



The National University of Theatre and Film "I.L. Caragiale"  
Film Faculty

Field **FILM AND MEDIA**

MA Study Programme

**ART OF GAME DESIGN**

Full-time study - 2 years (4 semesters, 120 credits)

University year **2019/2020**

## CONTEST TESTS

### REGISTRATION REQUIREMENTS

- the contest is open to graduates of profile faculties or to graduates in the fields of Architecture, Plastic Arts, Engineering and many others.
- candidates must have completed a degree with 180 credits or 240 credits;
- when registering candidates will submit:
  1. a **Curriculum Vitae** (in 3 copies);
  2. a **portfolio of works / projects** relevant for the fields Game Design, Game Art, Game Development (these can be character design, games, game projects, software or any other work with relevant content);
  3. a **short written description** of the work/project and the creative process (in 3 copies);
  4. In the absence of the portfolio (points 2 and 3), candidates may submit an **essay of 1,500-2,000 words** that explains their interest in game studies. (In 3 copies);

**Single stage** (tests are graded from 1 to 10)

#### Test 1 - oral

1. Presentation of the portfolio and explanation of the technical and aesthetic means used / defending the argumentation essay.
2. Interview based on the CV submitted by the candidate.

#### Test 2 - oral / practical

Presentation of working skills in specific software environments \*, at the choice of the candidate.

\* a OSX system will be available with Max/MSP, Ableton Live, Pd, Unity, Xcode, Adobe Creative Cloud, 3ds Max, SketchUp, Maya (or other software, on request), or the candidate can bring his/her own configuration.

### BIBLIOGRAPHY

Adams, Ernst - *Fundamentals of Game Design*, Third Edition, New Riders, 2014  
Crawford, Chris - *On Game Design*, New Riders Publishing, 2003  
Eddigton, Henry, Addinall, Eric, Percival, Fred - *A Handbook of Game Design*, Ed. Kogan Page, London, 1982  
Elias, George Skaff, Garfield, Richard - *Characteristics of Games*, MIT Press, 2012  
McCloud, Scott - *Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels*, Harper, 2006  
Norman, Donald - *The Design of Everyday Things*, Basic Book, NY, 1988  
Schell, Jesse - *The Art of Game Design*, CRC Press, 2015  
Zimmerman, Eric, Salen, Katie - *Rules of Play*, Cambridge, Ed. MIT Press, 2004.