Admission to MSc in Games (admission August 2018)

Applicants must hold a university bachelor’s degree or a professional bachelor’s degree. If you hold another degree (e.g. an international degree) which is comparable with a university bachelor’s degree or a professional bachelor’s degree, the IT University will make an individual evaluation of the programme in question.

Furthermore, applicants must have English level corresponding to the Danish B level.

The Games programme is divided into two tracks (Technology Track and Design Track), with a special requirement for the Technology Track.

Special requirement for the MSc in Games, Technology Track:

To apply for the Technology Track your bachelor's degree must be in computer science or in a comparable programme. A selection of bachelor programmes that meet these admission requirements are listed in appendix 1.

If you have studied an equivalent bachelor programme that is not listed in appendix 1, you must in your application upload a list of classes that corresponds to the courses in appendix 2. Read more about the application procedure below.

Applying for the MSc in Games, Design Track:

In the evaluation of the applications to the Design Track, it is an advantage if you have one of the bachelor's degrees listed in appendix 3 or if you have followed the courses listed in appendix 4.

Please note: The lists in the appendices are not exclusive lists. The lists might change, so we advise you to check them continuously. The IT University takes in students with many different educational backgrounds.

Application procedure for MSc in Games

When you apply, you must upload the following documentation:
A copy of your bachelor diploma including a transcript of courses and grades. If your qualifying education is not yet completed you must upload a confirmation from your home university stating the expected time of completion and your latest transcript of records. If you are graduating from a Danish institution, we only need your latest transcript of records.


Portfolio. Read more under ‘The Portfolio’.

Documentation for English B level in the Danish secondary educational system or a language test. For elaboration on how you can document your English level, please read more under ‘How to document English skills’.

If you have been enrolled in a higher education programme without finishing it (in Denmark or elsewhere), you must upload documentation of passed exams from that programme.

Any other documentation for qualifications on which the application is relying.

Additional documentation if your bachelor programme is not listed in appendix 1 (for applicants to the Technology Track) or in appendix 3 (for applicants to the Design Track):

- If your bachelor programme is not listed in appendix 1 (for applicants to the Technology Track) or in appendix 3 (for applicants to the Design Track), but you have studied an equivalent bachelor programme, please upload a list of classes that corresponds to the courses in appendix 2 (if you apply to the Technology Track) or to appendix 4 (if you apply to the Design Track).

It is always a good idea to contact the student advisors if you have any questions regarding the application process. You can write them at studentadvisors@itu.dk.

The Motivation Letter

Your motivation letter tells us why you want to study the MSc in Games, how you intend to build on your existing competences and what your general career goals are. You are welcome to put forward arguments to support your motivation for studying the Games programme, but we encourage you to make sure the following questions can be answered by reading your letter:

1. What competences from your bachelor’s degree will you build upon in the MSc in Games at the IT University, and how will the courses from the MSc in Games be adding to these? Do you have other qualifications that are relevant for your MSc in Games studies?
2. What is your career plan and how do you think studying at the IT University can help you in achieving your goals?

3. Which relevant extracurricular activities have you been engaged in?

The motivation letter should be submitted as a PDF file in English and should be maximum two pages long.

**The Portfolio**

Your portfolio should consist of prior work and can contain e.g.:

- Projects realised during bachelor studies
- Essays
- Extracurricular projects and experiments
- Other samples and/or research reports of technical and/or design solutions

The portfolio should be submitted as a table of contents (as a PDF file) accompanied by uploaded documents or link to an online portfolio.

**Certificate of your qualifying exams**

If your diploma is not in English or one of the Nordic languages, you must make sure that the copies of your qualifying exams are translated by an official authority.

If you are admitted with a non-Danish degree, you must also bring and show us your original diploma when you start your studies at the IT University.

**How to document English skills**

You can document your English skills in one of the following ways:

- English at B-level either on your Danish secondary diploma or by supplementing.
- Documentation that you have a high school diploma or a bachelor's degree completed in English in Australia, Canada, New Zealand, South Africa, or USA.
- Documentation that you have a high school diploma or a bachelor's degree completed in English in an EU/EEA country.
- A qualifying bachelor’s degree completed at a Danish university (academic university and not university college).
- Documentation that you have taken/or will take one of the following English test with a certain score. The test result cannot be more than two years old:
  o TOEFL paper-based test result of at least 550
  o TOEFL iBT test result of at least 80
o IELTS (academic) test result of at least 6.0
o Cambridge Certificate of Proficiency in English passed
o Cambridge Certificate of Advanced English passed

It is possible to apply for admission before you have taken your English language test/supplemented and obtained the required result. Instead you must submit documentation that you have signed up for a test/supplementing when you apply. You will have to upload the results in the application portal one month before study start at the latest. (If you do not meet the deadline or your test score is too low, we will cancel your admittance.)

However, if you are a citizen outside EU/EEA and are considered as a fee-paying student, you have to upload the test result 3 weeks after the application deadline, at the latest.

The university code for TOEFL tests is 9015. There is no university code for IELTS tests.

**Evaluation of your application**

The applications are assessed in four different categories: The qualifications you achieved during your previous studies, their suitability as described in the motivation letter, the strength of your portfolio, and your grade point average from your bachelor’s degree.
Appendix 1

Bachelor programmes that meet the admission requirements to MSc in Games, Technology Track:

- Softwareteknologi (DTU)
- Informatik (AAU)
- Datalogi (KU, RUC, SDU, AAU, AU)
- Informationsteknologi (AAU)
- Software (AAU)
- It (AU)
- Bachelor i spilteknologi og simulering (Hedmark, NO)
- Spelutveckling (Malmö Högskola, SE)
- PROGRAMMING 180, BA in Computer Science (Skövde, SE)
- Kandidatprogram i speldesign och programmering (Upsala, SE)
- Högskoleingenjör Datorspelsutveckling (Luleå Tekniske Universitet, SE)
- Spelprogrammering (Blekinge Tekniska Högskola, SE)
- Kandidatprogram i datorspelsutveckling (if you have studied ‘Programmering i C och C++’ in the third semester), (Stockholms Universitet, SE)
- B.S. in Computer Science (Games), (USC Los Angeles, US)
- B.S. in Computer Science: Computer Game Design (UCSC Santa Cruz, US)

Please note that this is not an exclusive list. The list might change, so we advise you to check it continuously.
Appendix 2

Courses – when applying to MSc in Games, Technology Track:

- Object Oriented Programming or similar (>= 15 ECTS)
- Algorithms and Data Structures (>= 5 ECTS)
- Discrete Mathematics and/or any course teaching vector mathematics (>= 5 ECTS)

Please note that this is not an exclusive list. The list might change, so we advise you to check it continuously.
Appendix 3

When applying to MSc in Games, Design Track, it is an advantage if you have one of the following bachelor’s degrees:

- Informationsvidenskab, it og interaktionsdesign (SDU)
- Art & Technology (Oplevelsesteknologi) (AAU)
- Interaktionsdesign (AAU)
- Informationsvidenskab (AAU)
- Digital design - it, æstetik og interaktion (AU)
- Game og Production Design (KADK)
- DESIGN 180, BA in Computer Science (Skövde, SE)
- Kandidatprogram i speldesign och projektledning (Upsala, SE)
- Kandidatprogram i speldesign (Upsala, SE)
- Computation Arts BFA (Concordia, CA)
- B.A. in Interactive Entertainment (USC Los Angeles, US)
- B.S. in Computer Science: Computer Game Design (UCSC Santa Cruz, US)
- Integrated Digital Media BS (New York NYU, US)
- Game Design BFA (New York NYU, US)

Please note that this is not an exclusive list. The list might change, so we advise you to check it continuously.
Appendix 4

When applying to MSc in Games, Design Track, it is an advantage if you have followed these courses:

- User-centred design (>= 15 ECTS)
- Game design (>= 15 ECTS)
- Interaction design (>= 15 ECTS)
- Creative media studies (>= 15 ECTS)
- At least one practical design project, game-related research project or games project (>= 15 ECTS)

Please note that this is not an exclusive list. The list might change, so we advise you to check it continuously.