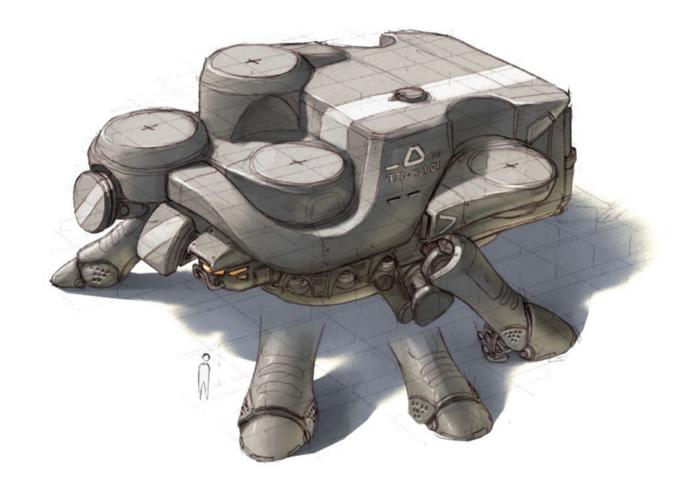
htk academy[¬]

PROGRAMM GAME CREATION

HAMBURG | ONLINE (EN)







INTRODUCTION

Welcome!

PROGRAM

Our curriculum

APPLICATION Your route to the htk academy

> **FACTS** Financing & Hardware

OUR CAMPUS

100% Online

FAMOUS LAST WORDS

Wise words in conclusion

(Status 10.2024 // Subject to change)





YOU WANT TO PLAY YOURSELF«

Is this you by any chance? You are playing your favorite game and you have 100 ideas what you could add to it? "Why can't my character actually...?" or even: "That's not logical at all now!"

Let's also talk about game balancing or expensive DLCs, about unfair enemy AI or unsolvable levels... and anyway, the games were all better in the past! You already realize, there's a lot to talk about...:-) But I would like to get some questions answered right now!

Why does a pixelated Mario give you a retro feeling even when you're young? Why does everybody (really everybody!) know the Tetrismusik and why are there no more adventure games like Monkey Island or Day of the Tentacle? Another construction site: Call of Duty, Fortnite or rather Apex? Baldur's Gate or World of Warcraft? How many times have you played through Zelda? Finally, the most important question: Mario Kart or Sonic All-Stars Racing?

»DESIGN THE GAMES,

Okay, okay, this could well turn into a longer discussion, let's leave that for a bit later! Instead, let's talk about you, what vou'd like to do....

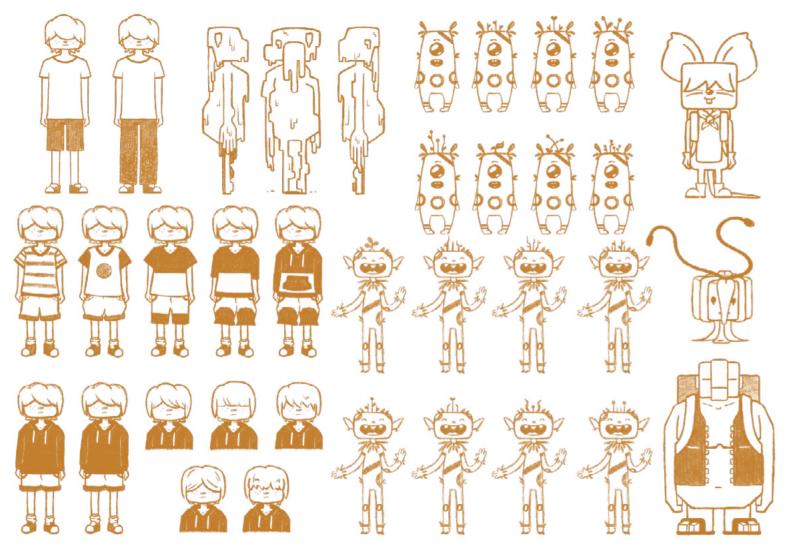
Maybe you want to be a game artist, create 2D or 3D worlds, code your own games for PC or Console? Perfect! Let's find out together where your path will lead you! In six semesters we will show you the whole range of possibilities!

Here's to your exciting and creative time at htk.

Anthony Keffel Academic Director

#fifa #civilzation #eldenring #divinity #nes #windows #mag









EVERY SEMESTER A GAME is the motto! That's why we start right away with a combination of design & coding. Don't worry if you don't have any experience yet, we'll start from scratch!

SEMESTER 1

GAME DESIGN // PHOTOSHOP 2D ANIMATION // 3D MODELING GAME DEVELOPMENT 1



SEMESTER 2

AUDIO FOR GAMES // GAME PRODUCTION 1 GAME ART 3D 1 // UI/UX FOR GAMES GAME DEVELOPMENT 2



SEMESTER 3

WORLD BUILDING 1 // GAME PRODUCTION 2 GAME ART 3D 2 // GAME DEVELOPMENT 3

UNREAL



GAME CREATION

As a Game Creation graduate, you'll start out in the games industry with a portfolio to be proud of. Whether you work for a game studio, a publisher or maybe even start your own company - anything is possible!

SEMESTER 4

WORLD BUILDING 2 // GAME PRODUCTION 3 GAME ART 3D 3 // GAME DEVELOPMENT 4

SEMESTER 5

WORKSHOPS // GAME PRODUCTION 4 FREE GAME PROJECT

SEMESTER 6

PORTFOLIO // GAME PRODUCTION 5 **BUSINESS MANAGEMENT // PUBLISHING** JOB & FRELANCE // FINAL EXAM

(CURRICULUM EXAMPLE, SUBJECT TO CHANGE)







6



YOUR WAY TO HTK **BECOMING A GAME CREATOR** JOIN THE ACADEMY

Our semester starts on 1st of March and 1st of September each year. We must receive your application at least four weeks before the start of the semester.

You can apply to the htk academy a maximum of one year in advance. We look forward to getting to know you and your ideas during a personal interview or an online appointment.

STEP 1 - ARE YOU ELIGIBLE?

For admission to htk you must...

- have achieved at least an intermediate school graduation certificate, a specialised baccalaureate or a high school diploma
- be at least 18 years old
- Have a certificate of English level (at least B2)



STEP 2 - YOUR APPLICATION DOCUMENTS

Send us an email with your application documents including...

- your CV & a passport photo (digital)
- your last report card & a copy of your ID card

STEP 3 - THE CONDITIONS OF ADMISSION

We have prepared a few tasks for you, these will be sent to you by email. You get some time to prepare a small presentation and then convince us of your ideas. You will present your solutions to us online on an agreed date.

Do you have any questions or want to learn more about Game Creation at htk academy?

Please call or send an email: +49 (0)30 – 338 539 766 // admissions@htk.academy





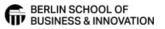
GRADUATION & TUITION FEES

Upon your graduation, you will receive a certificate in Game Creation. The tuition fee is used to ensure our high quality standard and the necessary equipment.

The duration of training is 3 years or 6 semesters (standard course duration). The monthly fees start from € 408. In addition, you need to pay a deposit of two months in advance.

OUR PARTNERS

After studying at htk academy, students (depending on their qualification) students may be eligible to continue their studies at one of our partner universities.





FUNDING (GERMAN SCHÜLER-BAFÖG)

Foreign students may be able to receive funding for education in Germany. BAföG is actually a grant for German citizens. In some cases, however, it is possible for citizens of the European Union or refugees living in Germany to receive BAföG during their studies.

EQUIPMENT

You will of course need your own computer (Mac or Windows) with the capacity to run design software such as Unreal Engine, Adobe Photoshop and videos smoothly. A second monitor screen would be very useful - but is not absolutely necessary. Regarding software, you will be working with the Adobe Creative Cloud - there is an "education license" available, which comes at a very good value. For the online lessons you will need a good internet connection, as well as a headset or headphones and microphone for the interactive live sessions. To enable you to access the virtual class room, the htk academy will provide you with Microsoft Teams free of cost.



HTK ACADEMY **CAMPUS ONLINE**

Networking & learning - together! htk has been a pioneer in the field of digital teaching for creative professions for years. With our online training courses, we are once again setting standards.

The advantages of online learning are obvious: you can participate from anywhere, regardless of location. There are no travel costs, you can stay in your familiar environment and it will be much easier for you to keep up with any side jobs you may have.

With classical online course, students often experience a lack of community, only working quietly in one's own cubbyhole - htk's online training is different. Virtually – with fully streamed lessons! This way you can work together as teams and as a class from day one. No canned tutorials or mile-long PDFs to work through anonymously.

Our experience from over 30 years of training flows 1:1 into the online lessons and ensures exciting projects in the new medium.

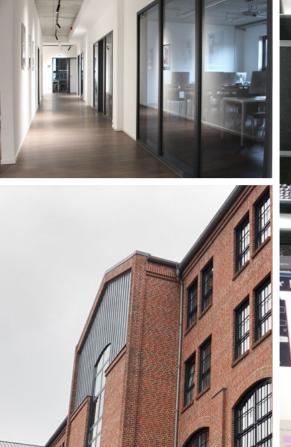


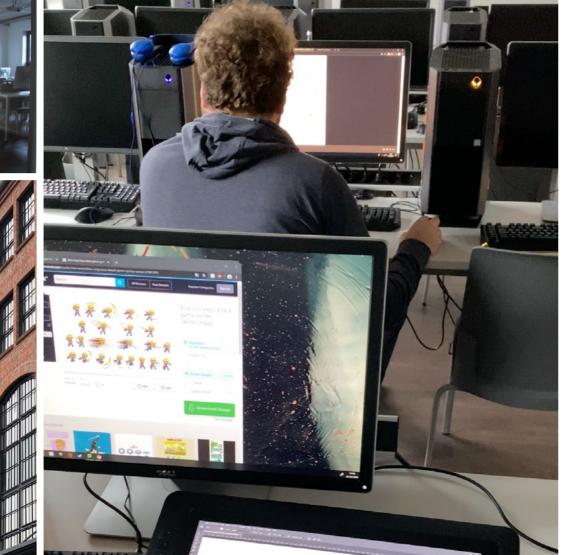
Our lesson content and timetable are optimised for the digital medium. This enables you to follow the lessons comfortably from home and to solve the tasks within your own four walls.

The online training gives you a lot of freedom, but still requires good planning and, of course, discipline for the training period.

Do you have any questions or want to learn more about Game Creation Online at the htk academy? Or want to visit the campus?

We are happy to arrange an appointment with you: +49 (0)30 - 338 539 766 // admissions@htk.academy







For your own creativity, you need space and inspiration – the HTK Campus offers both and much more!

With the Hamburg campus, we have created our vision of the ,Creative Place.' In recent years, an urban guarter has emerged on the historic grounds of the gasworks: modernity combined with the flair of the Hanseatic founding era, forming a unique atmosphere in direct proximity to agencies, companies, and the renowned Design Hotel Gastwerk.

The Campus

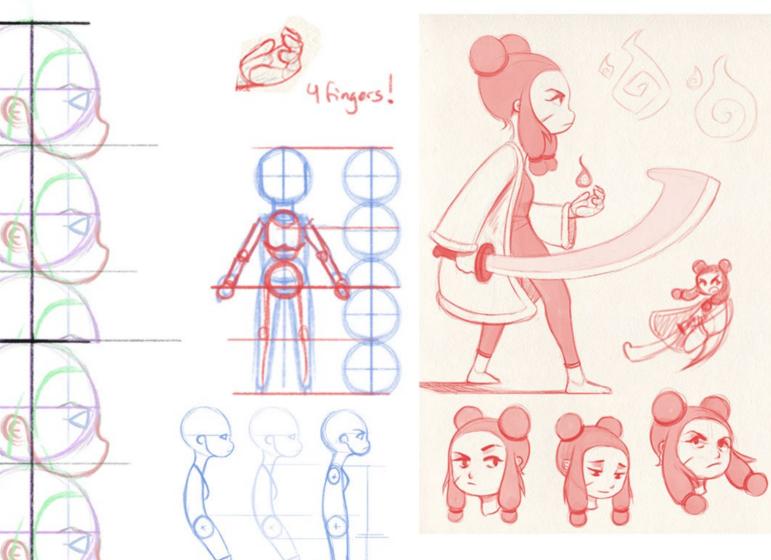
Light-flooded rooms in an industrial loft ambiance create an agency-like atmosphere and inspire personal creativity. Photo studios, working spaces, computer labs, the gaming room, a large auditorium, a student pantry, and not to forget, the everpopular foosball table ensure a successful and exciting educational experience.

Our campus, by the way, is only two S-Bahn stops away from Altona, the heart of Hamburg's creative scene. From there, it's just a few minutes to the Elbe beach, the exciting Schanzenviertel, or the Reeperbahn.

Gamecity Hamburg

Many studios and publishers, such as Bigpoint, Capcom, Daedalic, Goodgame, InnoGames, and Warner Bros., are based in Hamburg. Ideal for successfully starting a career in the gaming industry after your education!

"I'd love to visit the campus and take a look around..." Of course! Just schedule a visit at +49 (0)40 - 534 595 330 or hamburg@htk.academy.





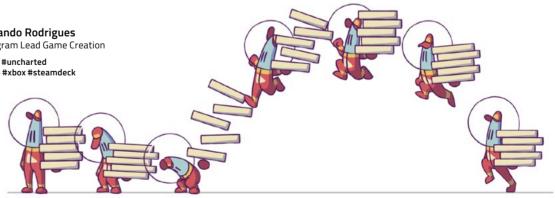
FACINATION GAME CREATION

For me, it's always great to see how suddenly complete worlds emerge from pixels and code. Despite all routine, I still sometimes get the shivers myself before the first public gametest and silently I keep telling myself "Just don't crash!". Working together in a team on game projects, together with people who have the same interests and motivation – that's Game Creation for me!



Rolando Rodrigues Program Lead Game Creation

#fifa #uncharted #ps5 #xbox #steamdeck



At this point, I would also like to extend special thanks to our graduate Vanessa. Thanks also to Nadine, Jan, Torben, Janine, Sarah, Nehlma & Yannik for your work, which we could show here. We are very proud of you!



Lording stream, projects



htk academy[¬]

ONLINE

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