



UNDERGRADUATE STUDIES: Bachelor of Arts in Digital Arts AFA11

The Bachelor of Arts in Digital Arts (Game Design) degree is offered by the Wits School of Arts. All applicants are required to book and complete an online questionnaire. After processing the online questionnaire, we may request a further interview.

Questionnaires will be first issued in May 2021. We will continue to issue to new applicants every two weeks until November. The final deadline for the questionnaire is 19th November 2021.

If you have not received a questionnaire 3 weeks after your application, please contact Liezel Borman (Liezel.Borman@wits.ac.za) to request that it is resent to you.

Questionnaire Format and Conduct

The questionnaire will ask a series of questions. Some of these are about you as an applicant and some of them pertain to the kinds of work we do at Wits Digital Arts.

You will be assessed based on your ability to:

- Problem-solve
- Engage critically

You **must** submit the following with your questionnaire:

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. Copy of ID.
3. A transcript of your **most recent** marks.
 - Certified copy of your final grade 11 results, Matric certificate or academic transcript.

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

Essay Question:

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

5. A **portfolio of work** – This portfolio can be on any creative work that you have completed. You are free to submit drawings, animations, games, photography, creative writing or any work that you have done. This is a moment for you to show off your abilities and talents. Feel free to submit whatever you feel highlights you best.

Applicants who fail to submit the documentation requested above will not be processed.

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 questionnaire and portfolio 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 questionnaire will be wait-listed, subject to place availability in January.

While **Mathematics** is not a requisite, it will be considered as part of your application. The Digital Arts degree involves coding for all students and as such Mathematics can be an important part of the applicant's application.

International Qualifications:

Relevant exemption from the SA Matriculation Board

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