

Your assignment will be assessed on 2 criteria:

1. Your use of technology in a creative way;
2. Your ability to translate your imagination into a specific solution.

Both criteria need to be met, but you're free to choose your focus. So, if you're artistic, you focus more on the sketches, characters, and assets. If you're an engineer, you focus more on the gameplay or coding. It's a creative assignment, so use your imagination.

For your sketches, you can choose either regular drawing, digital drawing, 3D, photography or a combination of these methods; Bring your game to the interview (notebook, or screen sharing via Skype). We'll assess you on the following requirements:

### **Requirements for the use of technology in a creative way;**

- Add (based on your own sketches) some game elements;
- Add a background to the game;
- Add (a) game character(s) to the game;
- A timer, so you have a limited to play the game;
- Your character(s) can move;
- Add penalties and/or rewards;

### **Requirements for translation of imagination to a specific solution**

- Make 3 different character sketches;
- Sketch three different game backgrounds;
- Sketch several assets/objects. I.e., walls, bushes, clouds, etc. by hand on paper;
- Bring your game and all sketches to the interview, or show scans of the sketches via screen sharing

### **Design tools**

You're free to choose any (design) tool you like. If you have no experience with any particular design/game tool, you can take a look at one of the following tools:

- GameMaker: [www.YoYogames.com](http://www.YoYogames.com);
- Scratch 2.0: [scratch.mit.edu](http://scratch.mit.edu) (online or download);
- Other design/game tools.

### 3. Basic portfolio (samples of previous trials/work)

Bring samples (portfolio items) of previous trials/work/portfolio with you during your intake interview. If you do the intake interview via Skype: use Skype screen sharing to share your previous trials/work/portfolio. Your samples of previous trials/work/portfolio will give us insight into your creativity, motivation, and areas of interest.

**Portfolio items can be:**

Concept Art, 2D design, 3D modeling, animation, drawings, level design, photography, video, in-game work, graphic design, audio, high school work, Game engines, Networking, Algorithms, pieces of code, working software programs, concept designs, audio, etc.

### 4. (Skype) Intake interview

The results of the assignment and basic portfolio will provide us with starting points for discussion. During the intake interview, you discuss your preference for CMGT with a study career counsellor. Your interests and expectations, the research you undertook before deciding on this particular degree programme and the industry in which you will ultimately be working, also receive attention. During the intake interview, we'll discuss your samples/work/portfolio, and your approach to the assignment to get insight into your motivations.

**Note :** You have to show your assignment through Skype screen sharing. If you do the interview at Saxion University in Enschede, you have to bring it on your own notebook. It's not possible to upload any files of the assignment to the intake system.

You'll be invited for the Skype interview if you're living outside of The Netherlands, or more than 200km from Enschede. All other candidates are required to do the interview in Enschede.

Good luck!  
The CMGT intake team