



UNDERGRADUATE STUDIES: Bachelor of Arts in Digital Arts (Game Design) AFA11

All applicants are required to book and attend the compulsory workshop to be eligible for consideration into the programme.

Workshop bookings will only be considered between 14 April 2019 and 22 October 2019. No bookings will be scheduled prior to or after the abovementioned dates. To schedule a date for the **workshop**, please email ug.digitalarts@wits.ac.za

Workshop: Preparation and Requirements

The workshop process is aimed at identifying your suitability for the programme. The session will involve activities in which you will be required to participate.

- To schedule a date for the **workshop**, please email ug.digitalarts@wits.ac.za
- For **application enquiries**, please contact the Student Call Centre on 011 717 1888.

Workshop Format and Conduct

The session will begin with a brief play period and introduction. Then you will participate in a brief workshop on play and problem solving.

During this time, the academic staff will take a moment to discuss with you your interests in games and digital arts. You will also be required to complete a questionnaire.

You will be assessed based on your ability to:

- Problem solve
- Engage critically both orally and in writing

You must bring the following with you to the workshop:

1. A **1 page CV** detailing **your personal information**
 - Include your full name, address, telephone and email contact information, the name of the last school you attended, and year of matriculation (or planned year of matriculation).
2. Certified copy of ID.
3. **1 passport size photo** of yourself in either black and white or colour.
 - Staple this to the document with your personal information (do not cover the information).
4. A transcript of your **most recent** marks.
 - Certified copy of your final grade 11 results, Matric or academic transcript.

5. A **critical essay (1-2 pages)**

Essay Question:

In a short essay (1-2 pages) discuss a game (digital or analogue) that you have played recently. Your essay should not be a description. It should critically engage with how the game works, the themes and the effect that the game has on the player. You should be able to describe what you liked or did not like about the game. You should identify one to two aspects of the game that you found most or least effective and discuss why that is.

Applicants who fail to bring the documentation requested above to the workshop will not be permitted to participate in the session.

PLEASE TAKE NOTE OF THE FOLLOWING IMPORTANT INFORMATION

Whilst the department offers professional courses as part of the BA Digital Arts (Game Design) degree, the University is foremost an academic institution. Applicants will be thoroughly assessed on their discursive and academic abilities.

Minimum Admission Requirements (*Meeting the minimum admission requirements does not guarantee admission for any applicant*).

National Senior Certificate (NSC):

Each candidate requires an APS of at least 34 points and a minimum of 60% for English Home Language OR English First Additional Language, as well as a successful workshop in order to be *considered* for acceptance into the degree (Mathematics and Physical Science passed with at least 60% is preferred but not compulsory). The Student Enrolment Centre communicates a FIRM offer only, and not the Wits School of Arts (WSoA).

Applicants with 30-33 APS points and at least **60% for English Home Language OR English First Additional Language**, as well as a successful workshop will be wait-listed, subject to place availability in January.

International Qualifications:

Relevant exemption from the SA Matriculation Board

English Language O/IGCSE Level A-C | AS Level A-C | A Level A-C