Last updated:3 December 2024.
Note: Previous versions of this document are obsolete.

Deadline
There will be no admissions after these dates!

- The intake system opens in **January**. Apply via Studielink (https://www.studielink.nl).
- The deadline for submitting your portfolio and SDG game in the Saxion intake portal is 1 July.
- For non-EU applicants the deadline for submitting your portfolio and SDG game is 1 June!

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 (Submission of two products: portfolio and SDG game)
3. 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 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 up to three weeks to arrive. Distribution begins in January.

Complete the questionnaire 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. 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?

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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 by compiling previous work and projects.

Requirements
- A collection of work such as:
  Concept art, 2D/3D design, animation, level design, audio, game engines, photography, in-game work, graphic design, concept designs, networking, algorithms, code snippets, storytelling, or other creative/technical projects.

  * This list is not exhaustive!

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

Portfolio Video
- Create a **3 to 5-minute** video explaining your portfolio.
- The video must include:
  1. **Screenshare** of your portfolio.
  2. **Camera feed** with your face visible.
  3. **Audio commentary**.

Submission
Publish the video on platforms like YouTube or Vimeo and provide a **direct URL**.
Tip: Use tools like OBS Studio to record your video.

Product 2: Your SDG Game
Design a basic, functional game level inspired by one of the **17 Sustainable Development Goals (SDGs)**.

You need to create a game level, make the game available online and demo the game in a walkthrough video. Your game needs to meet the following criteria:

Game engine	Preferred: Unity *(the engine we're using at CMGT)* Alternative: Unreal, Godot, GameMaker, Flowlab
Online publication	itch.io, Steam, GameMaker, GameJolt, or another game publishing website.
Video Walkthrough	Record a **3 to 5-minute walkthrough video** with: ▪ **Screenshare** of the game. ▪ **Camera feed** with your face visible. ▪ **Audio commentary**. Publish the video on platforms like YouTube or Vimeo and provide a **direct URL**. *Tip: Use tools like OBS Studio to record your video.*
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.*
In-game requirements	■ Game elements based on (technical or creative) sketches. *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.* ■ A movable, visible character. ■ A timer *and/or* collecting system.
Other requirements	■ At least three (3) different sketches (on paper or digital. Include in your video!) ■ Give justification (orally or written) and show desk research about the SDG theme of your game (include in your video!).

Focus

You must meet all criteria, but you can choose your focus. So:

- **Creative applicants:** Emphasize design, characters, and assets.
- **Technical applicants:** Highlight gameplay and coding.

Use your imagination and focus on problem-solving and justifying your choices. The game does not need to be perfect.

After you finish your game, record a video walkthrough and publish the game on an online platform (see table above for details).

> You must complete this stage before 1 July!
> Non-EU applicants need to complete this stage before 1 June!

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

You must submit the following URLs to our intake platform:

- Portfolio video URL.
- Portfolio platform URL(s).
- Game walkthrough video URL.
- Published game URL.

Your work will be assessed within 25 working days after submission. Based on your submission, 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. You will either receive a result directly, or be invited for an online interview.

Interview *(if necessary)*

If – based on your submitted work – additional clarity is needed, you may be invited for an online interview via MS Teams. Final decisions will follow the 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. 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.

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

Resources

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

Unity	**Creative applicants**
	▪ https://learn.unity.com/pathway/unity-essentials
	▪ https://learn.unity.com/pathway/creative-core
	▪ https://learn.unity.com/project/bolt-platformer-tutorial
	Technical applicants
	▪ https://learn.unity.com/pathway/unity-essentials
	▪ https://learn.unity.com/pathway/junior-programmer
	▪ https://www.youtube.com/playlist?list=PLPV2KyIb3jR5QFsefuO2RlAgWEz6EvVi6
Itch.io	▪ https://gdevelop.io/page/how-to-publish-your-game-on-itch-io-and-why-you-should
	▪ https://wiki.gdevelop.io/gdevelop5/publishing/publishing-to-itch-io/

Good luck!
The CMGT intake team

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