



Universitatea Națională de Artă Teatrală și Cinematografică "I.L. Caragiale"
Facultatea de Film

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

Faculty

Field: **CINEMATOGRAPHY AND MEDIA**

Study Program: **MA ART OF GAME DESIGN (in English)**

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

Academic year: **2026/2027**

ADMISSION EXAM 2026

MARKING SCHEME

The two sections are graded from 1 to 10.

Grades are posted by the end of the day of the exam.

TEST 1 (oral, 20 min) graded from 1 to 10.

Marking scheme:

Portfolio presentation / defense of the argumentation essay:

(incl. the use of English)

2 p. relevance of portfolio / essay to completing the AGD programme

2 p. clarity of presentation

1 p. ex officio

Interview based on CV and bibliography:

(incl. the use of English)

1 p. defense of the CV in dialogue with the commission

2 p. answering questions based on links between the bibliography and games

2 p. commentary on the text and the game from the mandatory bibliography, respectively the mandatory ludography

TEST 2 (oral / practical, 30 min prep, 20 min examination) graded from 1 to 10.

Marking scheme:

1 p. finishing within the allotted time

2 p. interpreting the given theme

4 p. working abilities in the software environment of choice

Dean of FILM FACULTY

Lect.univ.dr. Vlad IOACHIMESCU

**Head of Department of
ANIMATION & INTERACTIVITY**

Conf.univ.dr. Matei BRANEA



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2 p. defending the resulting prototype in dialogue with the commission (including the use of english language).

1 p. ex officio.

TEST 3 (tiebreaker - written / practical, 10 min prep , 15 min examination) graded from 1 to 10.

Marking scheme:

2 p. The observational spirit of testing a game for the first time

4 p. Logical and argued support of the game tested at first glance

3 p. Vocabulary and knowledge from the game field.

1 p. ex officio.

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