

Selection assignment

- Spring 2026 supplementary application
- Degree programmes:
 - Master of Business Administration, Virtual Worlds
 - Master of Engineering, Virtual Worlds
- Submit the selection assignment to your application form in Studyinfo by **31 March 2026 at 15.00** (Finnish time) to be considered for admission. Assignments submitted in any other form than instructed will be rejected.

Student selection

The final student selection to the degree programmes in Virtual Worlds is made based on the selection assignment. Master of Business Administration, Virtual Worlds and Master of Engineering, Virtual Worlds collaborate in the student selection which means that the same assignment is considered for both degree programmes.

Maximum points for the selection assignment are 30. To have a passing result, each assessed section needs to be successfully passed (50% of the section's maximum points). Plagiarism and AI detectors may be used to assess the selection assignment.

Applicants must complete the selection assignment independently and without guidance. Turku UAS will not provide any clarification or feedback on the assignment.

Assignment instructions

To apply for the Master's degree programmes in Virtual Worlds, you are required to complete the following application assignment. This will help us assess your technical readiness, motivation, and creative potential for the program.

Prepare and submit an application package that includes:

1. **Curriculum vitae (CV) – in PDF**

Your CV should highlight your academic background, technical skills, and relevant experience. Additionally, you should include any certifications, projects, or publications related to virtual environments, AI, or interactive technologies you may have.

Maximum: 8 points

2. **Portfolio of work – in PDF or PDF that contains an online link**

Present your previous projects or creative work relevant to virtual worlds, 3D environments, game development, or AI integration. Ensure to include links, screenshots, or descriptions of your contributions and the tools/technologies used.

Maximum: 12 points

3. **Motivation letter – in PDF (500-800 words)**

Explain why you want to join the Master's degree programme in Virtual Worlds by:

(a) Describing your career goals and how this programme aligns with them; or

(b) Reflecting on your interest in topics such as virtual collaboration, AI-driven interaction, and immersive technologies; or

(c) Both (recommended).

Maximum: 10 points