

Bachelor's Degree Programme in Game Design (full-time studies and online studies)

Part 1 Entrance Examination

INSTRUCTIONS

Read the instructions below for 1.1 Design task and 1.2 Video task.

You must pass each task with a minimum number of points in order to qualify in the selection process. If you do not pass the first task, your second task will not be assessed.

Please do this:

- **Read** the instructions for each task carefully.
- All tasks must be done in **English**.
- The instructions are only **for your personal use** and are not to be shared with anyone.
- You must do the tasks **on your own**.
- Upload your tasks to your application form on [Studyinfo](#) (section South-Eastern Finland University of Applied Sciences – Xamk) by **Monday, 2 February 2026, 3 pm Finnish time (UTC +2)**.
- Late submissions are not considered.
- Exam participants from outside of Finland can check the Finnish time: [Current Local Time in Helsinki, Finland \(timeanddate.com\)](https://timeanddate.com).
- You can access your application form via the link included in the email you received from Studyinfo after submitting your application, or by logging into [My Studyinfo \(Oma Opintopolku\)](#).
- If you face technical problems, please contact us by email at admissions@xamk.fi or by phone +358 44 702 8752.

Task 1.1 – Design

Evaluation criteria

Idea, logical thinking, creativity, ability to communicate one's ideas both verbally and visually, quality of work, ability to follow instructions, the use of AI may affect the assessment

Task

- Redesign the classic Pong game for the year 2026.
- Your version must be **an asymmetrical co-op* game that remains balanced and enjoyable for all players.
- Create a concept illustration showing how the game works.

**An asymmetrical co-op game is a type of multiplayer experience where players work together toward a shared goal, but each player has different roles, abilities, and/or perspectives. Asymmetrical can mean for example distinct roles (each player performs unique tasks) or unequal abilities (each player has different skills or tools).*

Use traditional art materials to illustrate how your game would work, that is, no computer is allowed in this drawing.

Final presentation:

- 1–3 slides: your final drawing with explanations
 - Add the following description to the slides:
 - What is the goal of the game?
 - How do you play the game?
- 1–2 slides:
 - Possible reference and research materials that you used.
- Declaration of AI use:
 - If you used AI for the task, add the prompts you used.
 - Include the parts of the responses you used.
 - Explain how you used the information.
- Final slide:
 - Selfie of you holding your final drawing.

Submitting your design

- Take photos or scan your drawing(s).

- Name the attachment file in the following way: Lastname_Firstname_design. For example, Smith_Mary_design
- Only pdf format is accepted.
- When you are ready, upload the file as attachment to your application in Studyinfo before the deadline.
- You must both upload the files and save the changes before the deadline.
- Please, ensure that the attachments open on the screen correctly and the quality is sufficient for viewing.
- Discuss this design you created in the following video task 1.2. **NOTE!** If you do not show the task by holding it in your hand to the camera, this task 1.1 is marked as **failed**. Carefully read the instructions below on the task 1.2 for further information (see interview question 7).
- **Save the changes** (by clicking the *save modifications* button) to the form after the upload.

Task 1.2 – Video

Evaluation criteria

Motivation, suitability to the field of study, presentation, ability to explain the design and English language skills

Task

The video interview is a video you make of yourself, answering the questions given below. You can make the video with the device of your choice (e.g., mobile phone, tablet, digital camera). The duration of the video is **max. 2 minutes**. This is an interview so make sure we see your face and hear your voice for most of the video. Note! Your video will not be reviewed after the 2-minute timestamp even if it is longer.

Questions for the video interview

0–1 minutes:

- Tell us about yourself briefly.
- Why did you choose this study format (full-time or online) and game design degree?
- Show some of your portfolio pieces [digital / paper] if you have any.

1–2 minutes:

- Show the plan you created in task 1.1 by holding it in your hands and showing it to the camera.
- Explain the game play.
- Evaluate the outcome briefly.

Submitting your video

- Make sure that your video is saved as one of the next most common video formats (mp4, mov, wmv).
- Name the attachment file in the following way: Lastname_First name_video. For example, Smith_Mary_video
- Upload the actual video to Studyinfo not e.g. a link to YouTube.
- The maximum file size is 1.0 GB.
- **Start your upload well in time before the deadline.** Uploading the video file on Studyinfo may take some time. The upload time is dependent on your broadband width.
- You must both upload the video and save the changes before the deadline.
- **Save the changes** (by clicking the *save modifications* button) to the form after the upload.