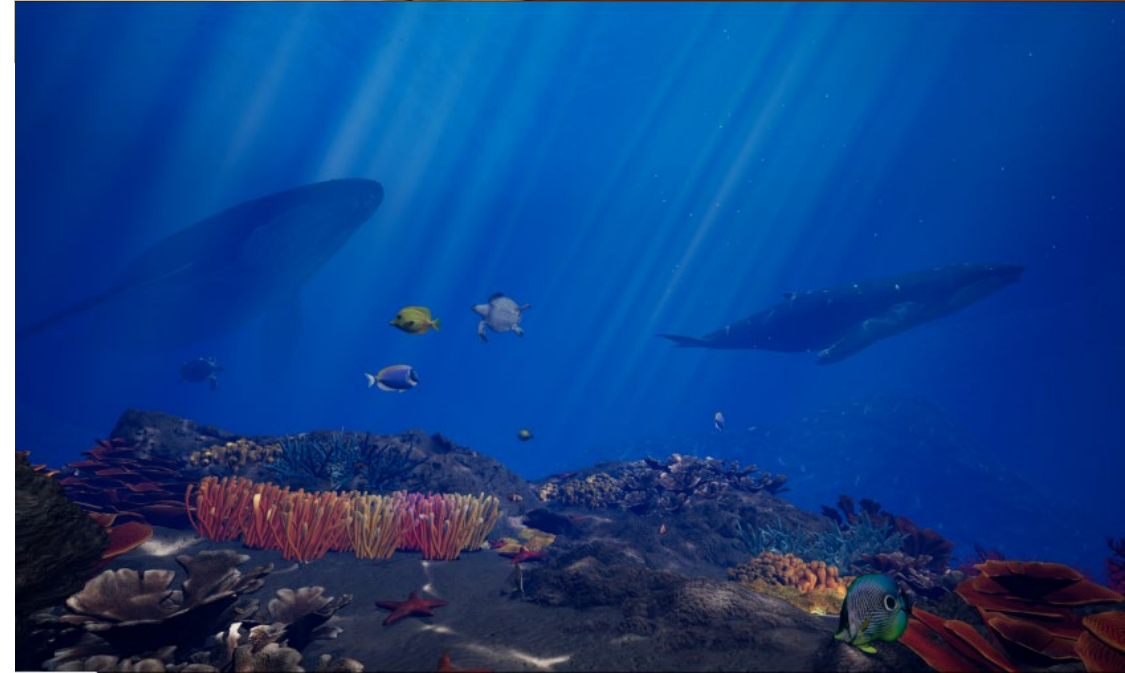


# Applying to MSc Visualisation

Guidelines for Applicants to  
MSc Heritage Visualisation  
and  
MSc Serious Games and VR



# Application Form

- Your application will be forwarded to assessors when you have submitted
  - A completed postgraduate application form
  - A written personal statement
  - Uploaded a portfolio of work. *Portfolios may comprise examples of written work for students from academic backgrounds without an art, design or creative component. More info below!*
  - Please also upload a video statement

# Additional Information

- In addition you will also need to submit
  - Two references
  - Evidence of academic qualifications
  - If English is not your first language evidence of English Language proficiency (IELTS certificate or equivalent)
  - A copy of your passport (if applicable)
  
  - Where possible submit all this information with the application

More information on accepted English language qualifications is available on GSA website:

<https://www.gsa.ac.uk/study/graduate-degrees/how-to-apply/>

# Personal Statement Guide

## Written

Your personal statements should provide a concise, critical self-evaluation of your work and the reasons for wishing to join your chosen programme at The Glasgow School of Art.

What makes you passionate about this subject? Why do you want to study with us? What can you bring to the class?

Written statement has a limit of 500 words max

# Personal Statement: Video

Please provide a link to a short video showing you, in the frame, talking about your work, your reasons for applying to this programme and why you think you are suitable for this area of study at the Glasgow School of Art.

Your video must: Show you in the frame, speaking directly and clearly to camera in English and be a maximum of 4 minutes in length. Do NOT add music to this video.

Please describe how your previous academic or work experience has prepared you for this path of study, and discuss some of work that you have included in your portfolio submission. Clearly indicate why you are applying for this specific area of study, and what you hope to achieve by completing this course. Tell us how your previous education and/or experience have prepared you, and make you suitable for studying this programme at GSA.

We will still be able to assess your application without a video, but including one is highly recommended.

# Portfolio: Types

- Both Heritage Visualisation and Serious Games & VR are highly interdisciplinary programmes, with applicants from a wide range of humanities, science, arts, and engineering backgrounds
- Accordingly, portfolios may take a wide range of forms – from traditional art & design portfolios, to project journals, photography or samples of written work.
  - Examples of written work (1000-2000 words) might include final year essays or extra-curricular writing.
  - *Written work is not required if submitting an art & design portfolio for the MSc Serious Games & VR*
  - *At least one sample of written work is requested in your portfolio if applying for MSc Heritage Visualisation.*

# Portfolio: Format

- Portfolios should be submitted as PDF documents, and can contain links to online videos if relevant.
  - We recommend you combine all elements of your portfolio into a single PDF
- Documents should use an A4 or Letter page layout. Pages may be in Portrait or Landscape mode. Documents may also use A3 page layout, but this is not recommended
- **Extra wide page layouts should be avoided.**



# Portfolio: Content

- Front page of portfolio should have your name clearly shown
- Minimise or (preferably) completely avoid use of clip art or 3<sup>rd</sup> party images in your portfolio. We want to see \*your\* work
- Present no more than 4 images per page, with all images in a large size for easy viewing
- All text should be in an easily legible font size – without having to ‘zoom’ in to read
- We expect portfolios to include visual or written work from your undergraduate studies, even if not directly relevant to this programme
- Projects should clearly indicate your individual contributions in group projects, and should mainly show the elements you worked on
- Any use of 3<sup>rd</sup> party assets must be clearly flagged and indicated



# Assessment Criteria

Application Form, Portfolio and References

# Academic Qualifications and Portfolio Review

- Academic Qualifications/ Relevant experience
  - Good first degree in a range of relevant subjects (e.g. Design, Computing, Animation, Heritage, Art, or others that include programming or scripting) *or equivalent professional experience*
  - We aim to interview all applicants who meet (or are likely to meet) academic criteria of good first degree or equivalent professional experience and who pass an initial portfolio review
  - ‘Good first degree’ is UK Upper 2<sup>nd</sup> (2:1) class degree or international equivalent. For candidates with very strong portfolio or notable additional experience, this requirement may be relaxed.

We also review personal statements for interest and motivation to study at the School & evidence of knowledge and interest in the programme

# Portfolio Review Criteria

- Portfolio Review criteria scored from 1 (Very Poor) to 7 (Excellent)
- Criteria are your ability to:
  - apply practical skills
  - apply analytical and conceptual skills
  - communicate about your work & put it into context
  - demonstrate an interest in the programme and specialist area applied for
- All students meeting academic criteria and achieving a satisfactory score in portfolio review will be interviewed

# Interview Assessment Criteria

For candidates with strong portfolio & statement, an offer may be made *without* interview; Anyone receiving an offer without interview is welcome to arrange a short 1-1 online meeting to meet the programme leader and discuss the programme

# Criteria

- Interviews will be held by Zoom.
  - Students who can't attend via zoom should get in touch to request an alternative (telephone/ in-person)
- Interview criteria scored from 1 (Very Poor) to 7 (Excellent)
- Criteria are your ability to:
  - apply practical skills
  - apply analytical and conceptual skills
  - communicate about your work & put it into context
  - demonstrate an interest in the programme and specialist area applied for

# Any Questions?

- If you have any questions about the application process, you can contact the Academic Support team at:

[SITOperations@gsa.ac.uk](mailto:SITOperations@gsa.ac.uk)

You can also contact the programme leaders themselves:

Serious Games & VR:

Dr Daniel Livingstone - [d.livingstone@gsa.ac.uk](mailto:d.livingstone@gsa.ac.uk)

Heritage Visualisation:

Prof Stuart Jeffrey - [s.jeffrey@gsa.ac.uk](mailto:s.jeffrey@gsa.ac.uk)