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# BA (Hons) Interior Design

Application Guidelines for 2024 Entry

# Application guide

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This guide takes you through the application process and what to include in your application to BA (Hons) Interior Design.

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# Application timeline

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Your application to study for an undergraduate degree at the GSA is in two parts:

- ✳ UCAS application form
- ✳ Digital portfolio (15 slides as JPEGS or a PDF) & portfolio statement (500 words)

When GSA receives your completed application form from UCAS, we will email you with an acknowledgement of your application and direct you to upload your portfolio to the [GSA Upload Site](#). You can do so as soon as you receive your acknowledgement email. But no later than the deadline in the email you receive.

# Application timeline

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Here are the deadlines and key dates for your application:

**UCAS application deadline**  
**Wednesday 31 January 2024**

Apply via UCAS as at  
<https://www.ucas.com/>

**GSA portfolio deadline**  
**Wednesday 7 February 2024**

You will receive instructions on how to upload your portfolio after you submit your UCAS application.

**Interviews**  
**Between early February & mid April 2024**

GSA staff assess your application. If you are shortlisted you will be invited to interview. All interviews will be by Zoom.

**Final decisions**  
**Saturday 18 May 2024**

The outcome of your application will be communicated through UCAS.

# What is a digital portfolio?

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A digital portfolio is a selection of images of work you have made, laid out clearly. It demonstrates your skills, ideas, interests and suitability for the programme you are applying to. The Portfolio must include 15 slides either as individual JPEGS or a PDF.

We have made some resources to help you do this and how to organise the images of your work.

 [Application support guides](#)

# What is a portfolio statement?

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The Portfolio Statement is an opportunity for you to write more specifically about why you are suited to studying this particular course. You can also tell us more about the work in your digital portfolio.

It is a maximum of **500 words** long and is uploaded along with your Digital Portfolio to the GSA Upload Site.

Have a look at our guide [Writing your digital portfolio statement](#).

# How we assess your application

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Admissions staff assess your UCAS Application Form, Digital Portfolio, and Portfolio Statement together.

Your application will be numerically scored against specific assessment criteria (see [next page](#)) set by the programme you are applying to.

The scoring is between 1-7 (7 being 'excellent evidence of' and 1 being 'unsatisfactory evidence of'). Applications may be unsuccessful at this stage with the result processed via UCAS or you may be invited to attend an interview by email.

# Our criteria

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It is important to know what this assessment criteria is. You should try to respond to this criteria when creating your digital portfolio, writing your personal statement, and preparing for interview.

It's also really important all applicants understand, it's not about who has access to the best art and design materials; it's about doing your best with what you have access to.

A detailed explanation of our criteria is in the [next page](#). Examples of portfolios can be found at the end of this guide.



## Stage 1 Criteria – Application and Portfolio

### **1. Ability to apply practical skills**

We want to see your practical skills and how you explore and use different media and materials. You can demonstrate this in various ways in your portfolio, including drawing, painting, model making, photography, computer-aided drawing and creative coding.

You could group several images on a slide; this could be by photographing several pieces of work together or by photographing or scanning several pieces individually and using Photoshop, Canva or PowerPoint to combine them into one slide.

### **2. Ability to show the development of your work and ideas**

We are interested in the ideas behind your work and how your work develops from the initial starting point to a finished piece of work. We would like to see your exploration and experimentation with different materials and media in your portfolio. This can be evidenced by images or photographs of sketchbook pages, notebooks, worksheets, development sheets and finished pieces.

Your digital portfolio should focus on your own work. Try to avoid using other people's work (for example, printouts, photocopies from books), unless these examples are relevant to the content. If including work by other people, you should cite their names.

**Stage 1 Criteria – Application and Portfolio**

**3. Ability to reflect on the work in your portfolio**

Use your portfolio statement to tell us about the work in your portfolio. We want to know what inspired you, how your ideas developed and the elements you consider to be the most successful or interesting.

**4. Ability to demonstrate an interest in the subject area**

We want to know why you want to apply to the programme. What do you find exciting about the subject area?

## Stage 2 Criteria – Interview

### **1. Ability to discuss your ideas and development of your work**

We want to find out more about the ideas and development of the work in your portfolio. We are interested to know about initial inspiration and starting points, how your ideas evolved and how you explored and developed your work.

### **2. Ability to reflect on your work; challenges, successes and potential**

At interview, we will discuss the journey of your work. What did you learn and what areas did you find to be the most successful or challenging and what you might do next? For work-in-progress you could describe what you hope to achieve, what sources you will be looking at, and how you hope to explore these.

## Stage 2 Criteria – Interview

### **3. Ability to demonstrate your interest and knowledge of the subject area**

We want you to demonstrate your interest and knowledge in your chosen subject area, who or what inspires and motivates you, your personal and individual interests. This might include artists, designers, architects, mentors, exhibitions, online events, documentaries, books, journals, archives, podcasts etc.

### **4. Ability to demonstrate an understanding of the programme applied for at the Glasgow School of Art**

You should demonstrate that you have researched your chosen programme and be able to discuss why you have chosen to apply to this programme and communicate why you consider the programme is the appropriate one for you and why at the Glasgow School of Art.

# Interview advice guide

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If shortlisted, you will receive an email inviting you to attend an interview. Interviews are on zoom. They last 20 minutes and usually with 2 members of our teaching staff.

Our [Interview advice guide](#) gives you great advice for preparing for an interview.

Our staff will numerically score your interview using our assessment criteria (see [pages 11-12](#)). The outcome of your interview will be communicated to you via UCAS.

# Starting in 1st, 2nd or 3rd year?

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Our Undergraduate Honours Degrees at the Glasgow School of Art include four years of study.

Most applicants apply to start in Year 1. However, you can apply for 'Direct Entry' to 2nd or 3rd year. The year you apply to depends on what qualifications you already have or what you're currently studying.

You must be able to satisfy the GSA that you have undertaken a period of study equivalent to the first, or first and second year, of the degree programme. This may include an art foundation, HNC or HND qualification.

For more information, see the [How To Apply](#) page on our website.

# Application support

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Remember if you're in education currently, speak to your teachers or lecturers for support with your application. For queries about the application process and our application site, contact [registry@gsa.ac.uk](mailto:registry@gsa.ac.uk)

We've also made these guides to support you in making your application:

- ✳ [Application support guides](#)
- ✳ [Widening Participation at GSA](#)
- ✳ [Open Days](#)

For queries about the application process and our application site, contact [registry@gsa.ac.uk](mailto:registry@gsa.ac.uk)

# Portfolio examples

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The following pages are example portfolios by our current students, taken from their application to study at GSA.

Don't use these as examples to follow in terms of style. But look at how they've presented their work and process.



# Jiawei Xu

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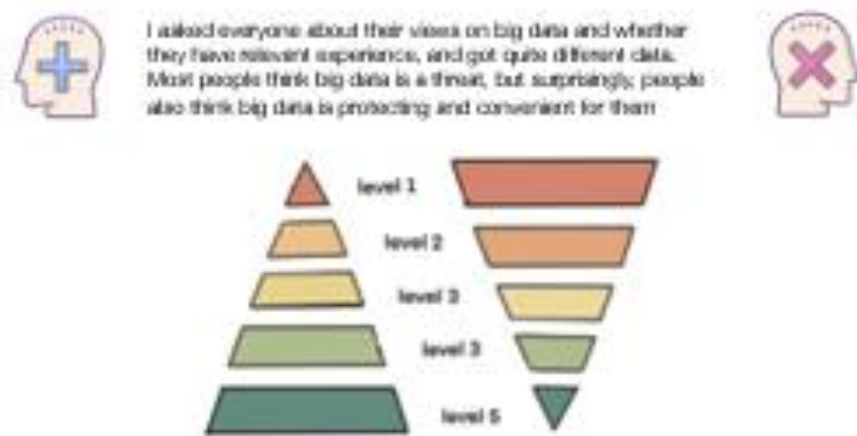
Year 1 Interior Design

# Research & Idea

## security camera



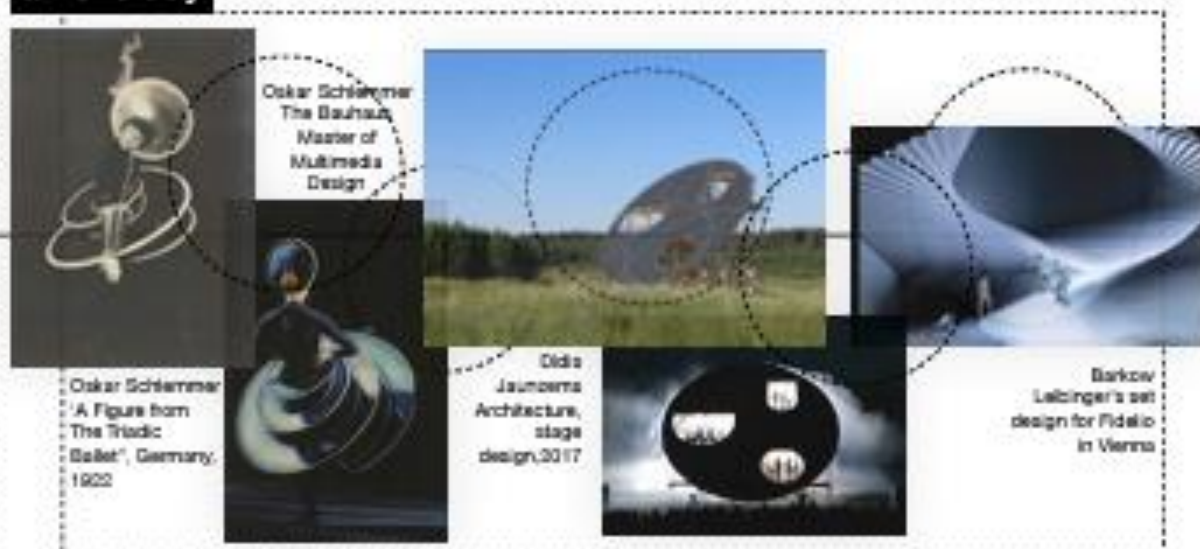
## questionnaire



## one hour-long experiment



## artist study

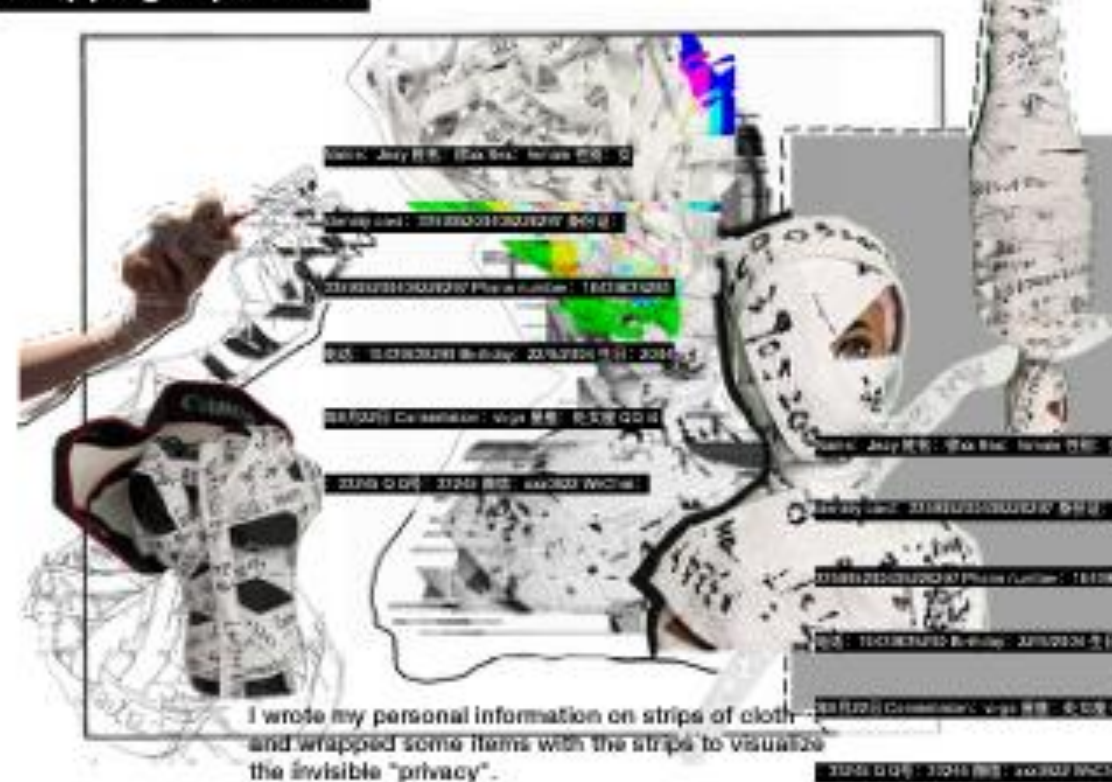


# Idea & Development

## water-soluble Barbie experiment



## wrapping experiment



## wrapping experiment

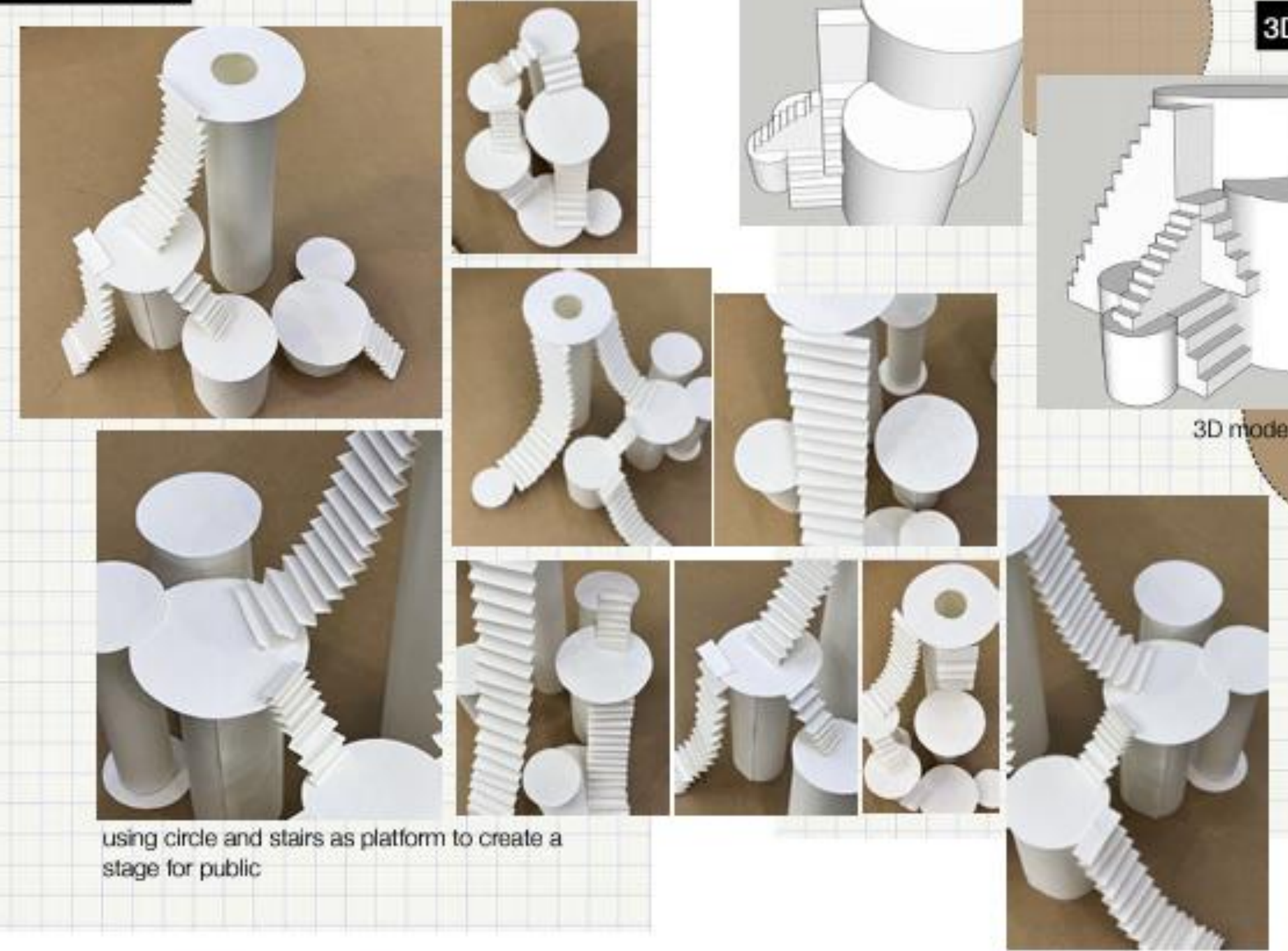


## Development & Making



## Development & Process

model testing



3D model concept

3D model testing with sketch up

using circle and stairs as platform to create a stage for public



02

## JELLY FISH

At the beginning of 2022, I accidentally saw a news in a newspaper. In the news, our ocean was seriously polluted by waste garbage. In the news, I saw a lovely jellyfish entangled by garbage, which was very painful. I was thinking about our relationship with the ocean, and what we can do to protect Marine life, and that was the starting point for this design. In this design, I try to create an art installation related to Marine life through the morphological study of jellyfish, the analysis and experiment of garbage materials, hoping that when people see it again, they will realize the tension between us and Marine life and the warning issued by nature.

My project topic is on the "Ocean", I am interested in the shapes of different marine life animals, in the particular, jellyfish. I want to the aquarium and took many photos of jellyfish and other water creatures. In the recent years, ocean pollution has become a very serious problem, and I have also taken photos of common rubbish items found the ocean. I want to explore how I can combine the shapes of jellyfish with elements of garbage and I will use different materials to represent their forms and textures.

### JELLY FISH



sketch of jelly fish



animal  
jellyfish  
OCEAN  
Water  
coral  
plants  
shells



jellyfish with different materials  
use oil pastels



use color chalk



### BOTTLE

cut the bottle into small pieces and strung the pieces back together with wire.



### Ian Murphy

The order to put shredded newspaper on paper and sprinkle some water rebind with

rayglobe to make the newspaper. Ian Murphy has two methods. One paper is kneaded with white glue to make the paper back wetted, and then acrylic readily is used to coat the shade paper as the background color.





## 03 | MOMENTO

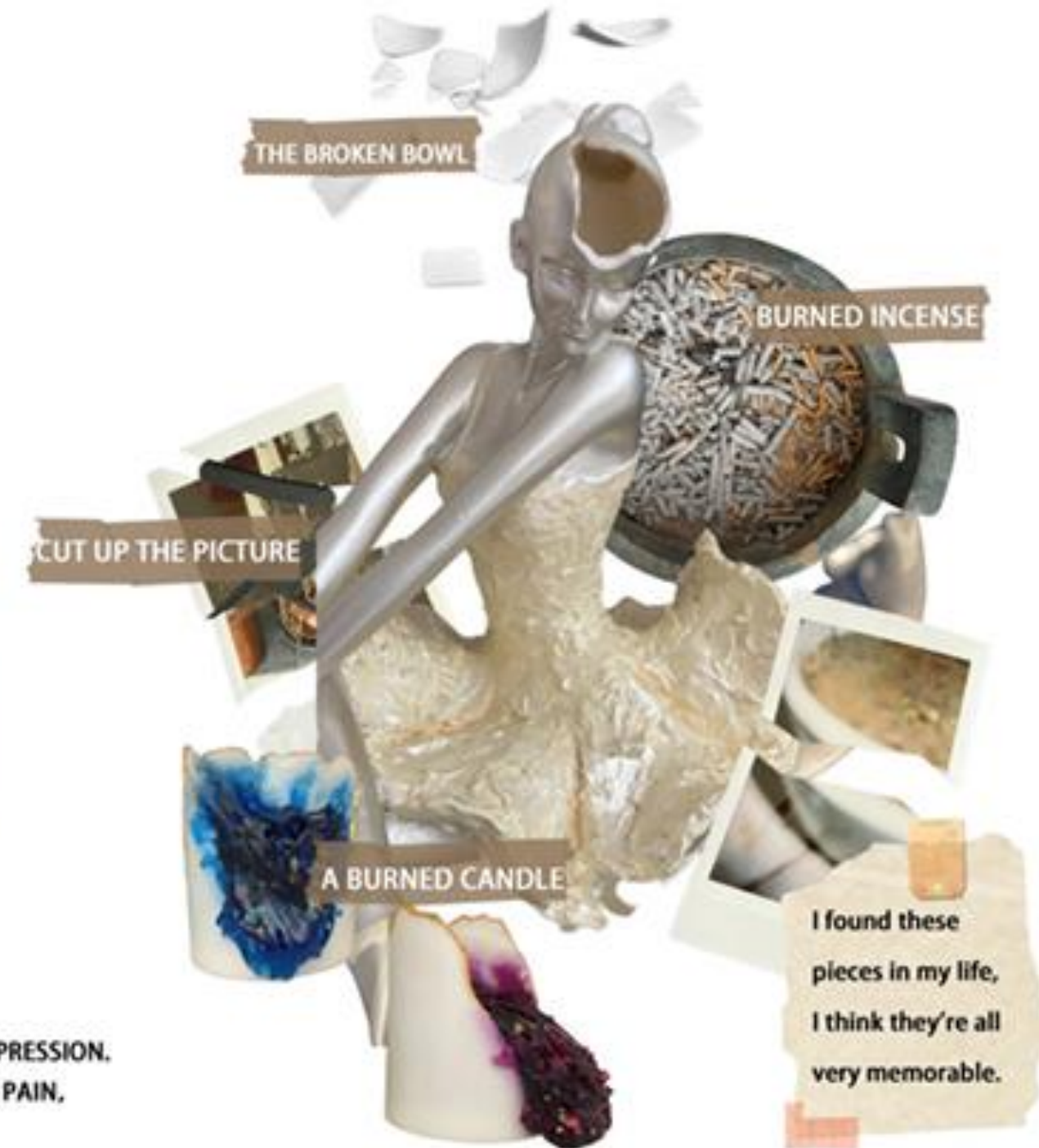
Many people become attached to one object as a child, such as a small quilt or a doll. Sleep every night to hug sleep, even if it becomes very dirty, broken, will be put in a place to keep. And these things are not only perfect when they are complete, they can become a different meaningful object after being broken, and may become a medium for a person to recall the past.

### Reference



WHEN I SAW FRAGMENTS ,  
I ALWAYS THINK ABOUT SADS AND FRACTURE.  
IT REMINDS ME OF SOME LOSS OR REGRET,  
UNTIL I SAW THESE ARTWORKS.  
I FIND FRAGMENTS CAN BE A ONE OF ARTISTIC EXPRESSION.  
I REALIZE THAT FRAGMENTS CAN REMEMBER OUR PAIN,  
AND LET US HAVE BETTER GROWTH.

### Collage



### Materials Research 1

Shampoo bottle

scissors

debris

I cut the bottle into circles with scissors, and then stacked the circles one by one to make two 3D structures.

3D construcion 1

3D construcion 2

### Materials Research 2

mirror

hammer

debris

I used a hammer to smash the mirror into pieces, and then arranged the pieces into beautiful patterns.

planer formation 1

planer formation 2

### Materials Research 3

hammer

porcelain

debris

I smashed the porcelain into pieces with a hammer and arranged the pieces into three beautiful 3D formations.

3D construction 1

3D construction 2

3D construction 3

### Materials Research 4

pants

scissors

debris

I use scissors to cut four different colors of cloth into pieces of different shapes, and then put these pieces together into different patterns.

Planar formation 1

Planar formation 2

# Sophie Le Sueur

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Year 1 Interior Design





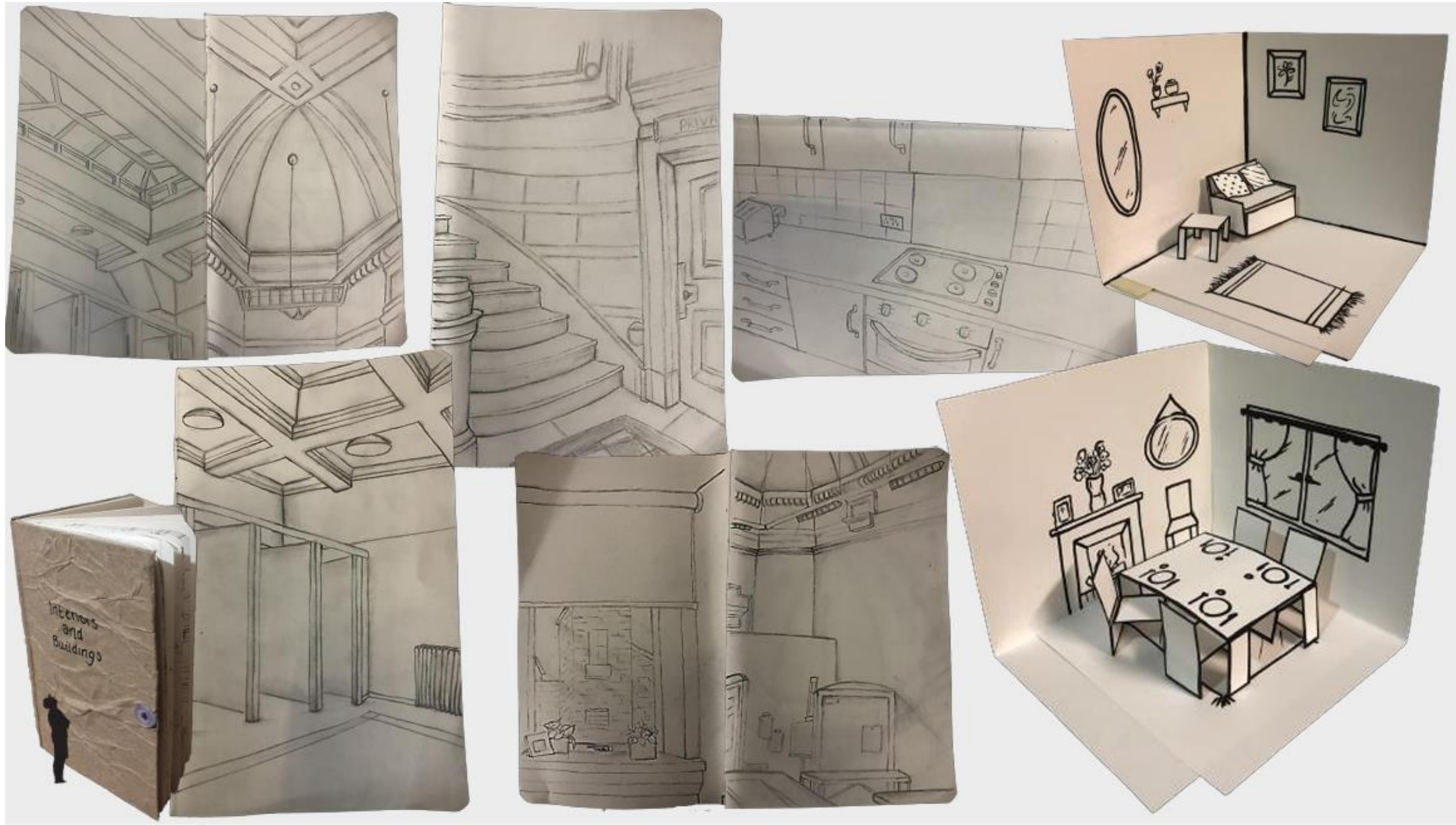


















# Amelia Crew

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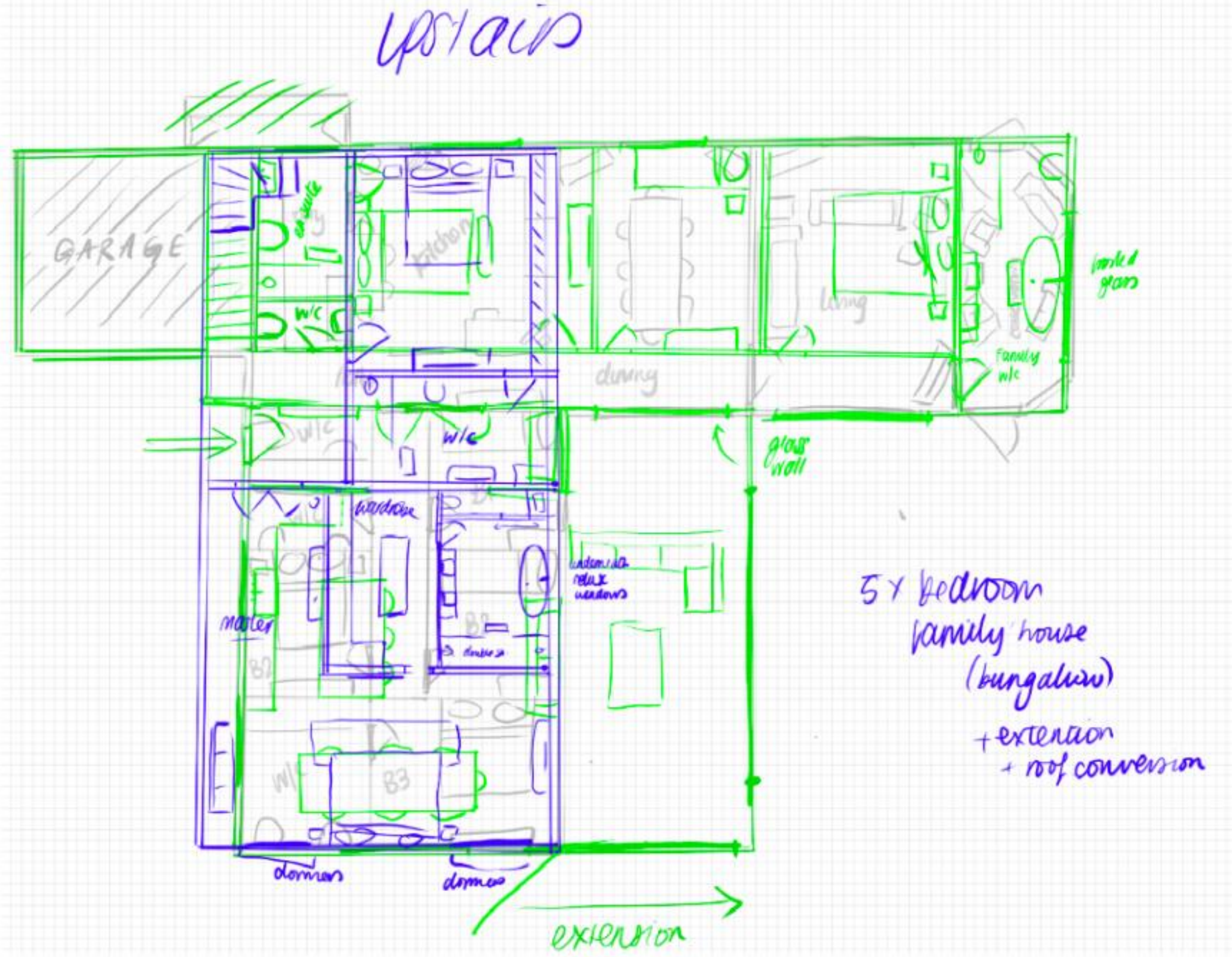
Year 2 Interior Design



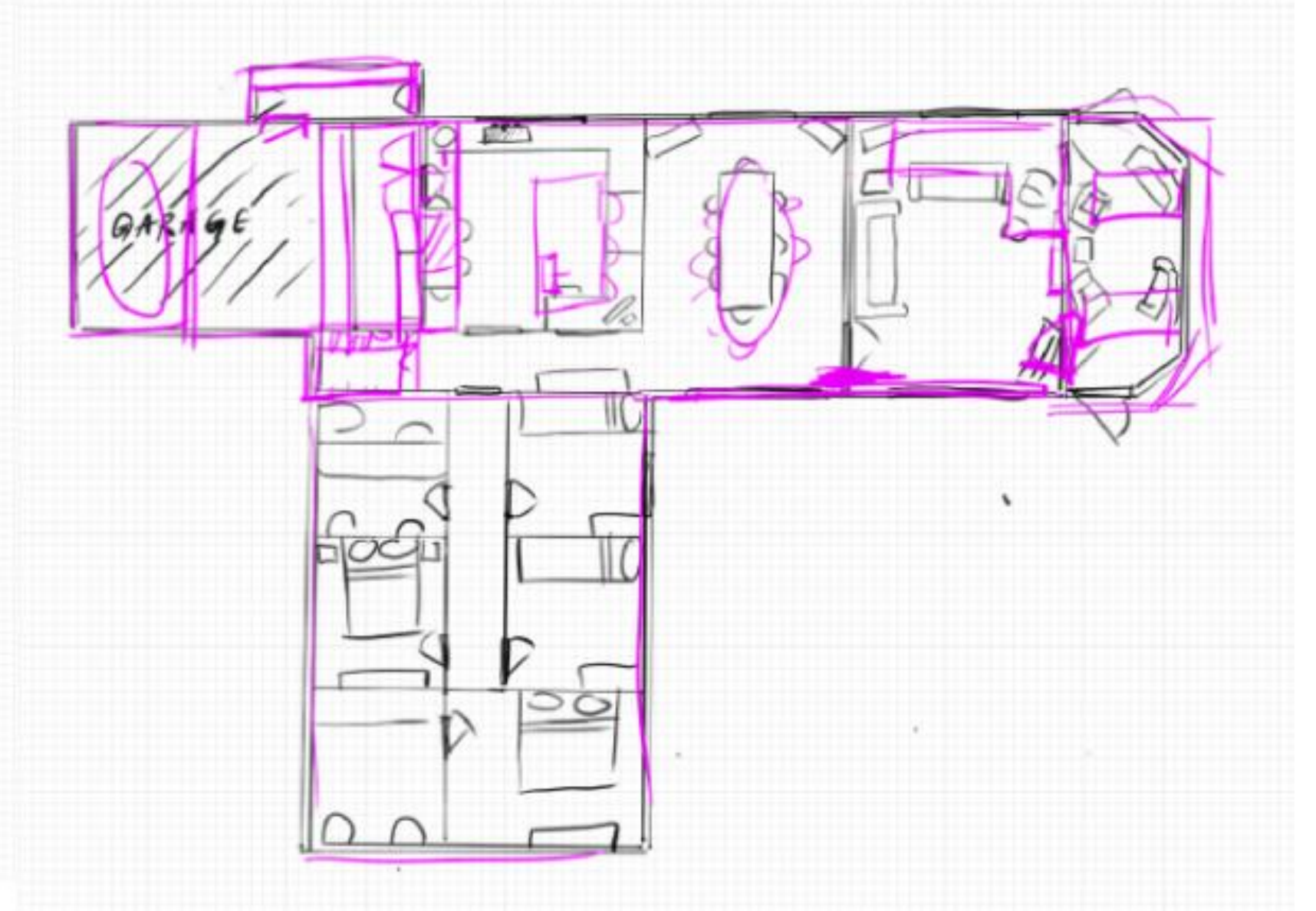
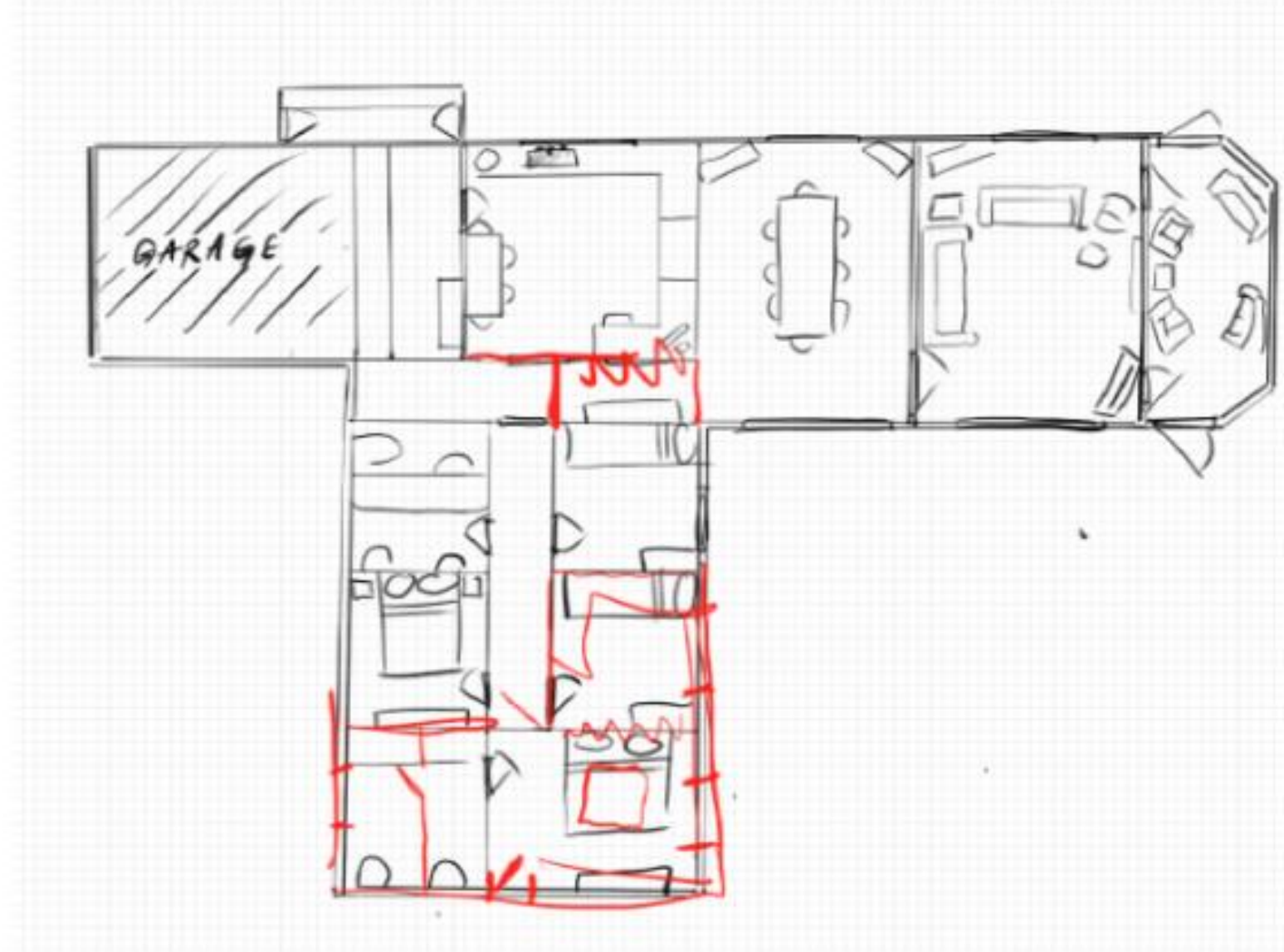
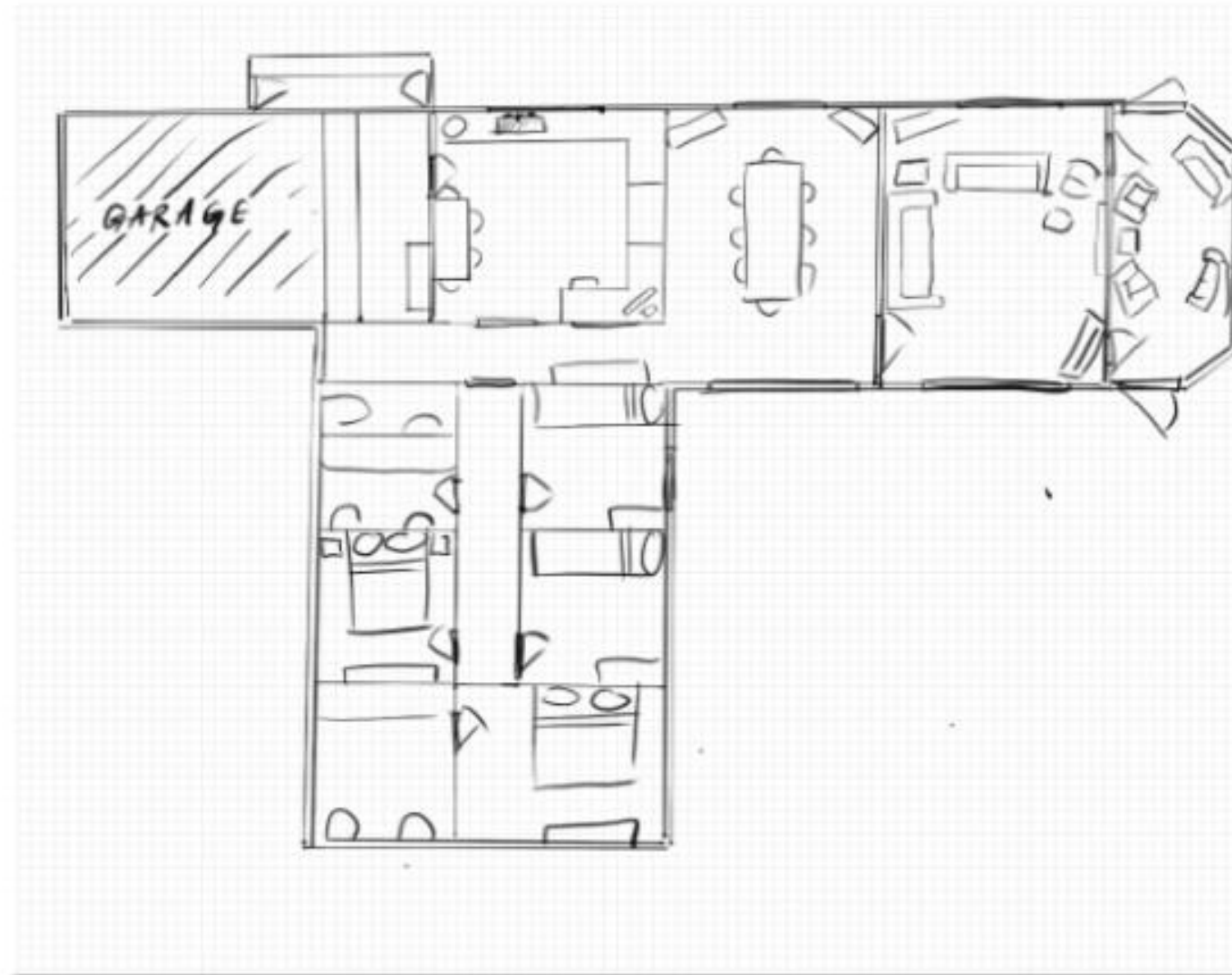
One of my mini Interior Design projects. Looking at the colours, materials and textures that the clients were requesting. Through Procreate I was able to sketch and render a design that suited the brief. I designed two different options for the clients to look at and decide what would be best suited for them.

I love to use Procreate as I am able to create my designs and keep them within one place, making it easier to carry around with me. The outcomes I produce are easy to look at and understand





Procreate floorplans, redesign of family bungalow, 2022





Two more renders of different projects. one for my own family living room where I proposed a new design. Secondly, of our kitchen.



Redesign of a family bungalow. Using Procreate to create a brief exterior view to show what their property could look from the outside



FAD texture tiles, found around college, inspired me to experiment with our interaction with different textures within Interior Design, 2022



# FINDINGS AND RESEARCH - TACTILE SENSATIONS EXPERIMENTS.



I tried to make sure my sister was giving detailed descriptions of what she was feeling and how it made her feel. While also asking her after she took the blindfold off how usually the textures squares made her feel. I videoed the process to record accurate findings. Taking screenshots along the way.



① DRIED LEAVES  
While blindfolded she really enjoyed the feeling of the leaves beneath her feet and she didn't think they were leaves although she felt as if she was walking through a "mystery forest". After taking the blindfold off she did not like the idea of stepping on leaves saying she felt "dirty and unclear".



② CRUMPLED CARDBOARD PAPER  
She felt this was very similar to the first texture however it did not go between her toes which she had liked before. She said it felt broken and boring. Consequently after taking her blindfold off she didn't like it either calling it "extremely boring".



③ Hessian fabric  
My sister said this felt like a "bumpy carpet", she loved how the string bound in way between her toes, making her feel happy and bubbly. Although when taking her blindfold off she said it kinda looked boring but again when I stand on it.

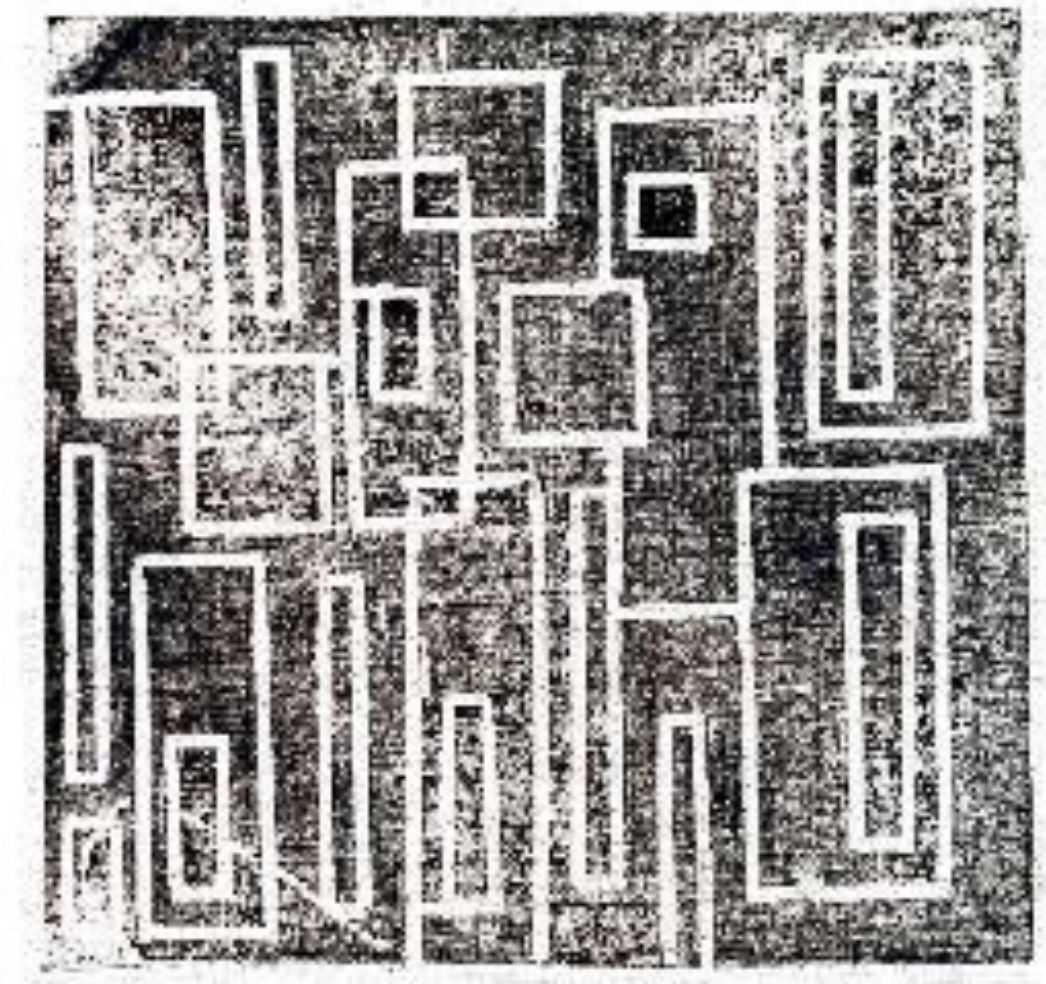
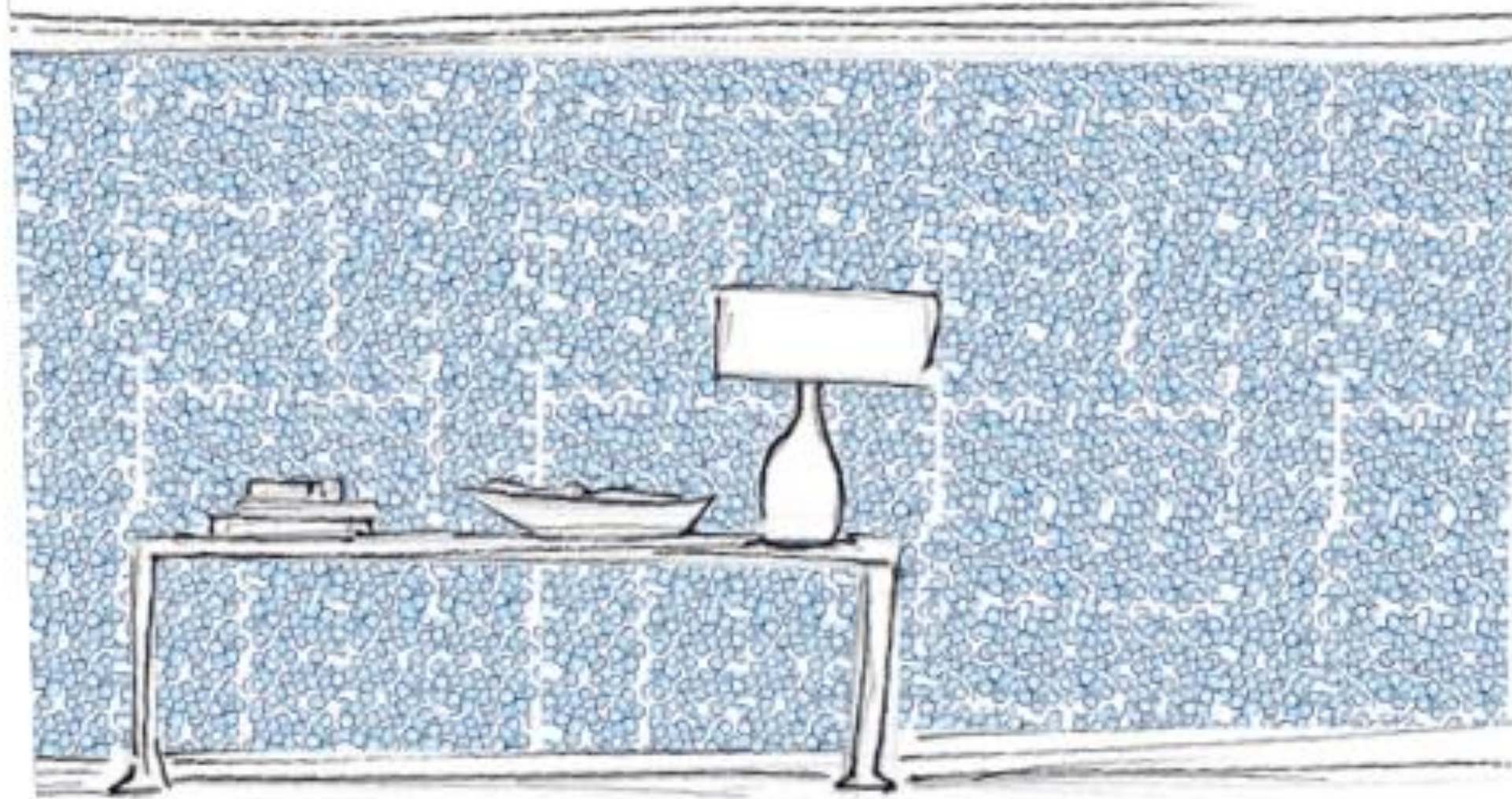
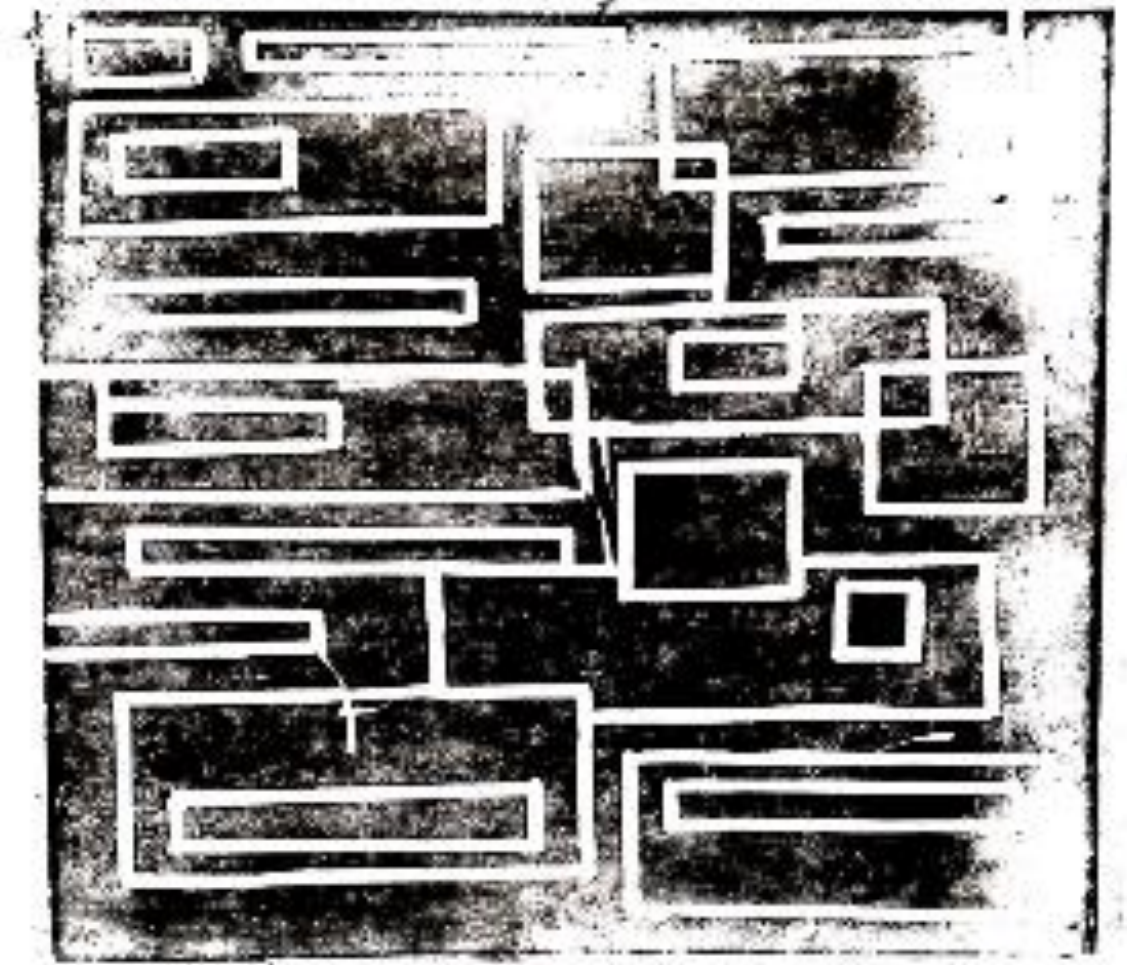
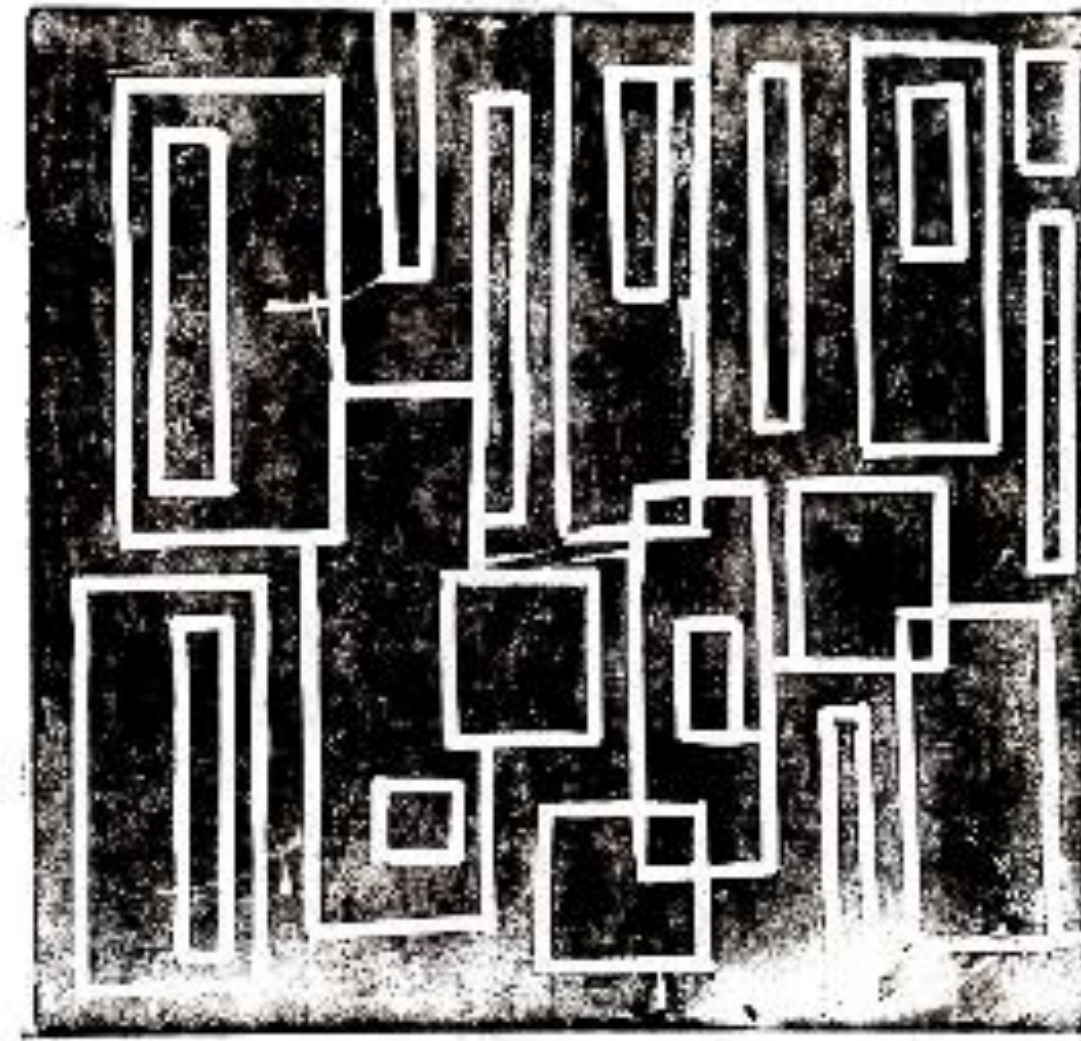
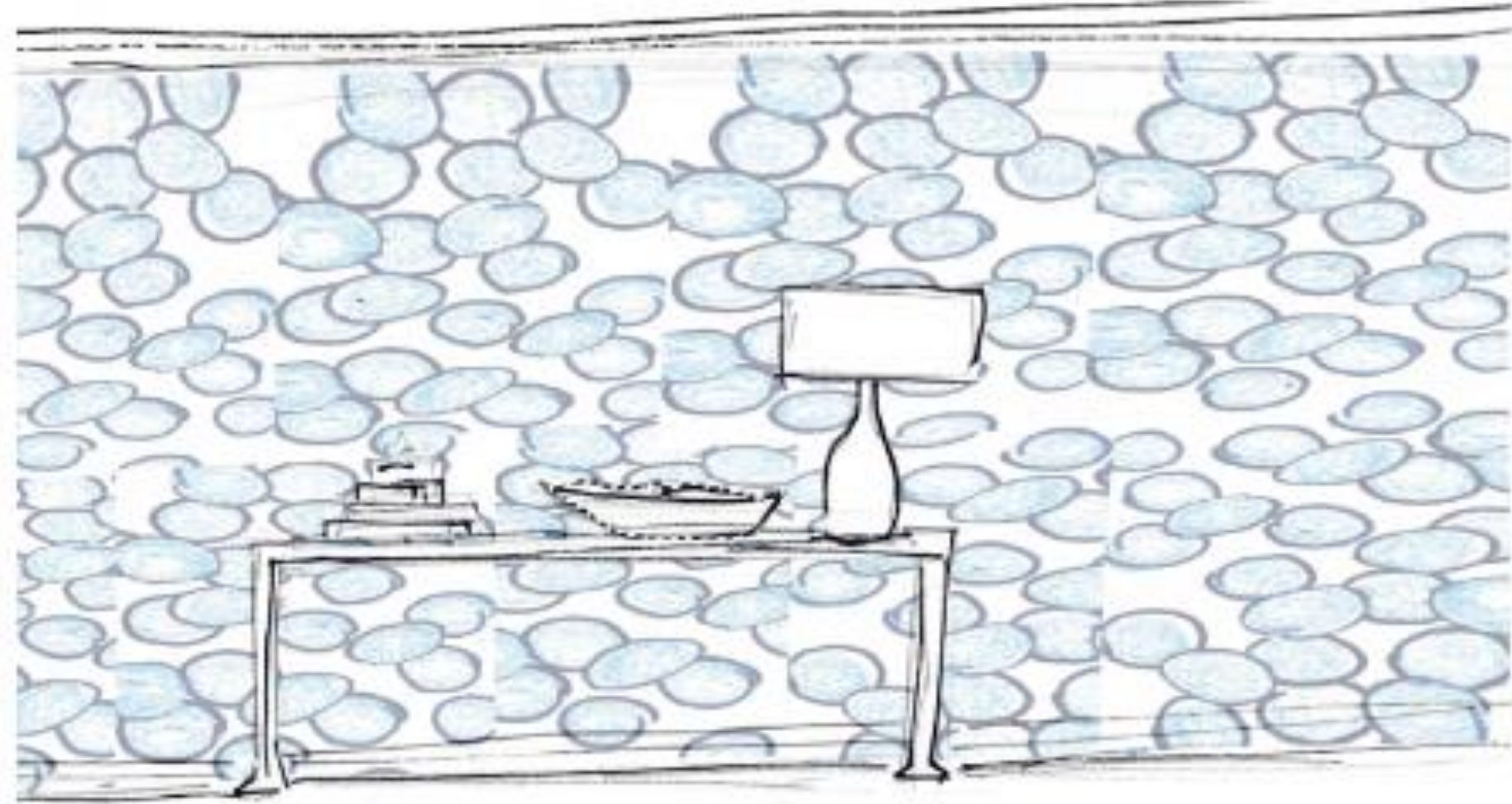


④ BUBBLES  
She absolutely loved this fabric, it felt cold as cushioning under her feet and she said it felt very calming. She also loved it visually and how the light reflected off each "crinkle" of the fabric.



⑤ CAUCO  
This was definitely her least favourite she described it as toilet roll, which was not positive. She hated the feeling of it sticking to her foot. Visually she found it boring.

FAD, Using different techniques such as collages with different materials to lino cutting patterns to create a variety of textures that could be put into a range of contexts, such as a funky wallpaper for a home hallway. 2023



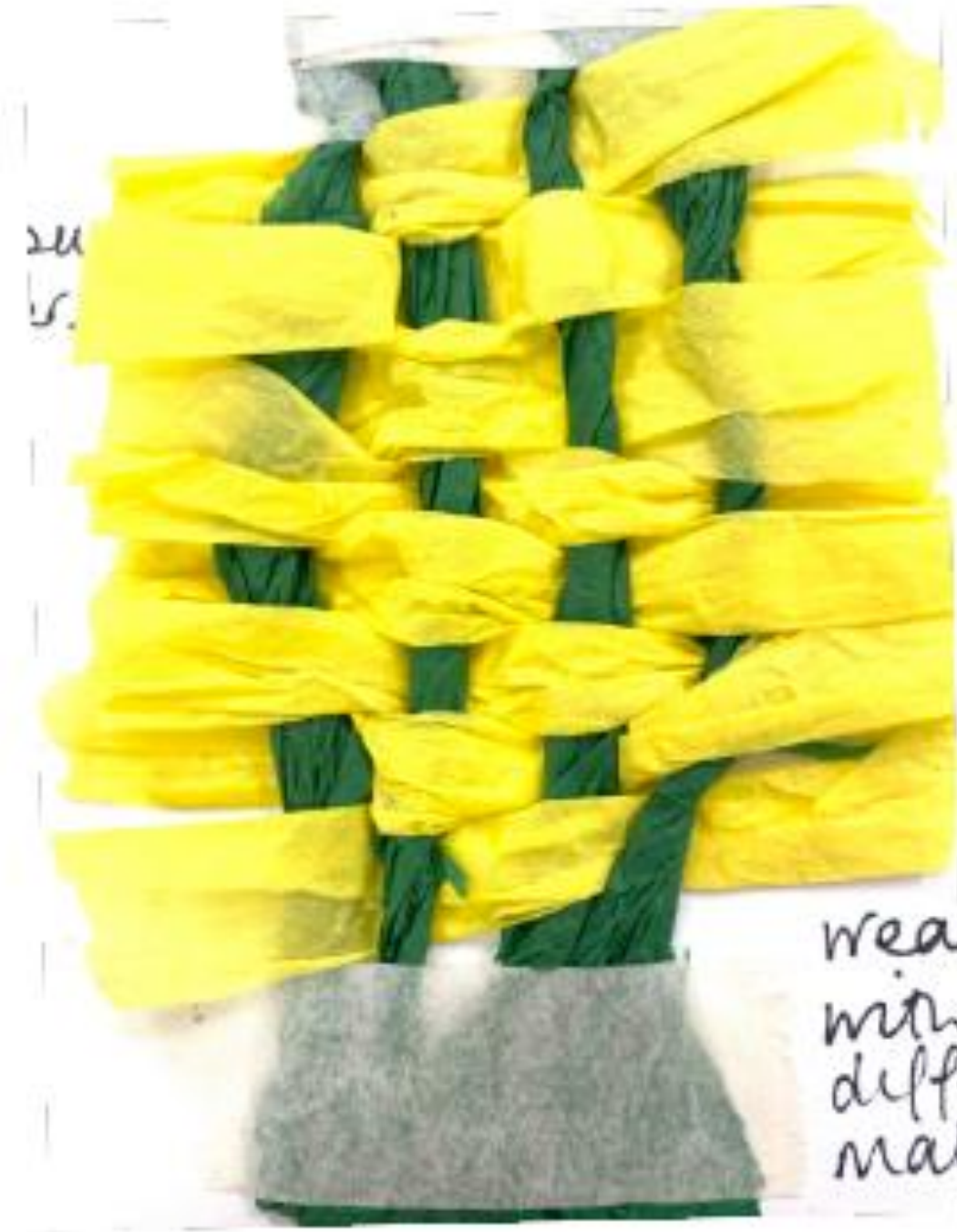


FAD, Surface pattern and layering with different materials. Ideas of airport x-ray scanners. 2023

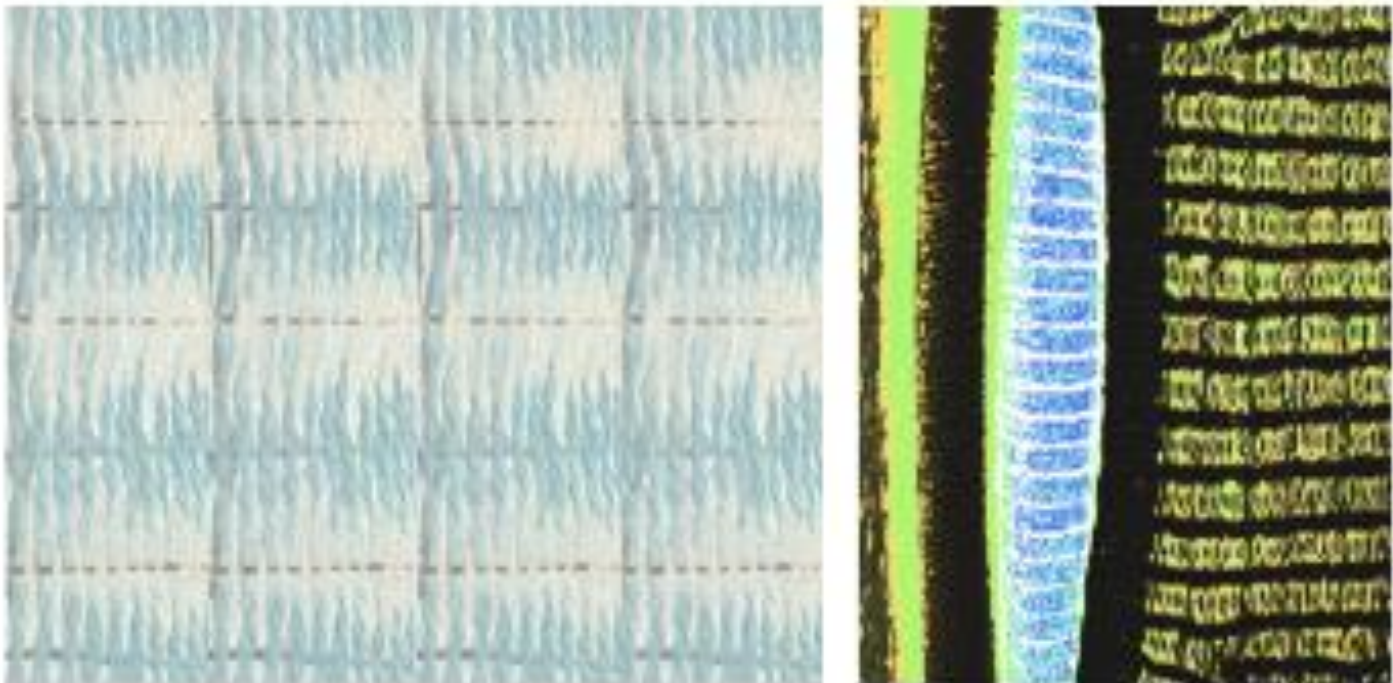


layering over line drawings, using coloured pens. Experimenting with different outcomes

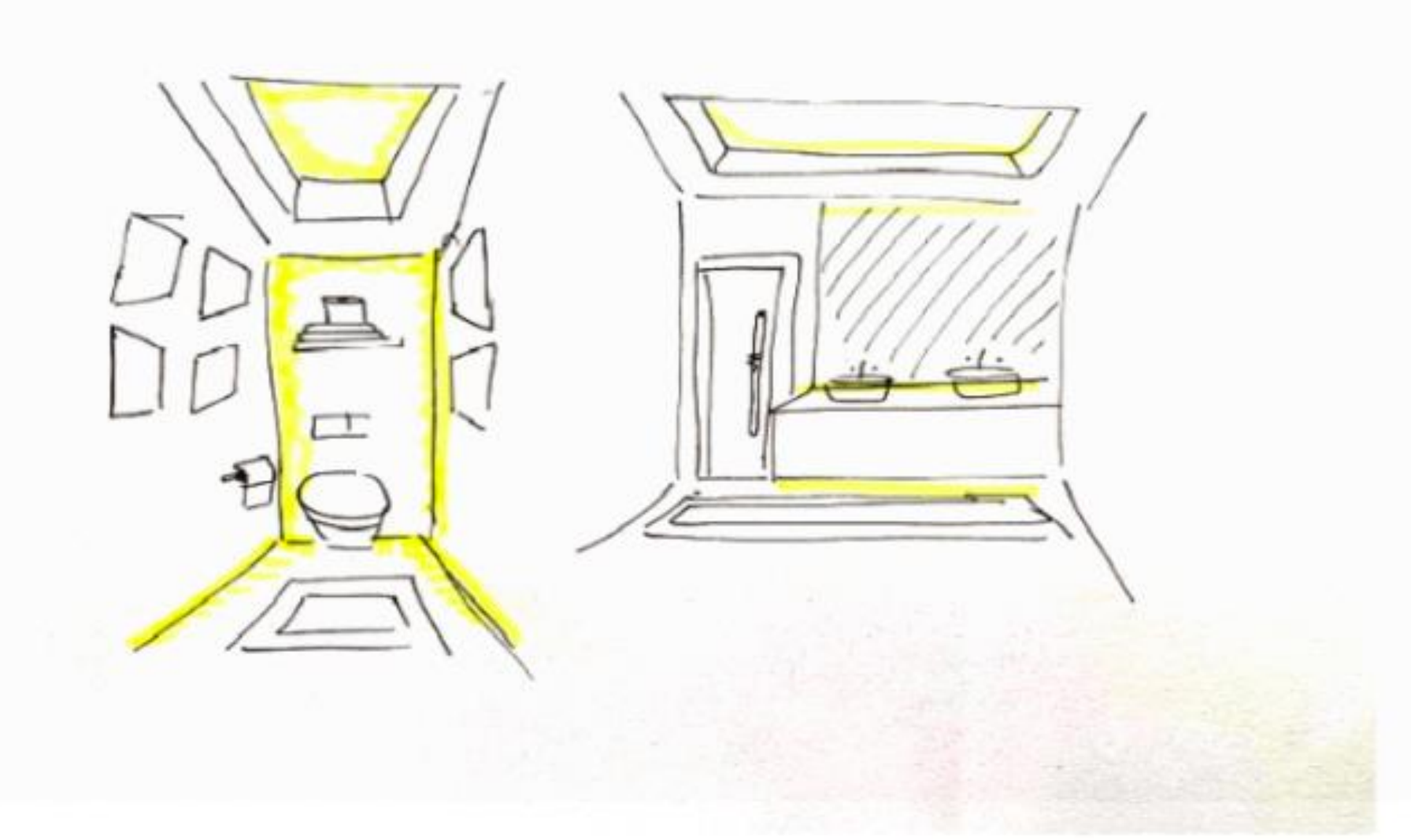
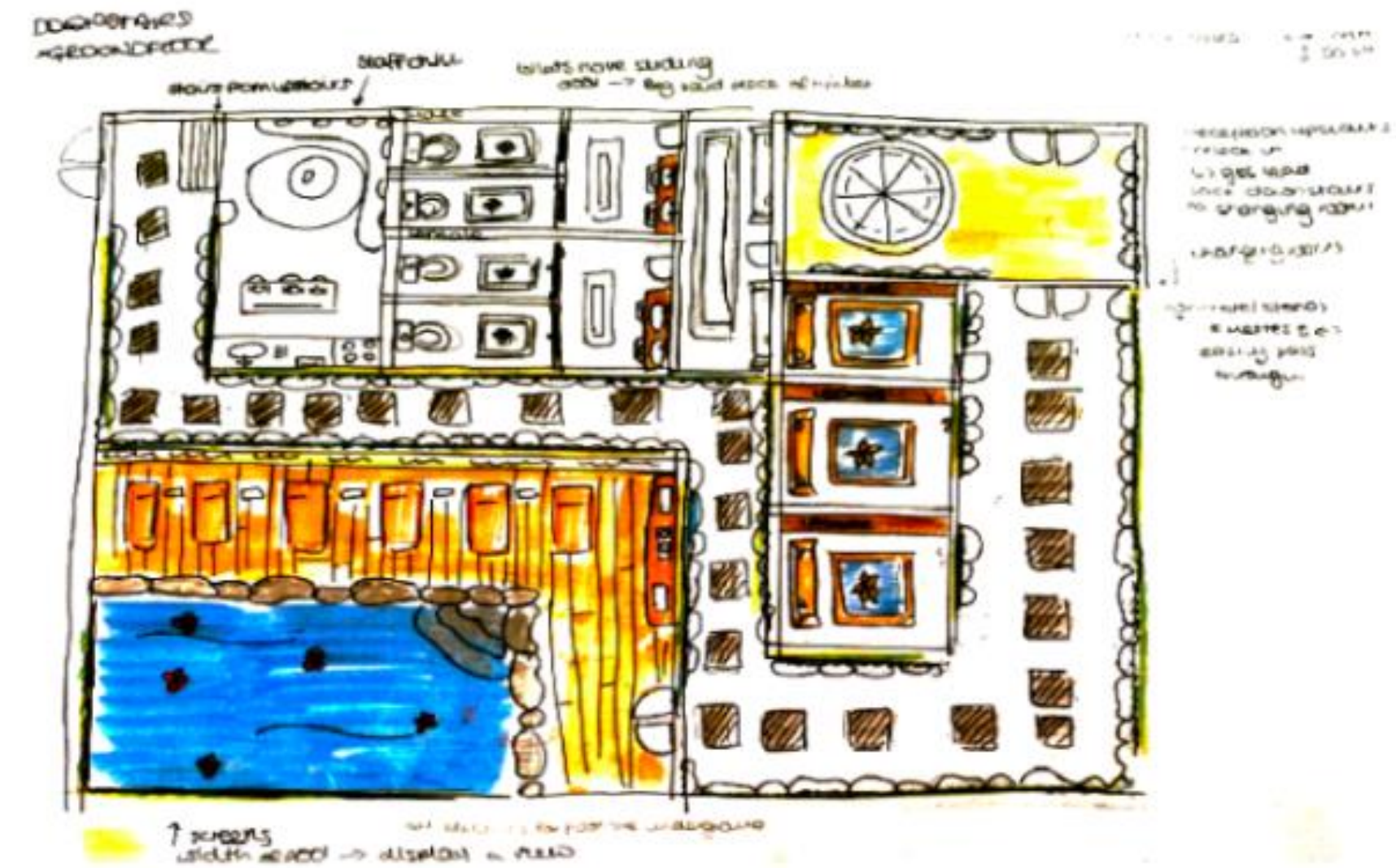
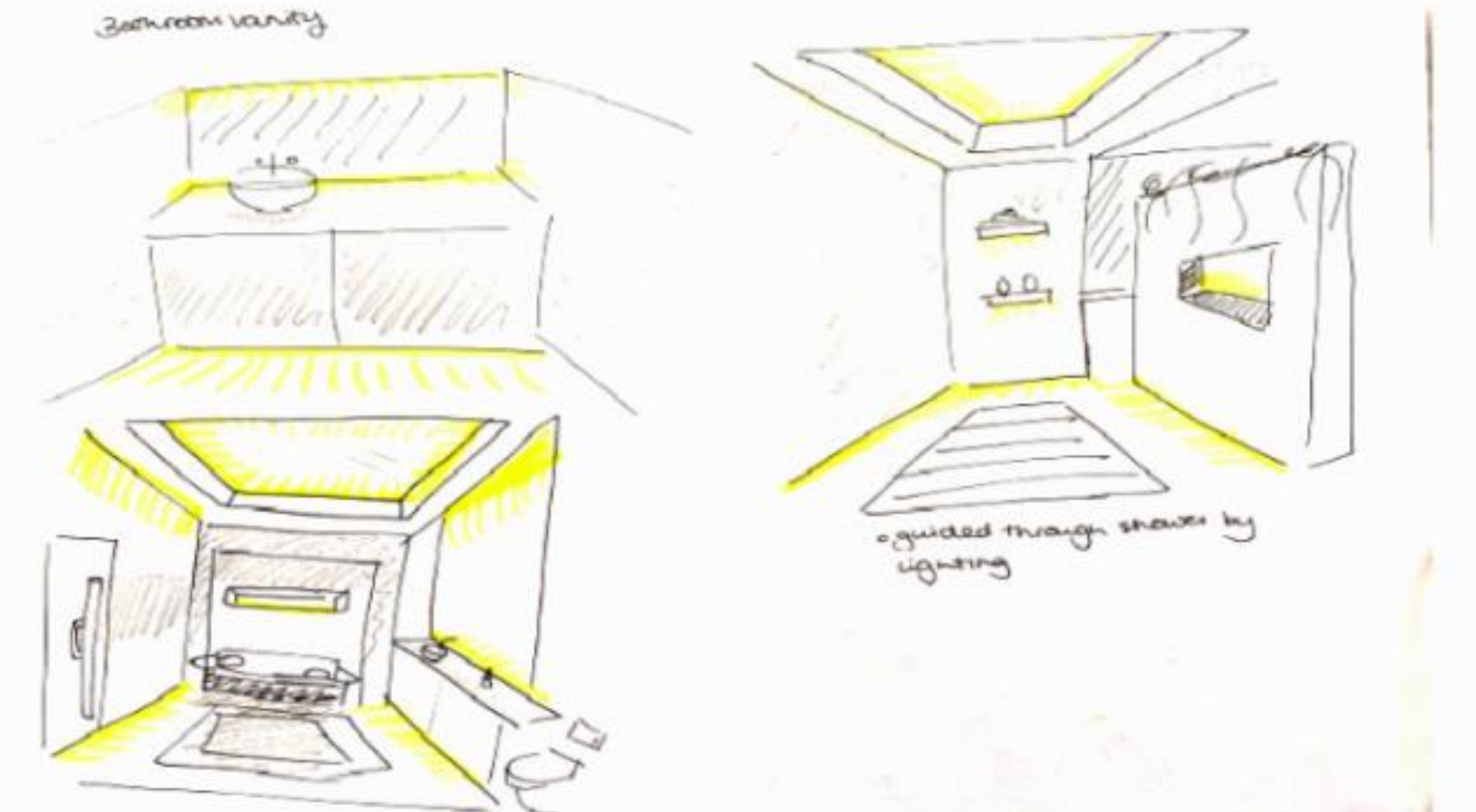
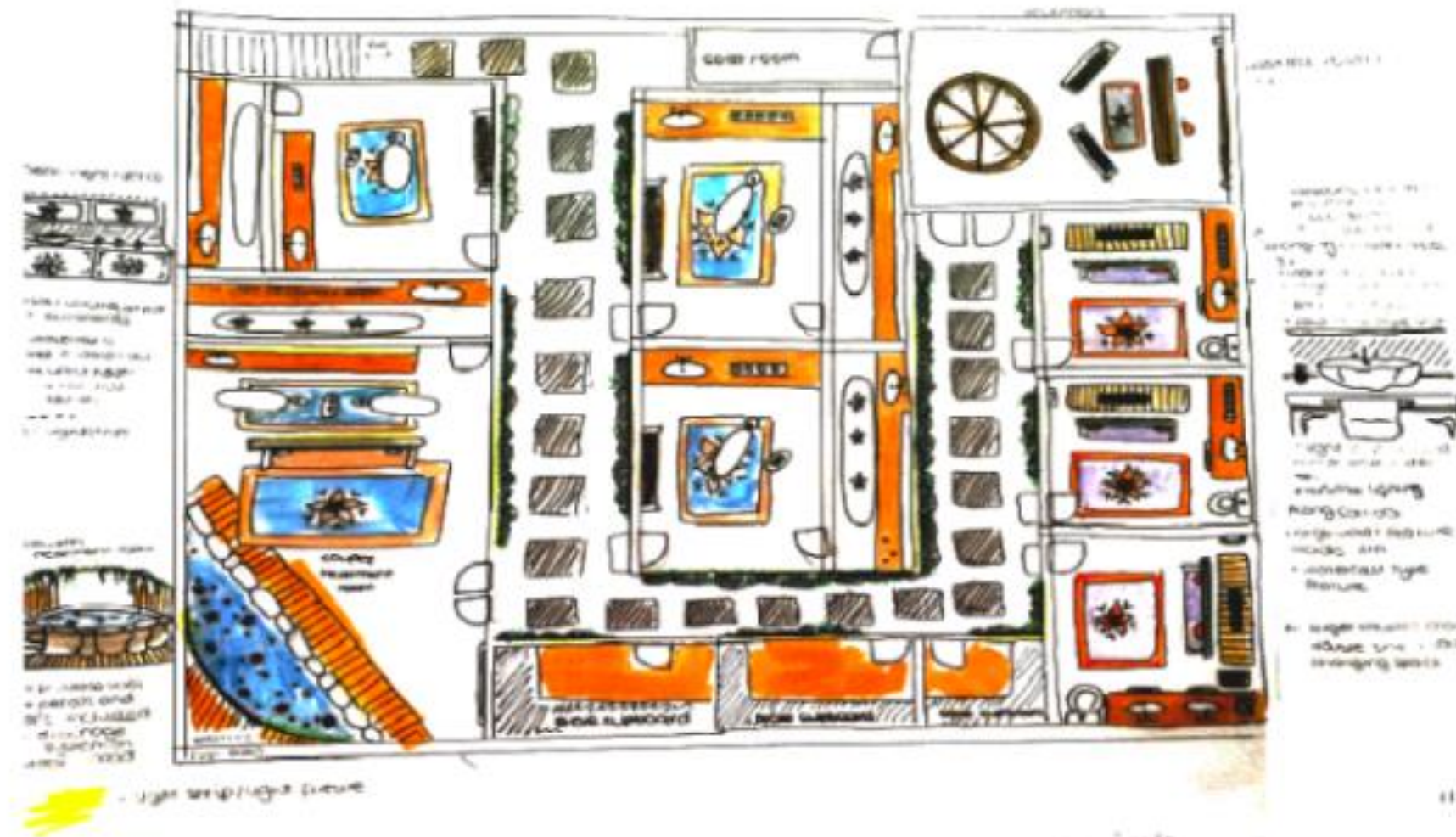
FAD, making my own surface patterns after being inspired by the clothes i was packing for New York. Using tissue paper to create a knit pattern effect, 2023



FAD, designing a clothes shop within a suitcase environment. Using the edited fabric that i created through my layering video to render the initial designs. Putting into perspective how my designs could be used. 2023



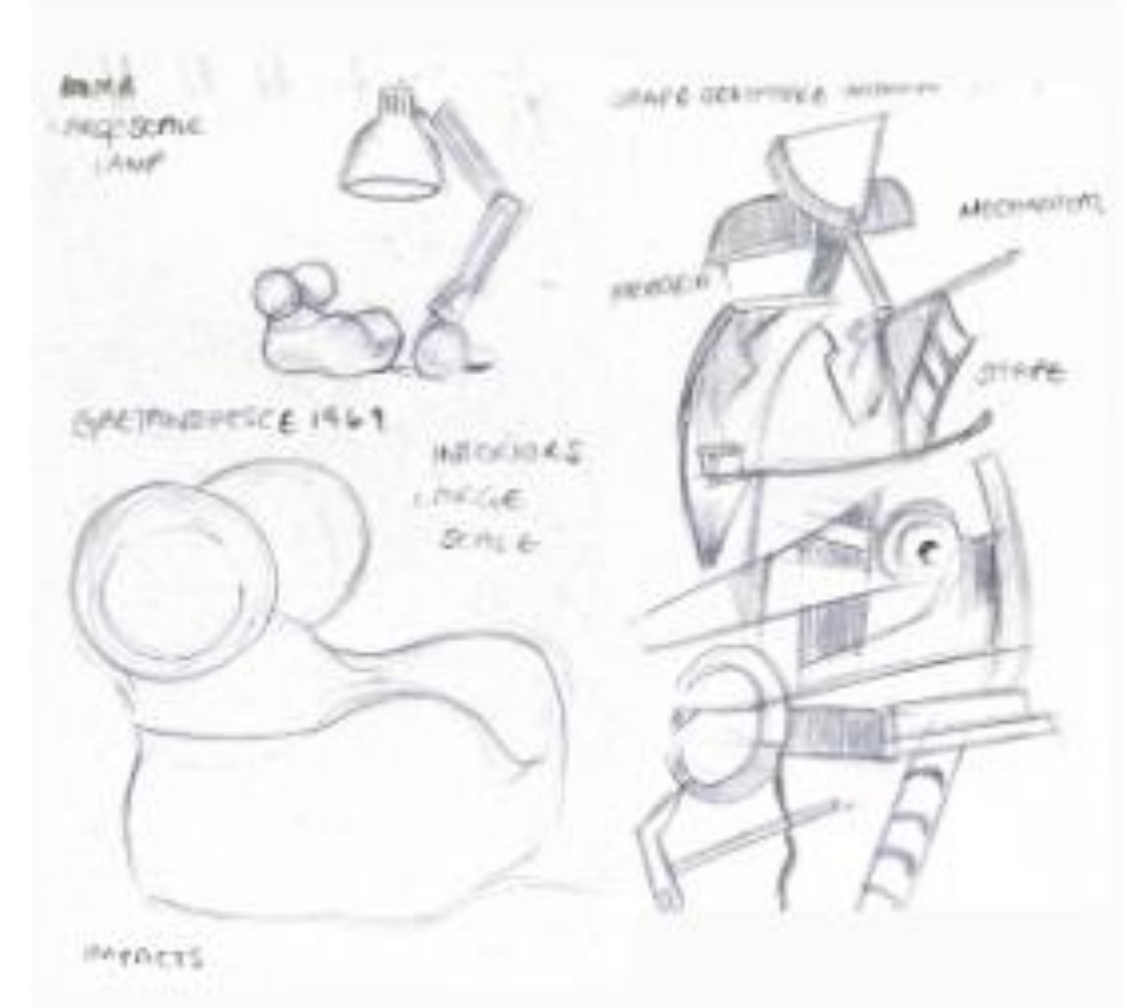
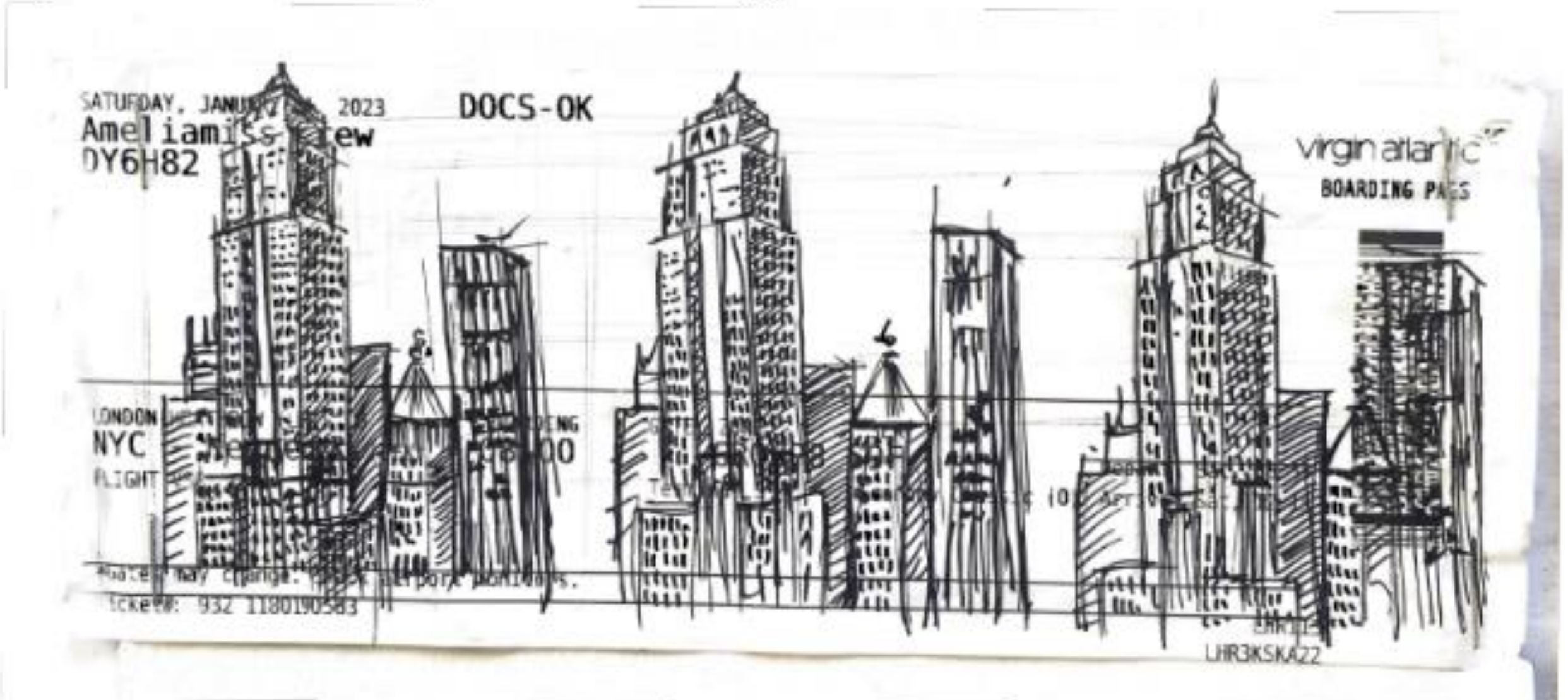
Work Experience with Feilden and Mawson Architects in Cambridge. Learning about how lighting can affect a space was something I was keen to learn about with professionals. 2019



A-LEVEL, creating a multifunctional garden space, balancing work life and exercise during the COVID-19 pandemic. Photo-shop, sketches and designs showing my development process. 2022



FAD NYC, Climate museum exhibition artwork, New York City skyline repeated pattern across a disposable boarding pass. 2023

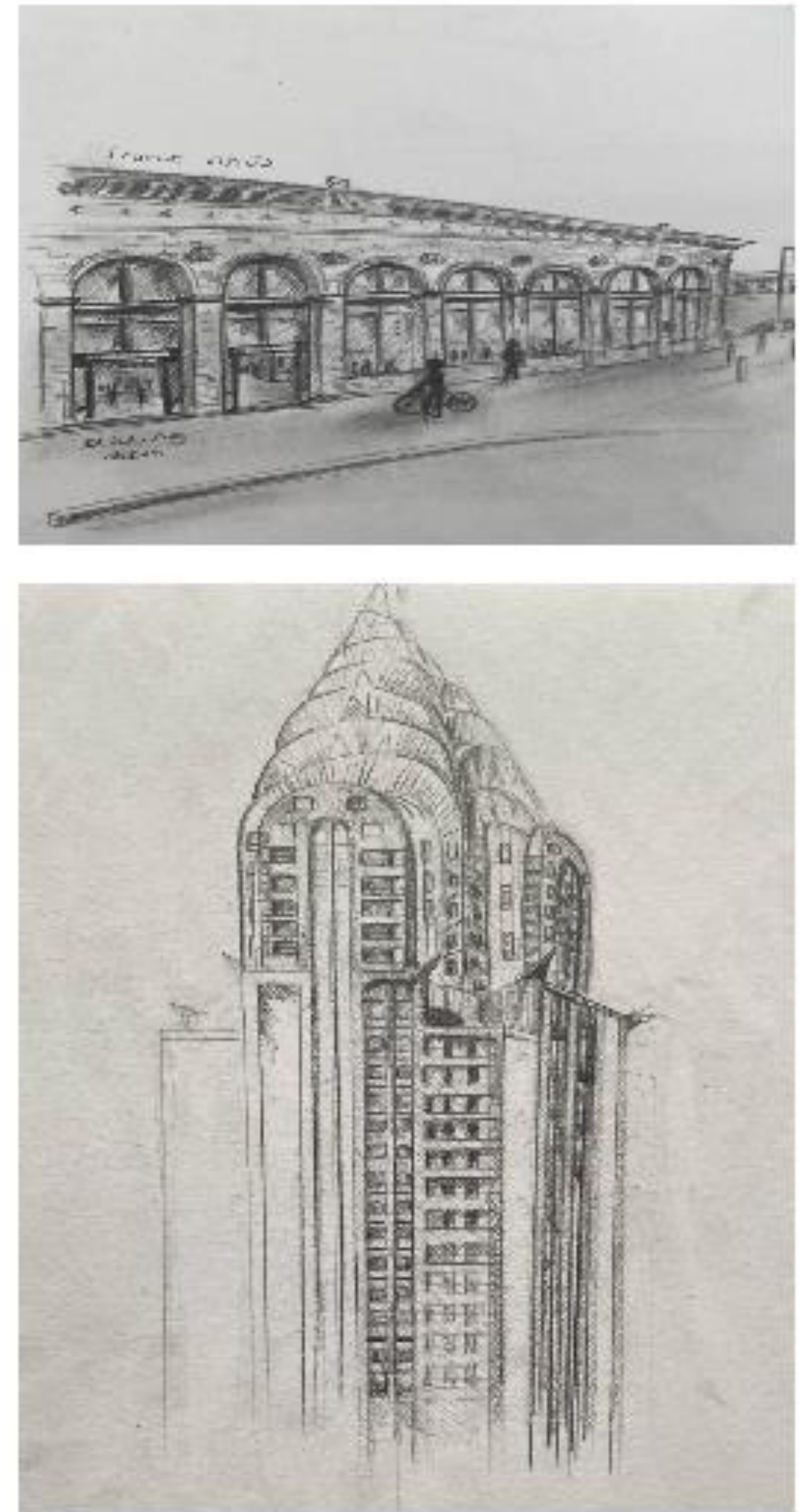


Insight to my sketchbook throughout my trip to New York, 2023

A-LEVEL, experientation with ageing change. 2021



Architectural drawings, 2022



Commissions, 2020-present

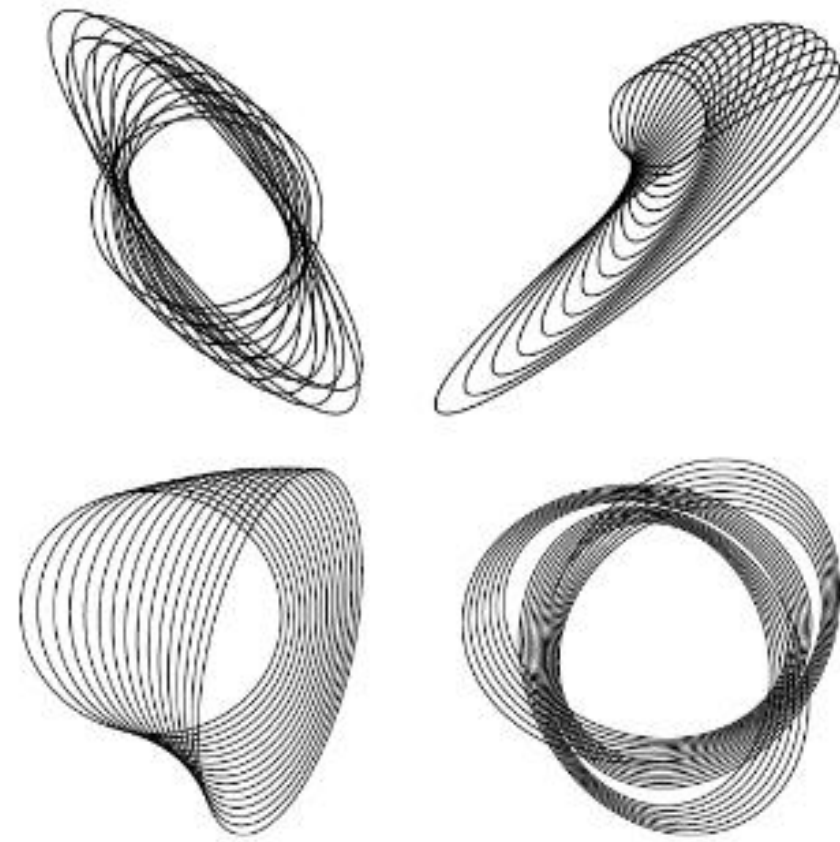
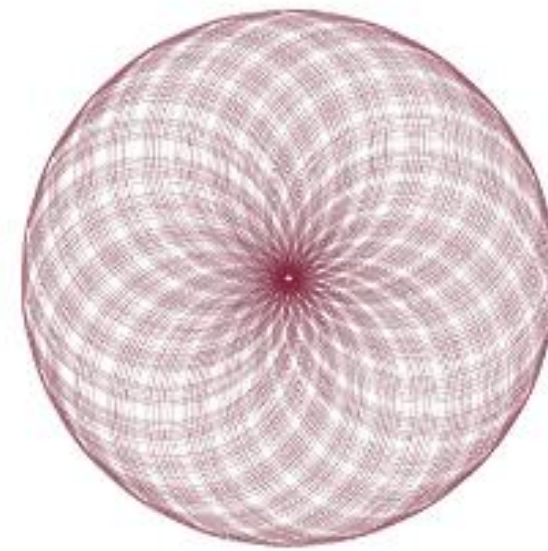
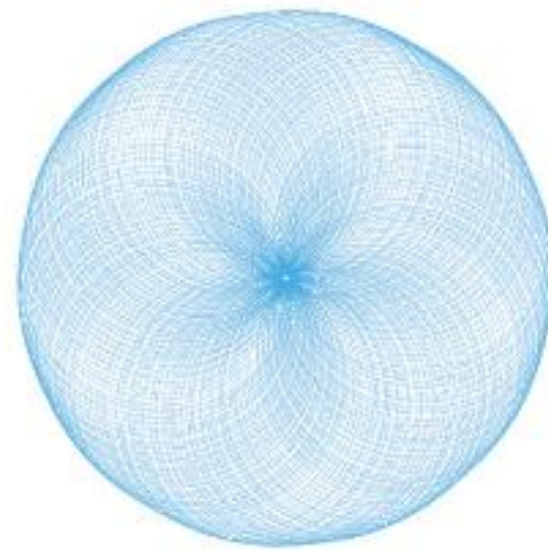
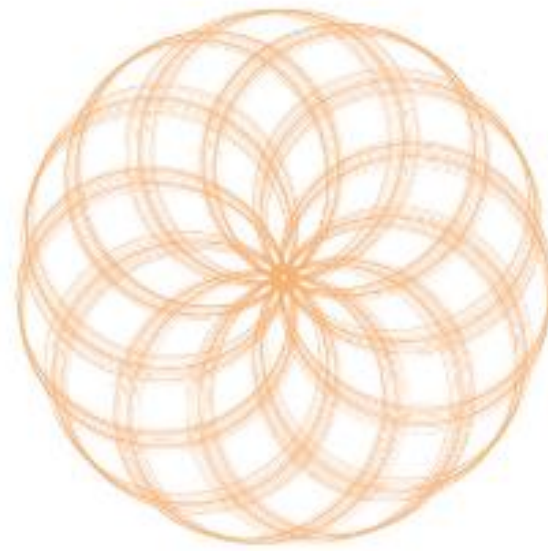
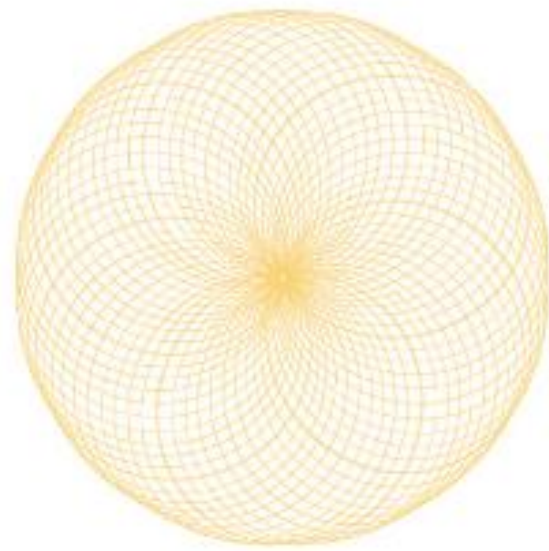
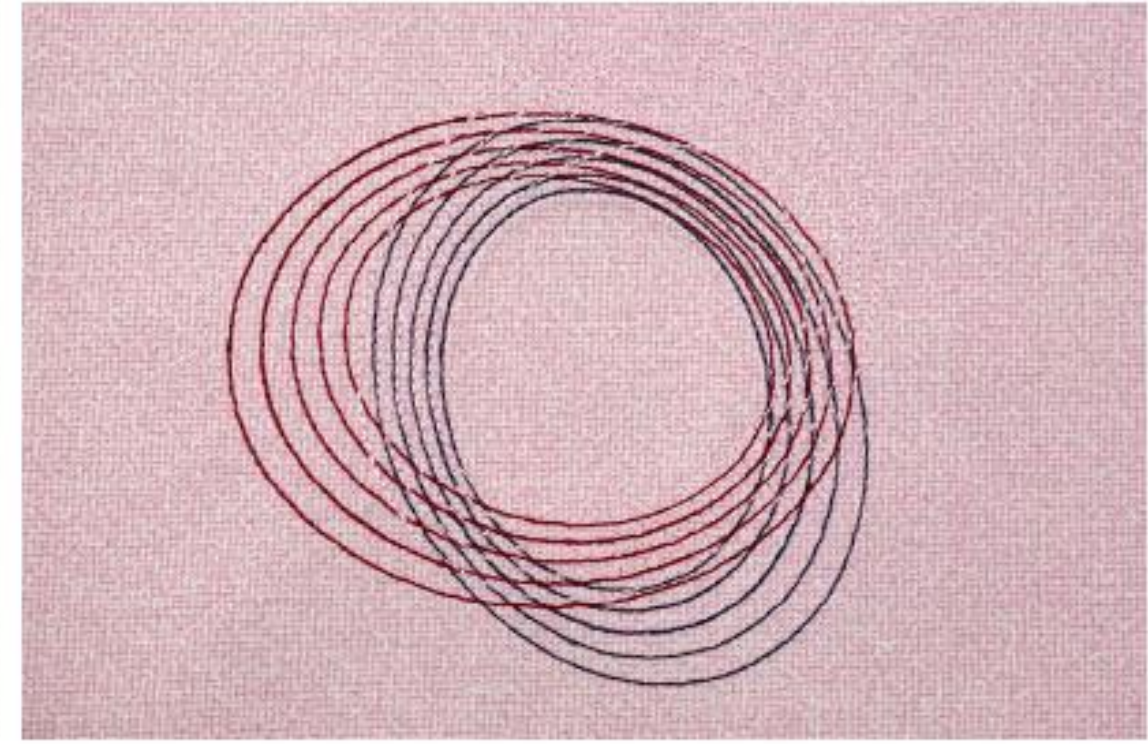
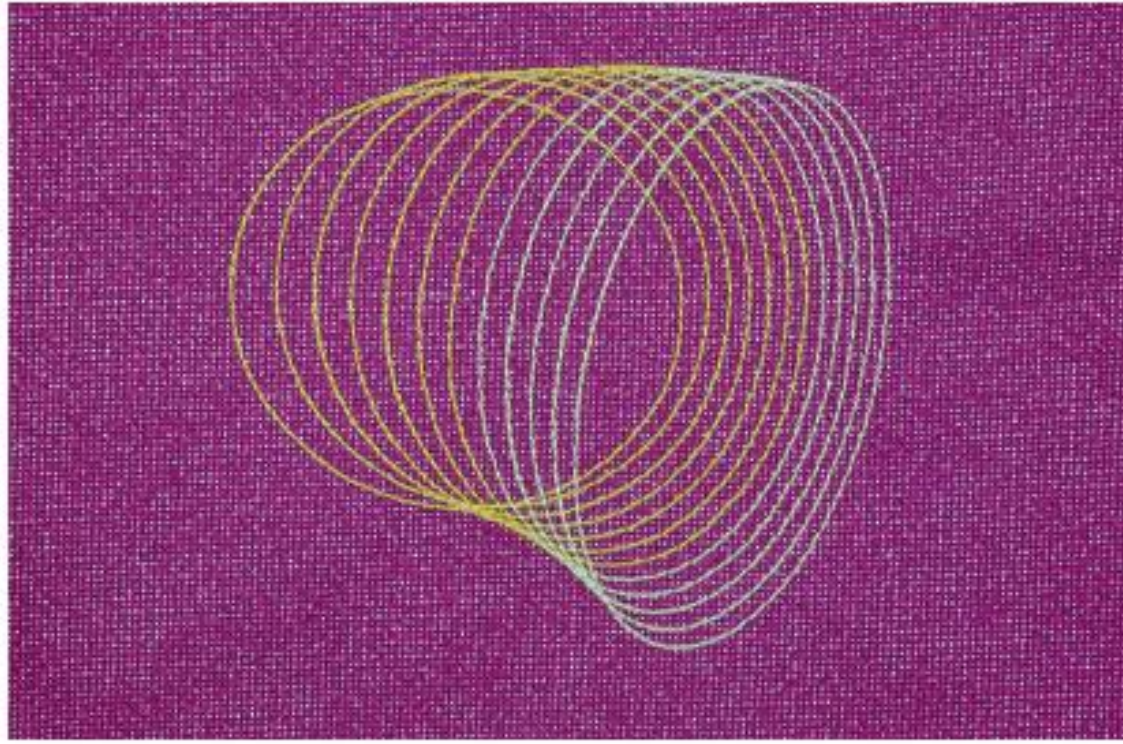
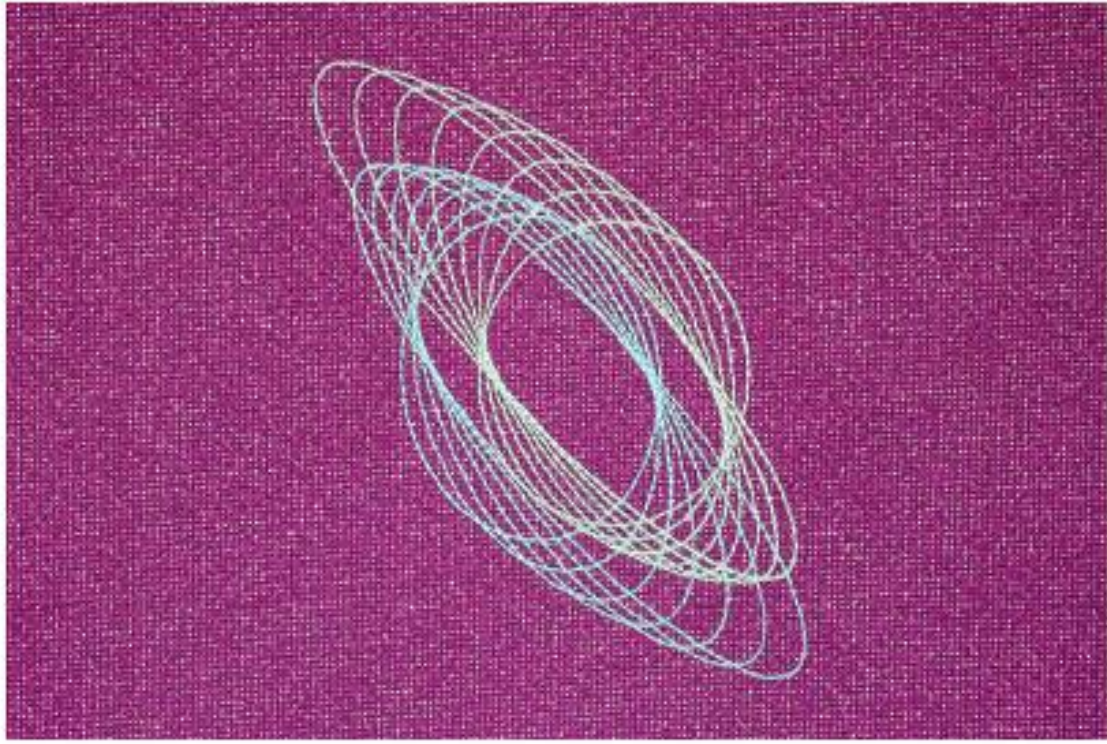
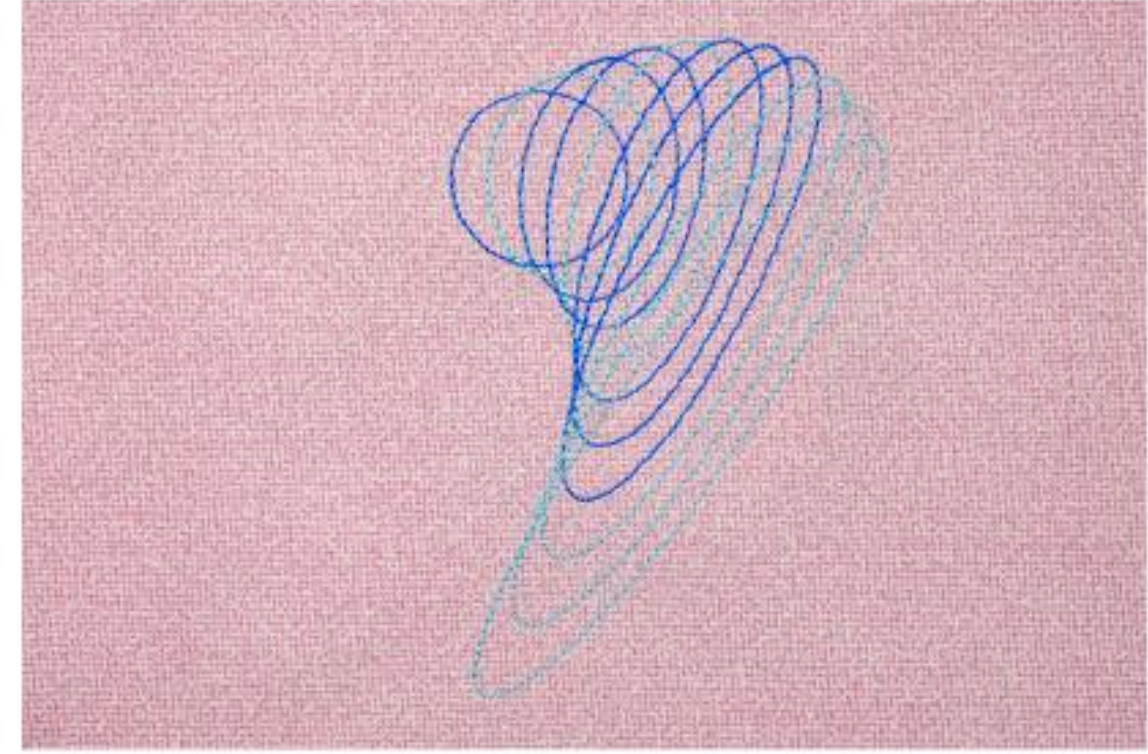
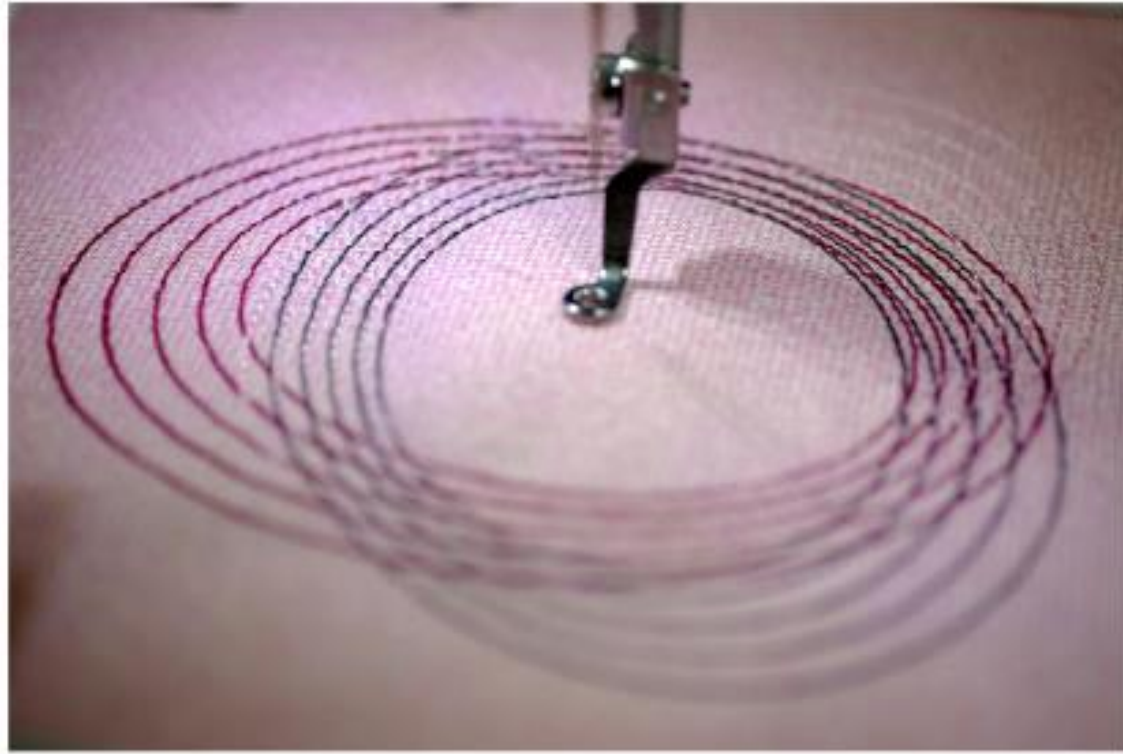


# Mia Hutton

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Year 2 Interior Design

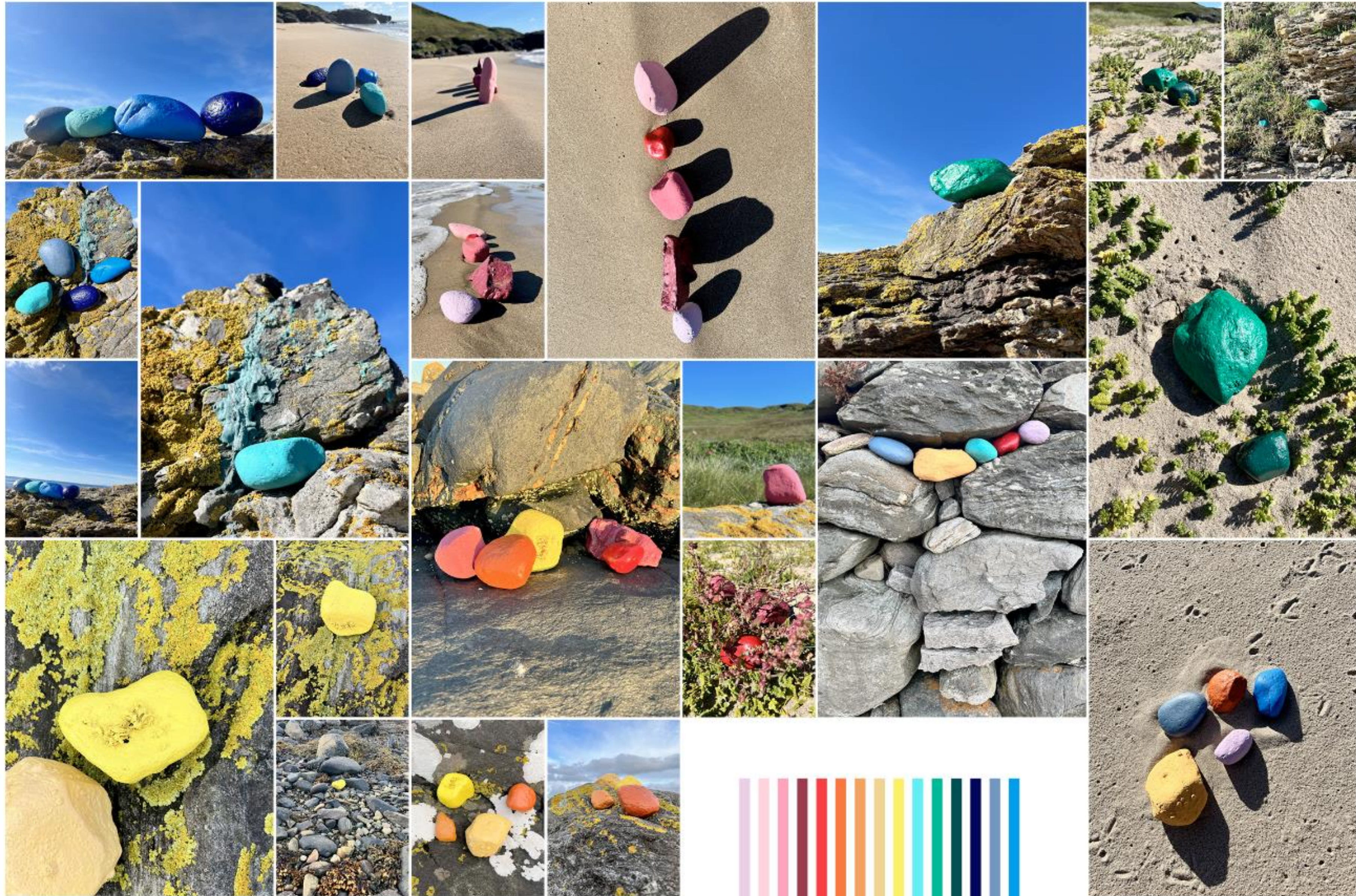


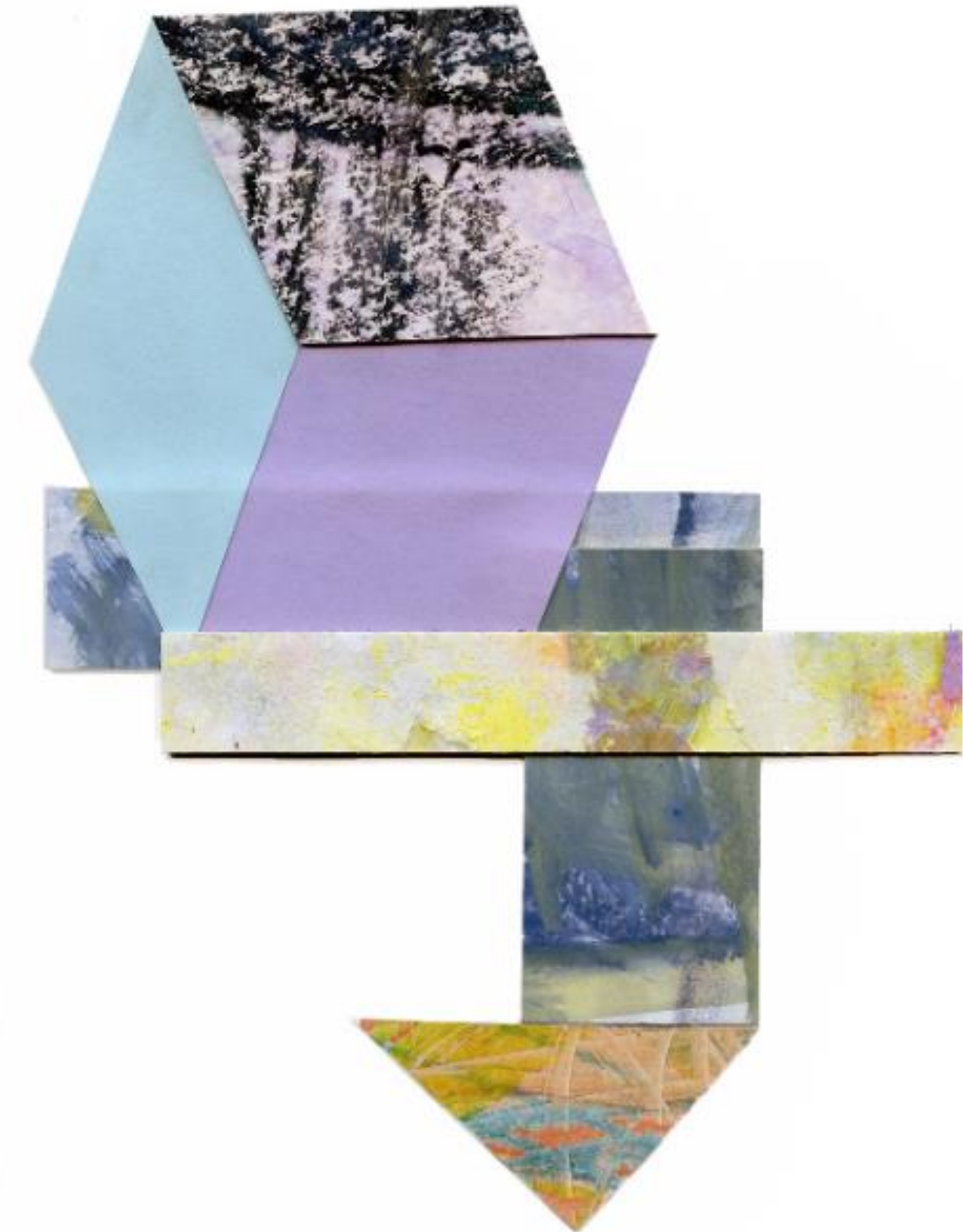
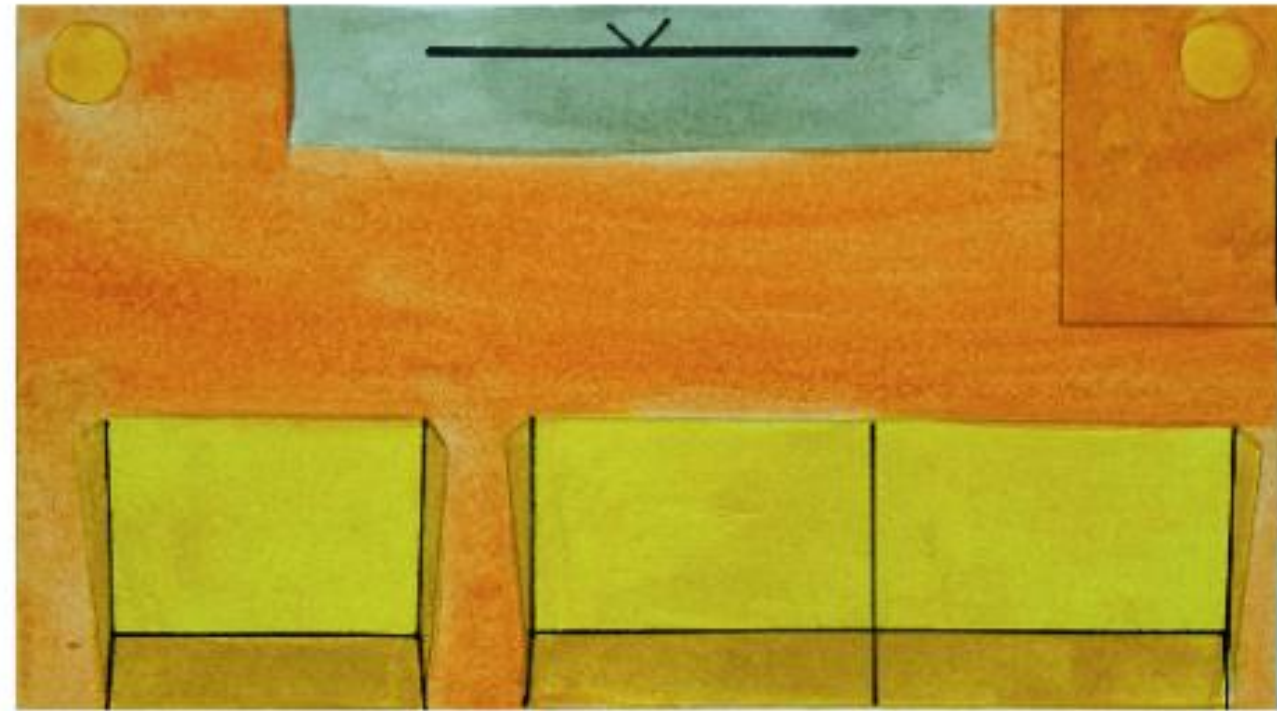
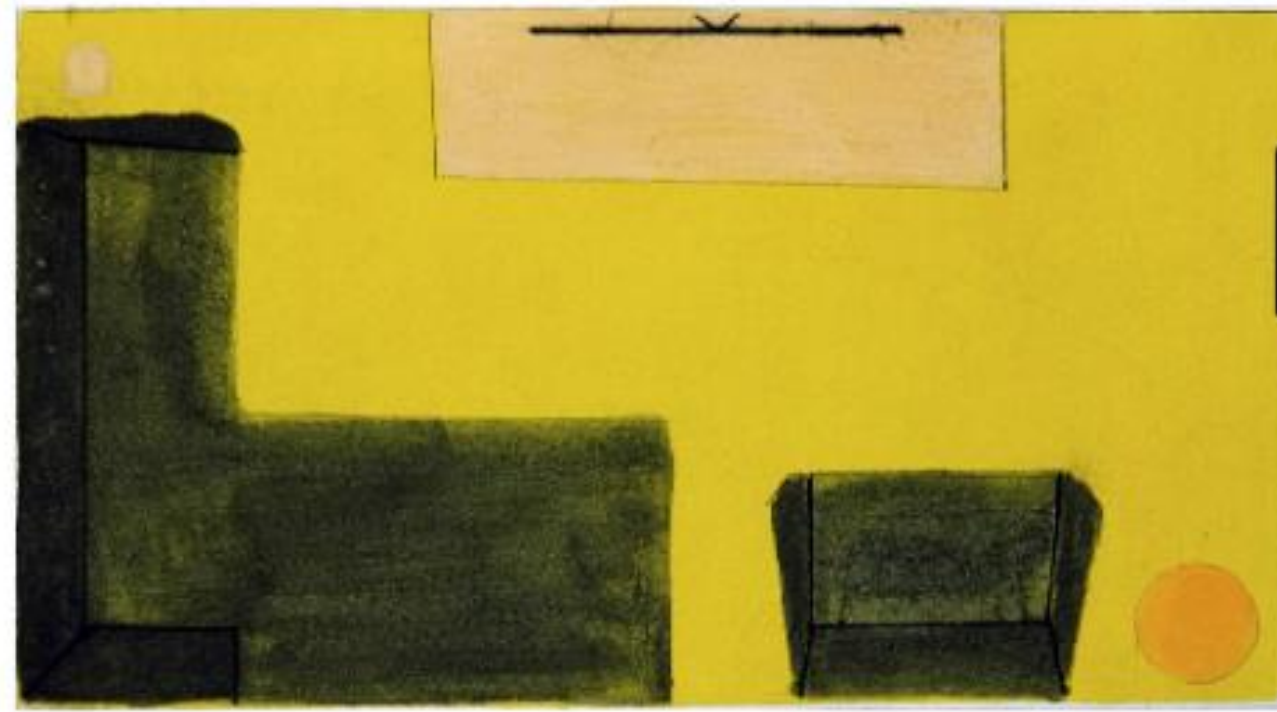














Idea sketches for little boxes made out of laser cut plywood, exploring colour combinations, layered shapes and resulting atmospheres.

Ideas were broken down to two elements each box - layered plywood shapes, inspired by topographic maps and a simple repeated geometric shape at the front panel.



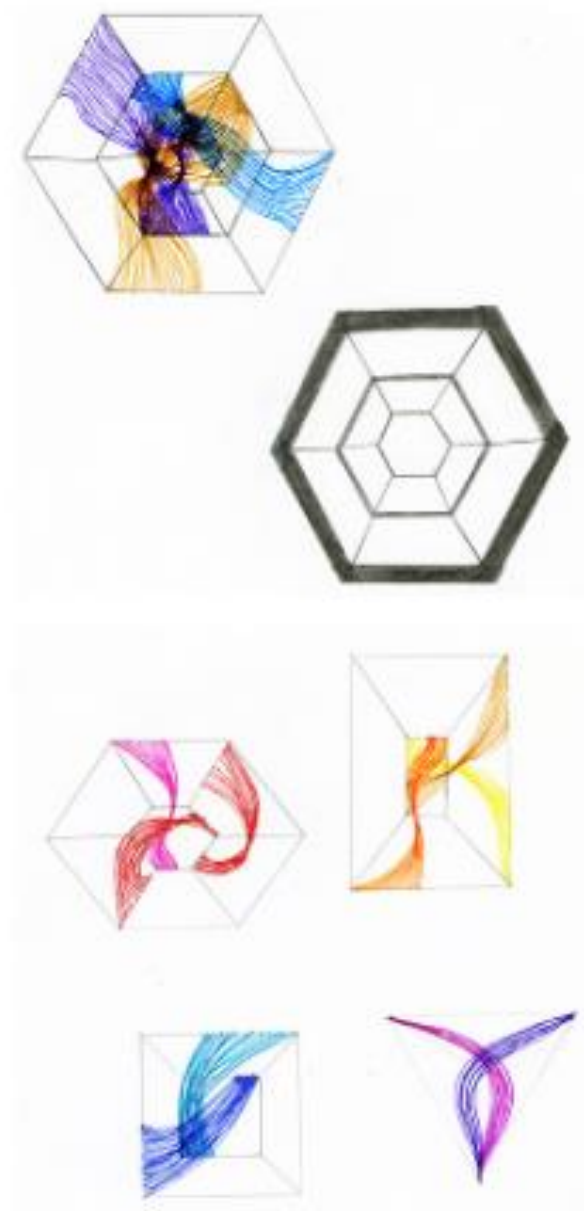
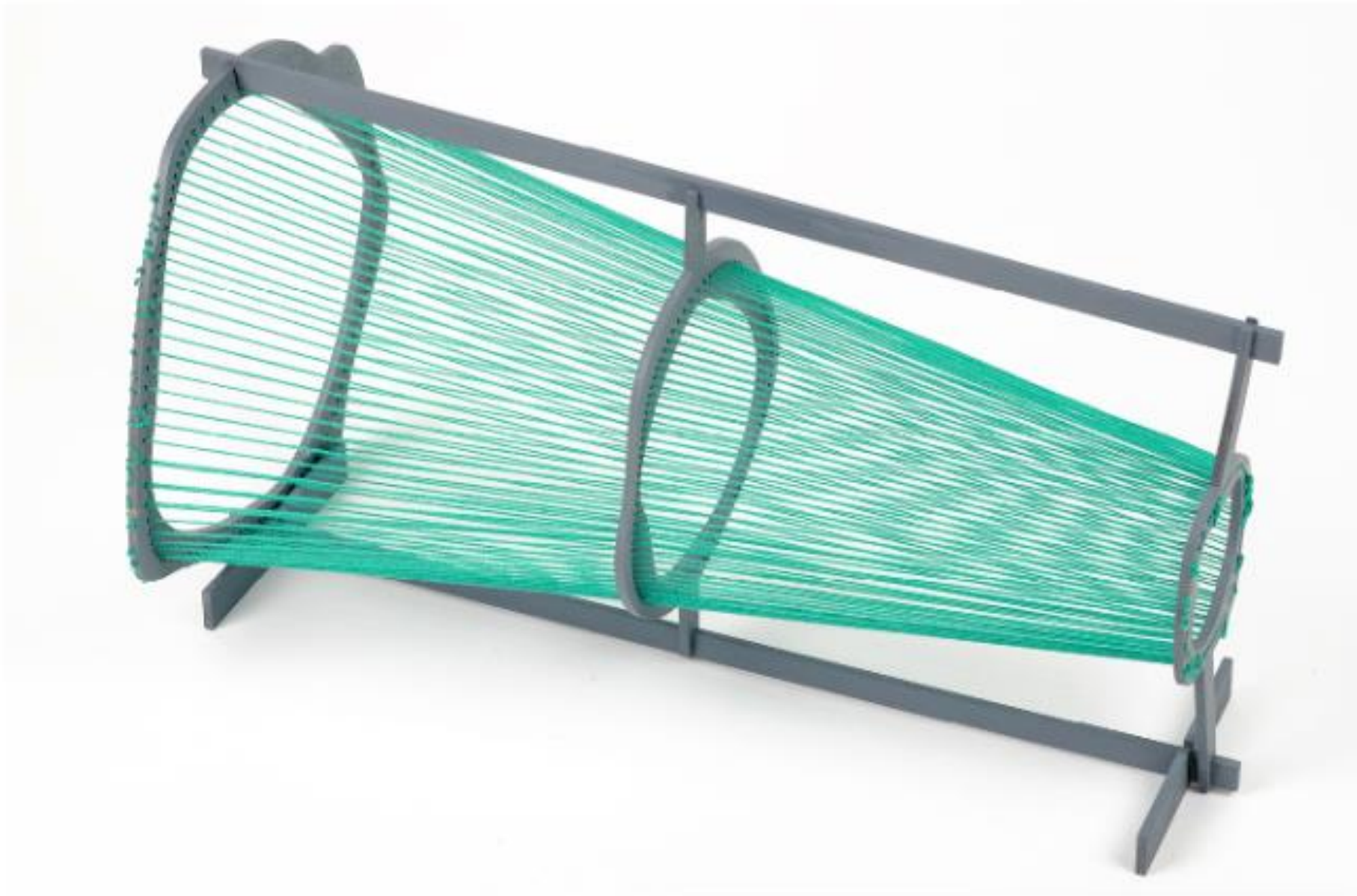
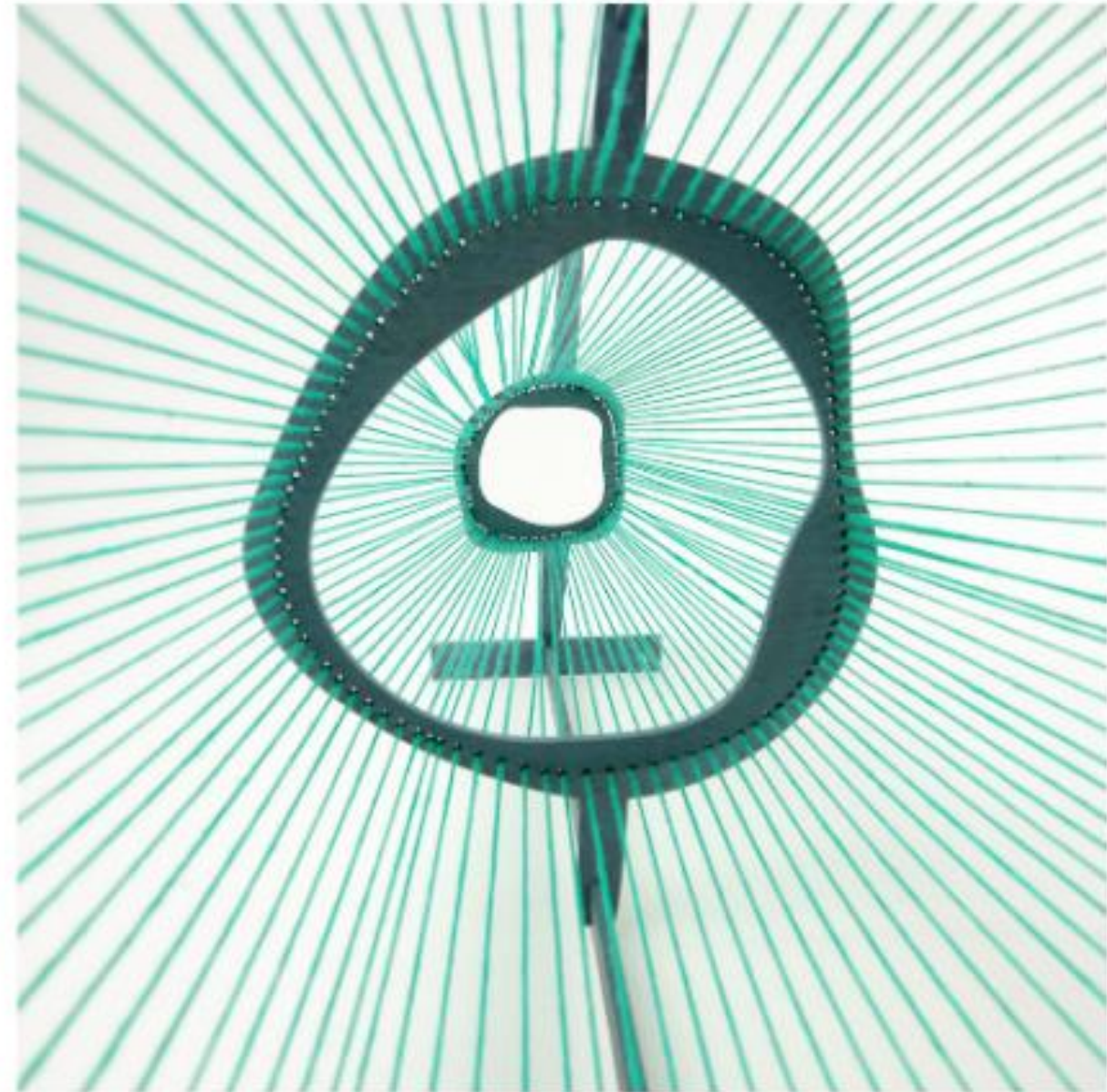
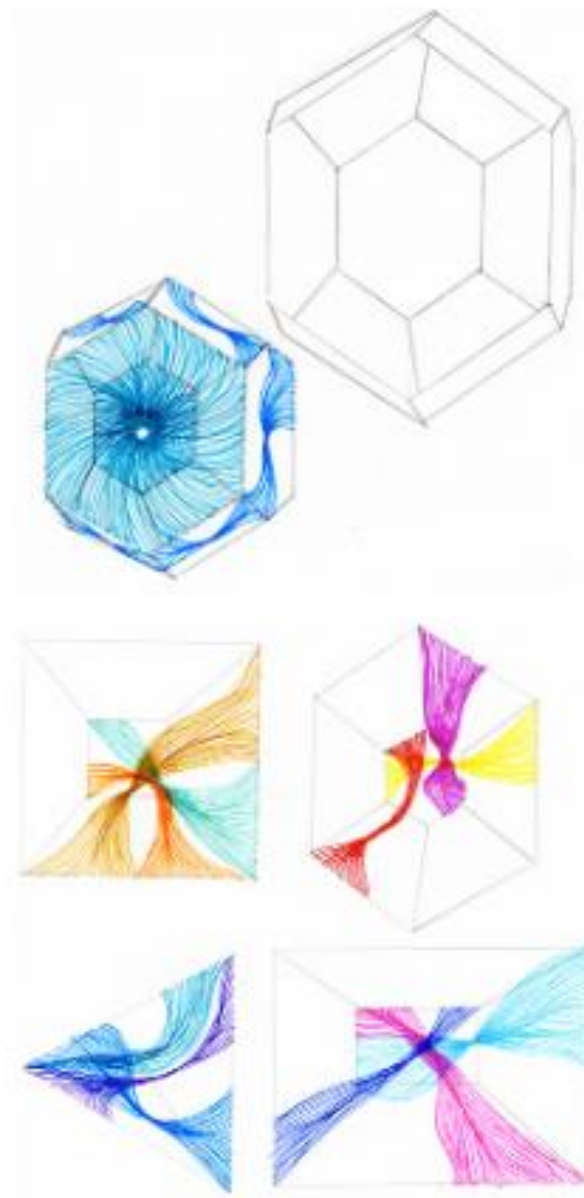


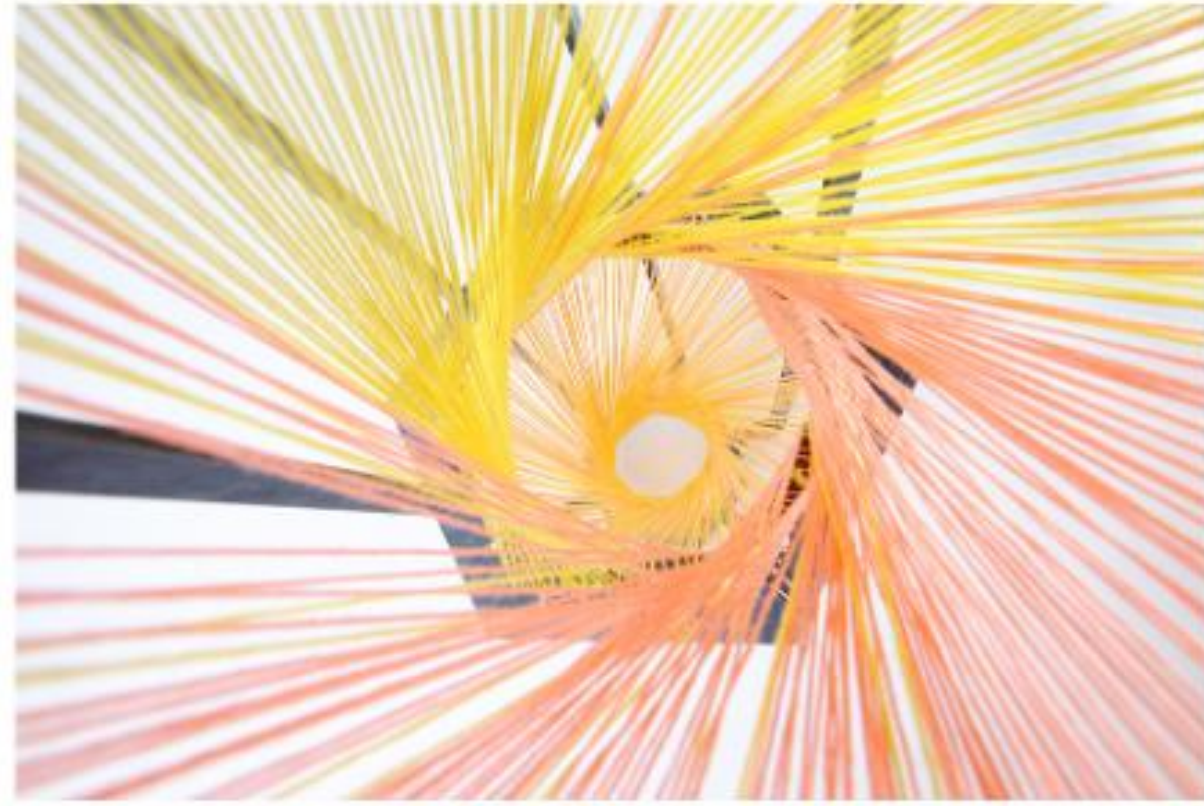


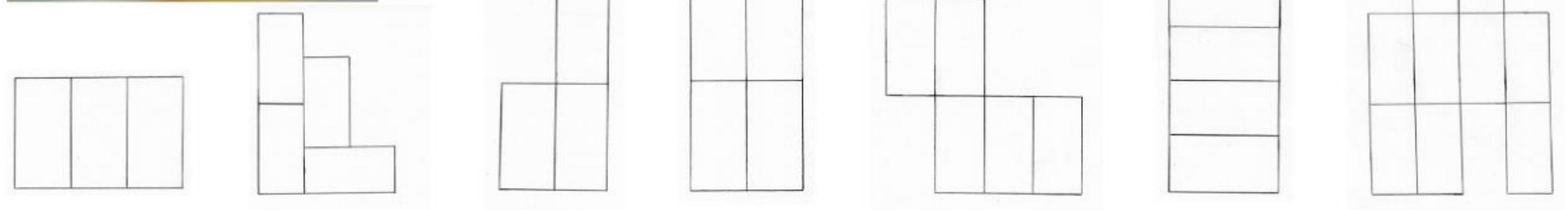
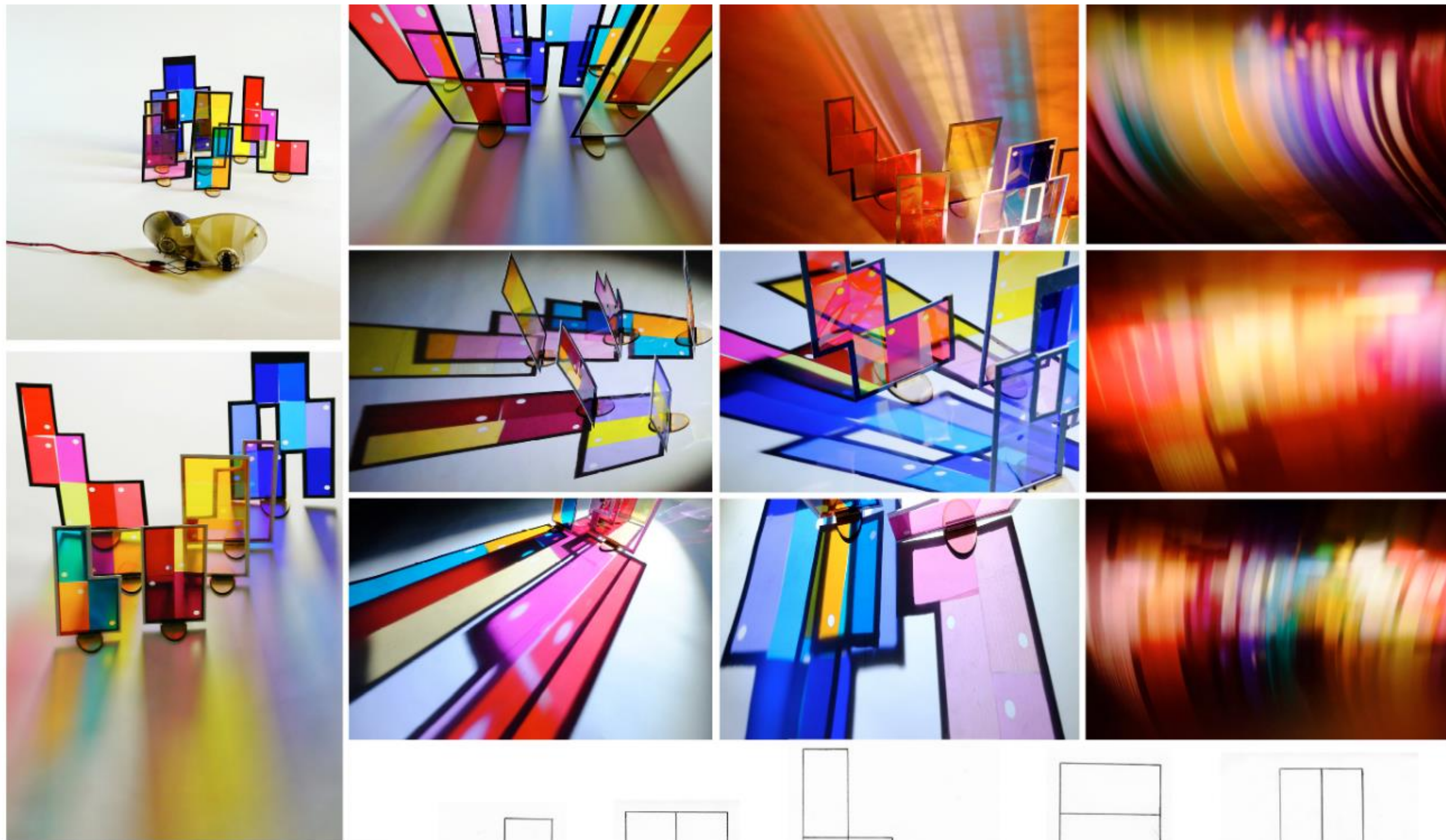
> Showcase window at TALC, Tarbert

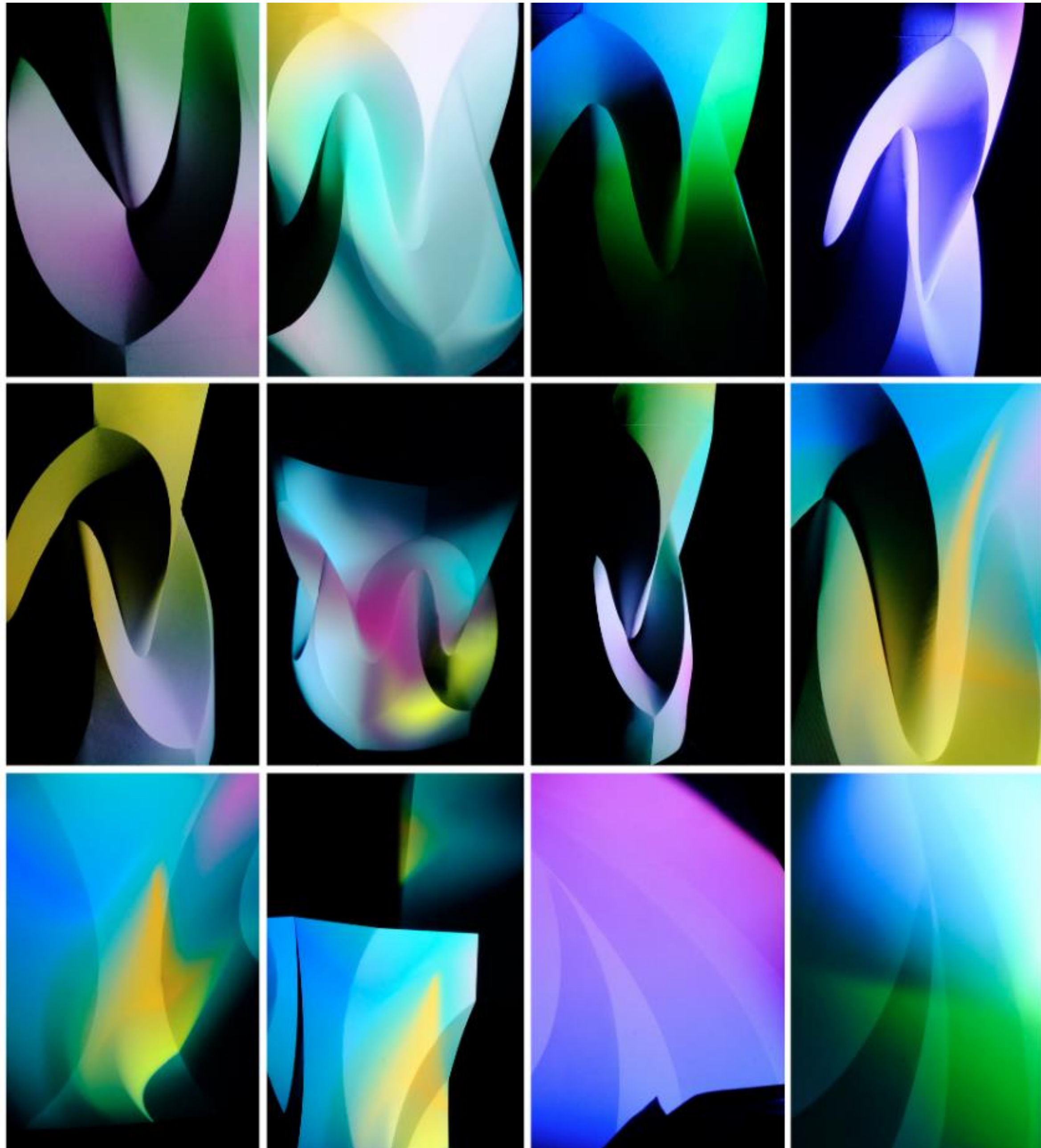
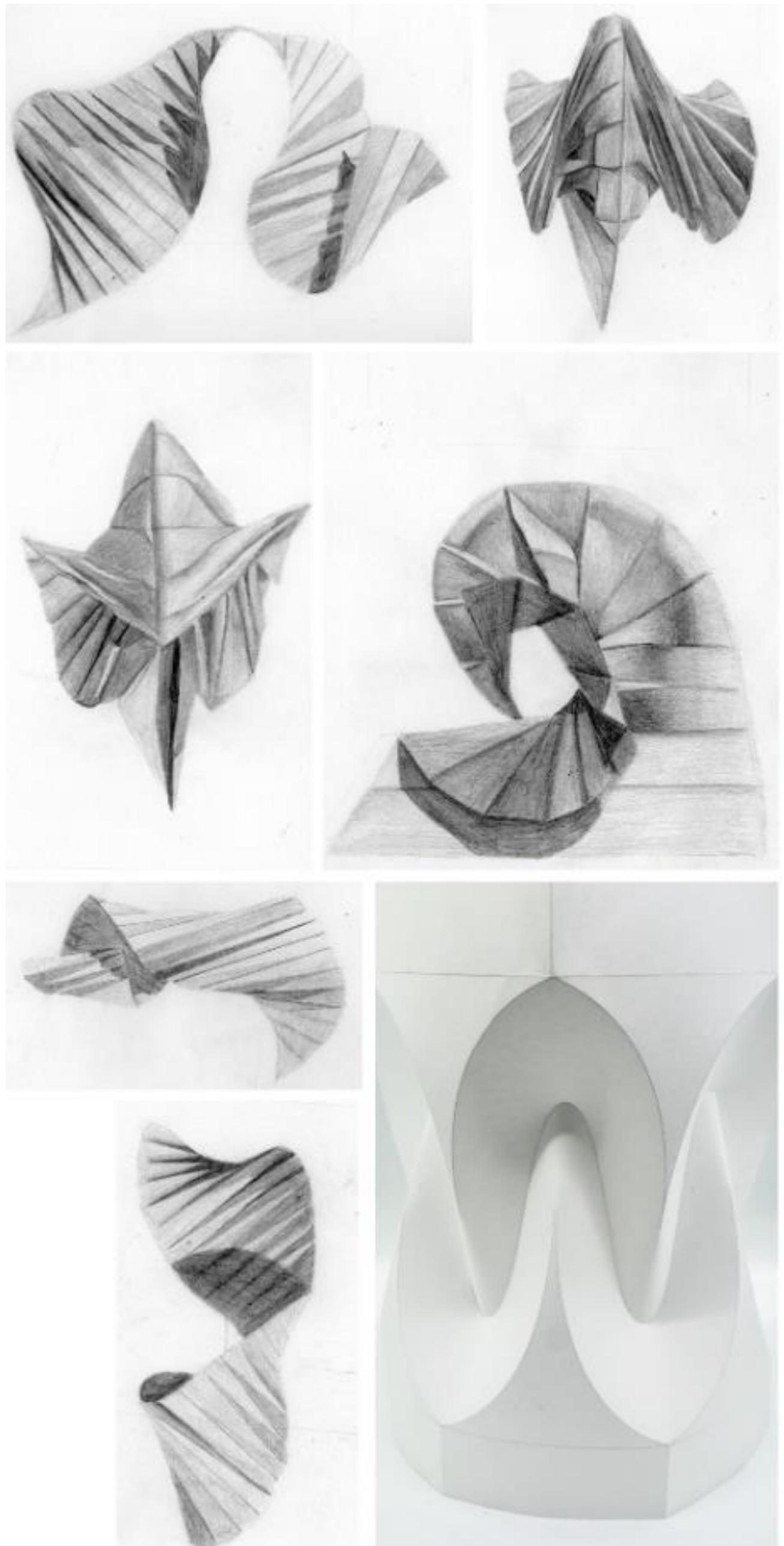












# Tess Bradley

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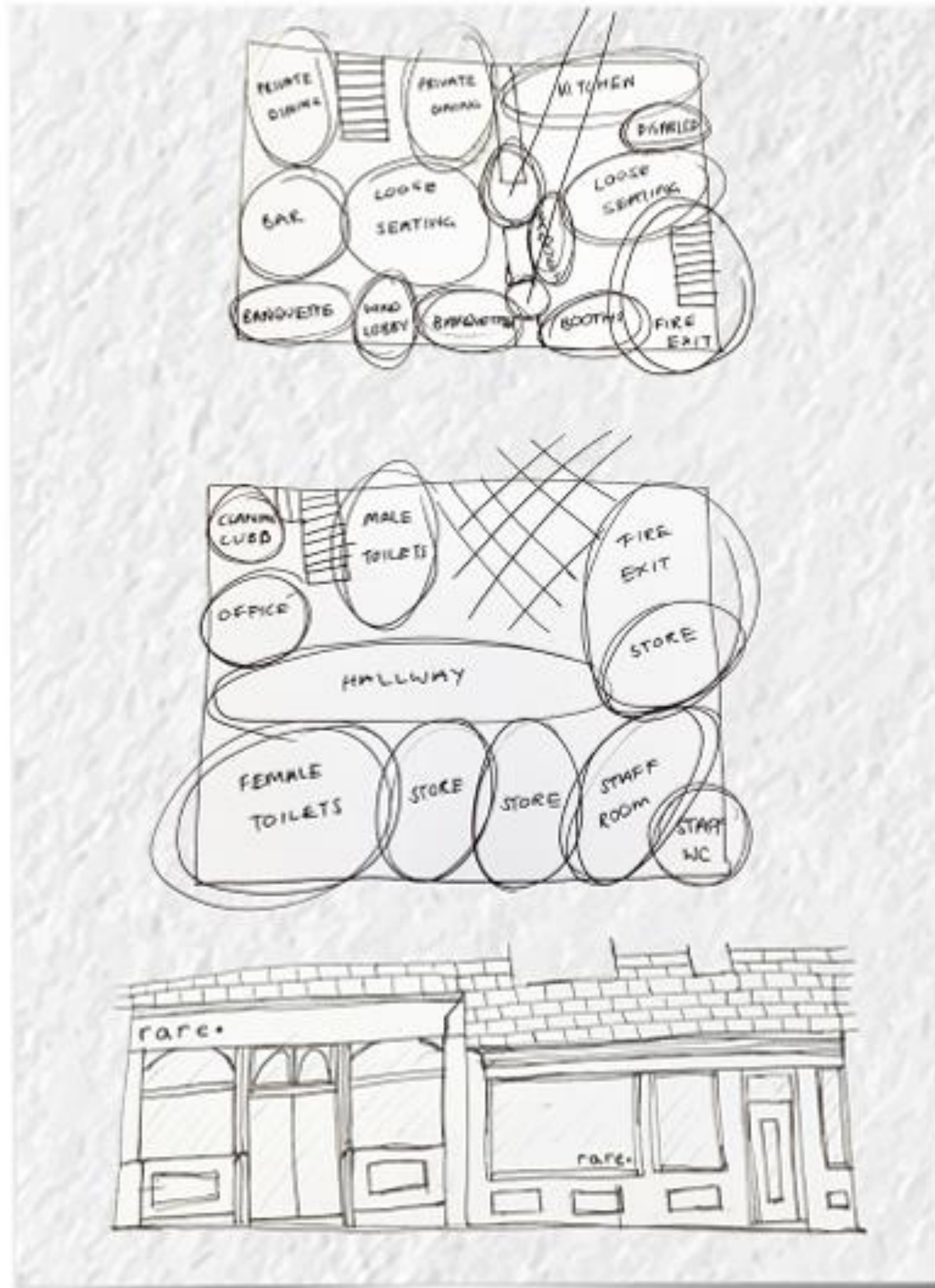
Year 3 Interior Design





### Mood Images

Project Brief- Provide a design proposal for a new restaurant situated on the site of Clarks Bar and Brioche, Dundas street. The property comprises of a ground floor and a basement. Although the building is not listed it should be sympathetic to its surroundings.



Development



2D Elevation Drawings  
Produced using Vectorworks  
and Photoshop.



Exterior Elevation  
Produced using Vectorworks  
and Photoshop.



Sample Board  
Produced using Photoshop.



Perspective Drawing  
A view of the restaurant  
design.



Ground floor floorplan  
Produced using Vectorworks,  
Photoshop and Procreate.

Basement floorplan  
Produced using Vectorworks,  
Photoshop and Procreate.

rare.  
Hospitality Design  
Dec 22



3D Visual  
Produced using Vectorworks  
and Photoshop.



rare.  
Hospitality Design  
Dec 22

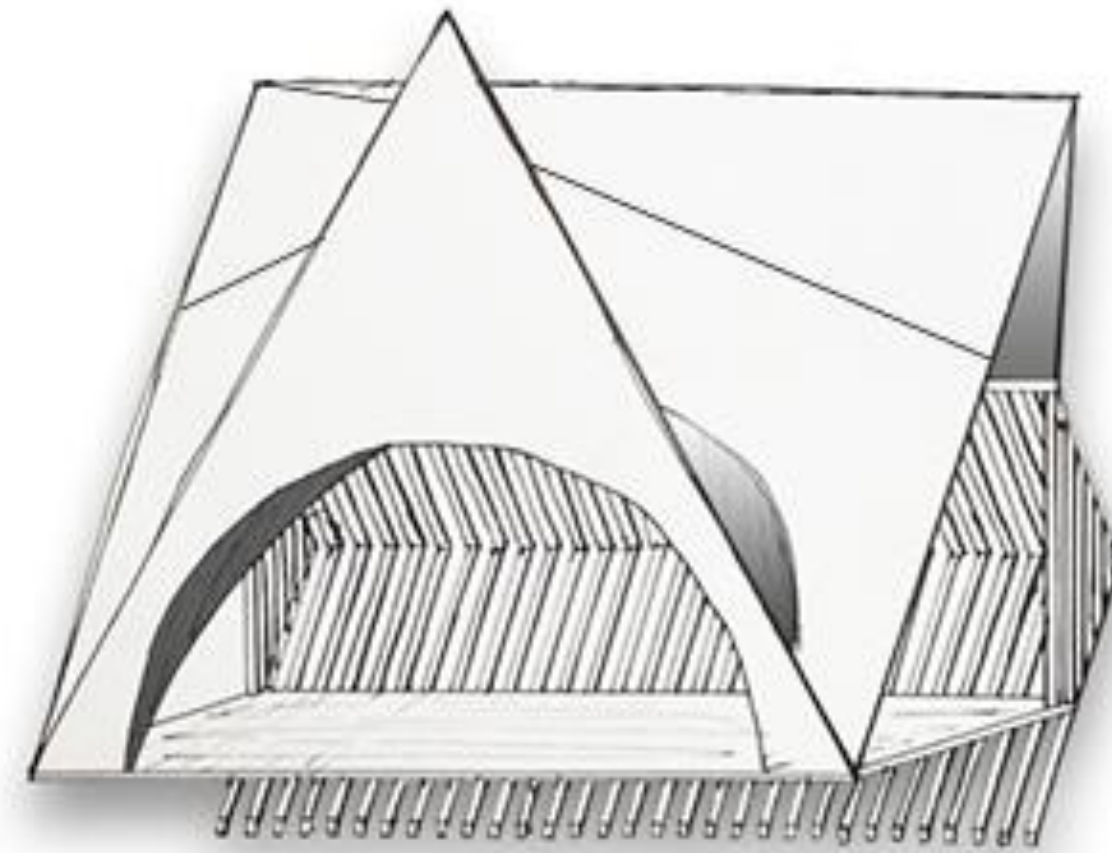
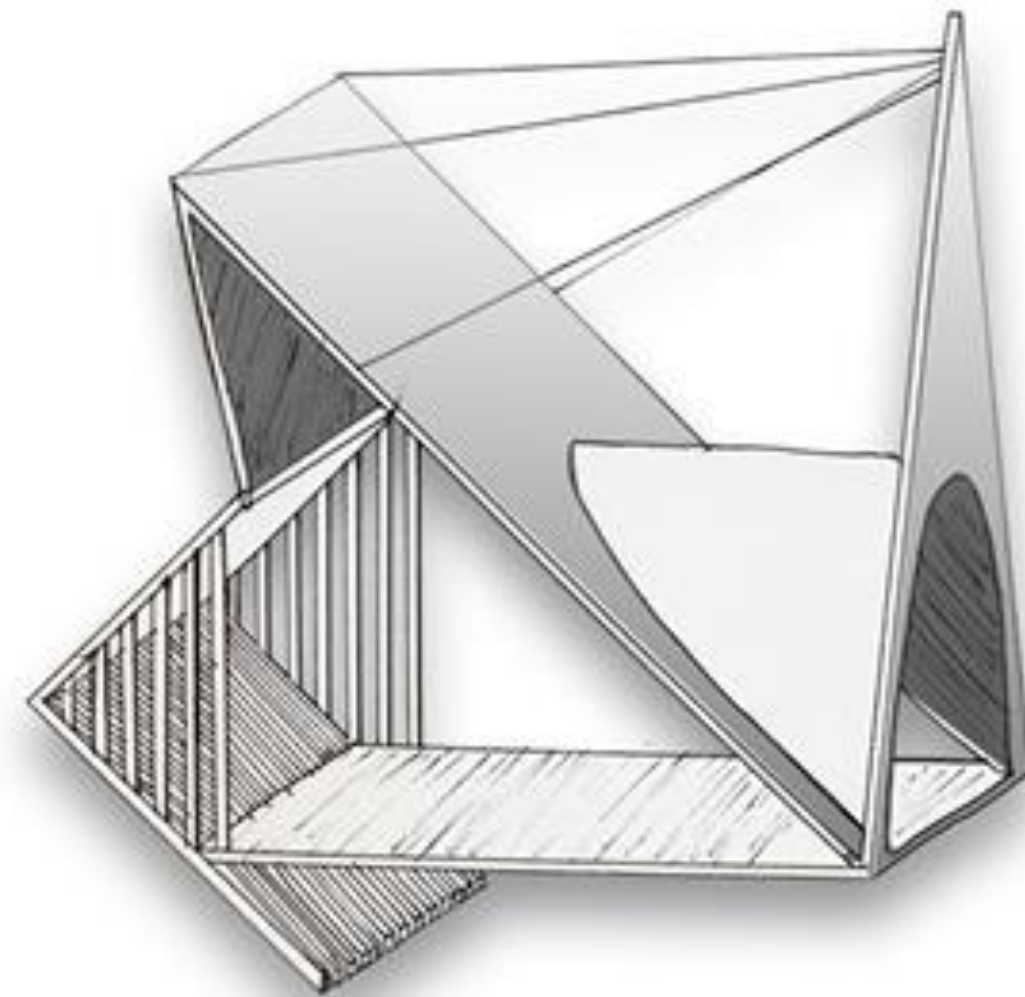


3D Visual  
Produced using Vectorworks  
and Photoshop.

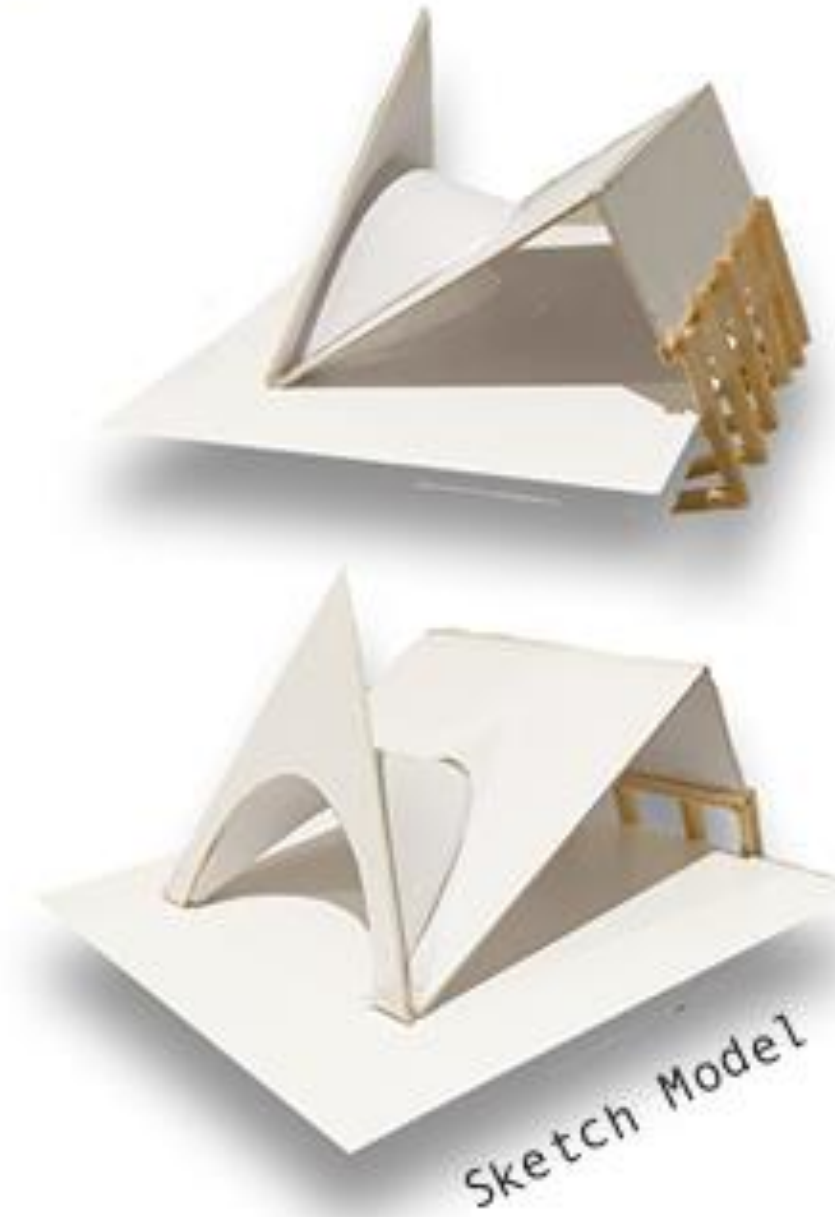
The Pavilion  
Pavillion Design  
Jan 23



Project Brief- Design a pavilion which will be situated in Edinburgh. You must decide on the location therefore some on site research and exploration is necessary.. The Pavilion must be accessible and interactive to the public, therefore particular importance must be placed on the choice of materials used in the design. You need to show your pavilion design on your chosen site.



Development Sketches  
Edited using photoshop.

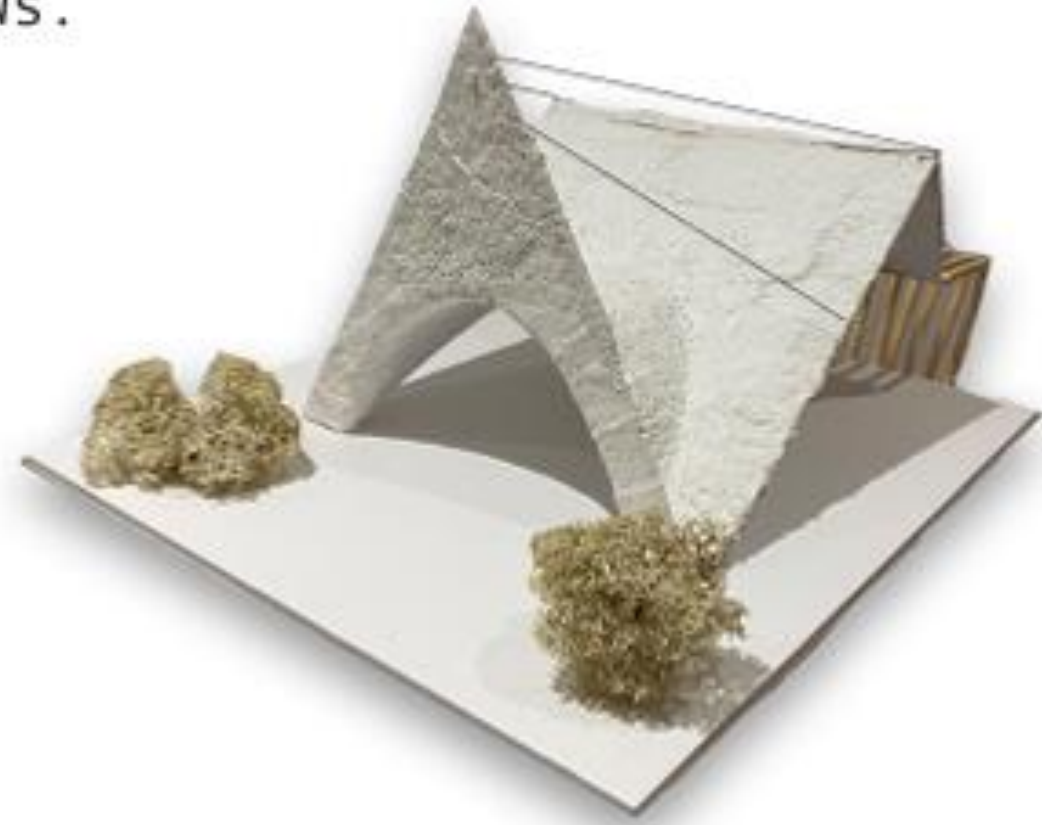


Sketch Model

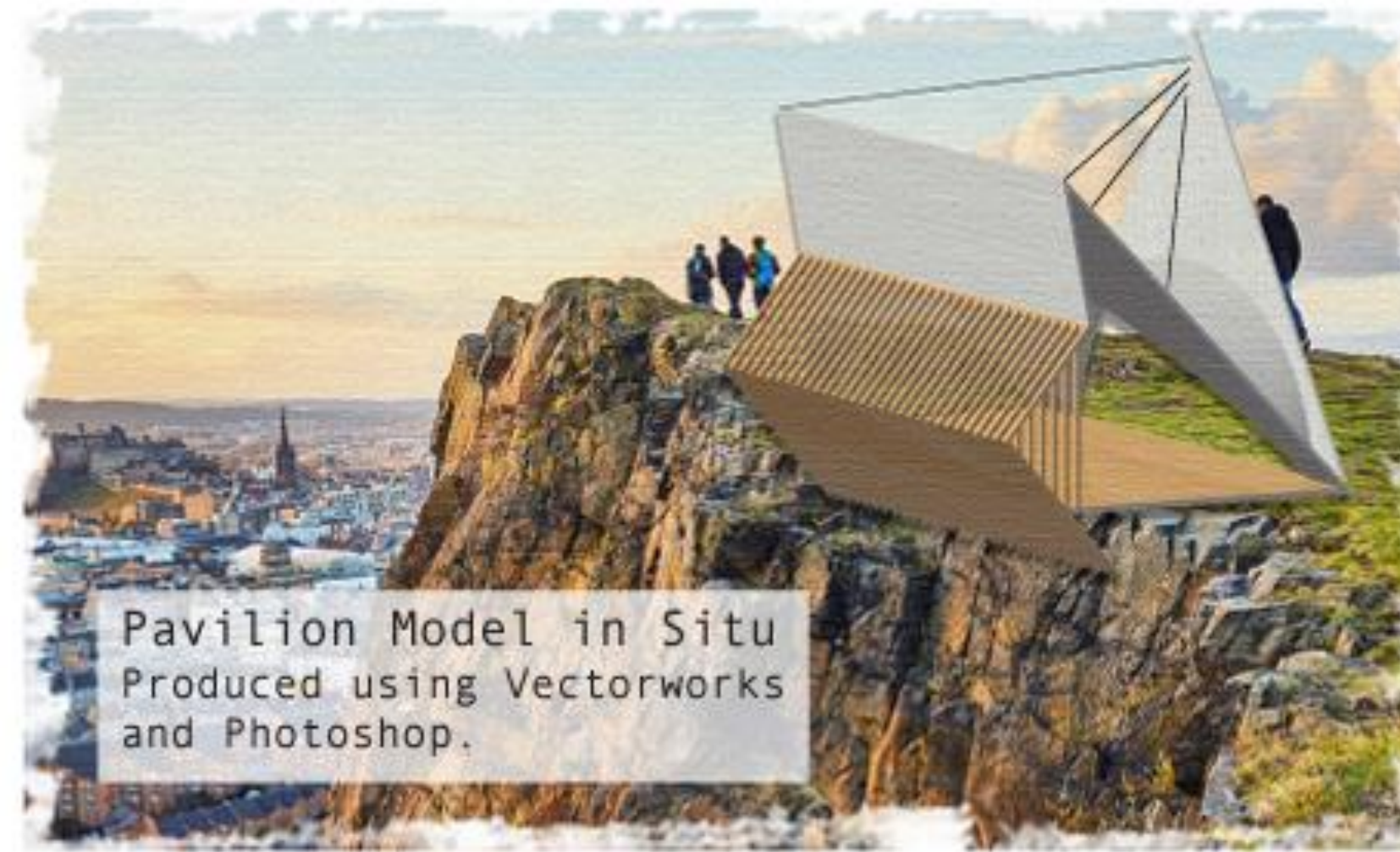
The Pavilion  
Pavilion Design  
Jan 23



Pavilion Model  
views.



Materials



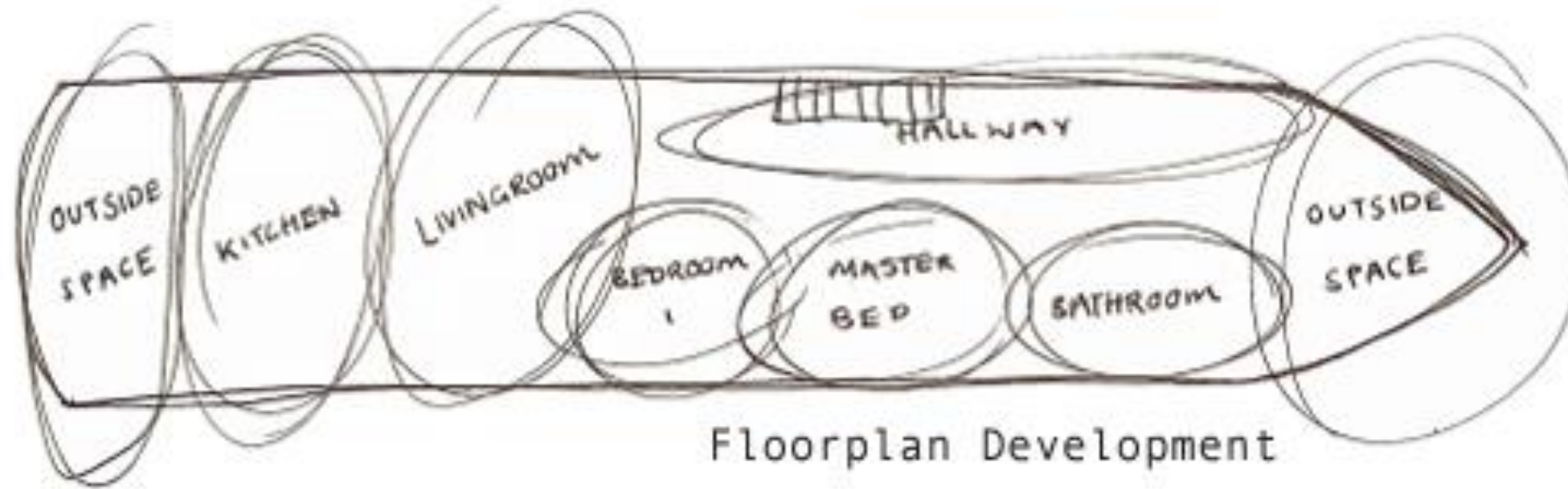
Pavilion Model in Situ  
Produced using Vectorworks  
and Photoshop.



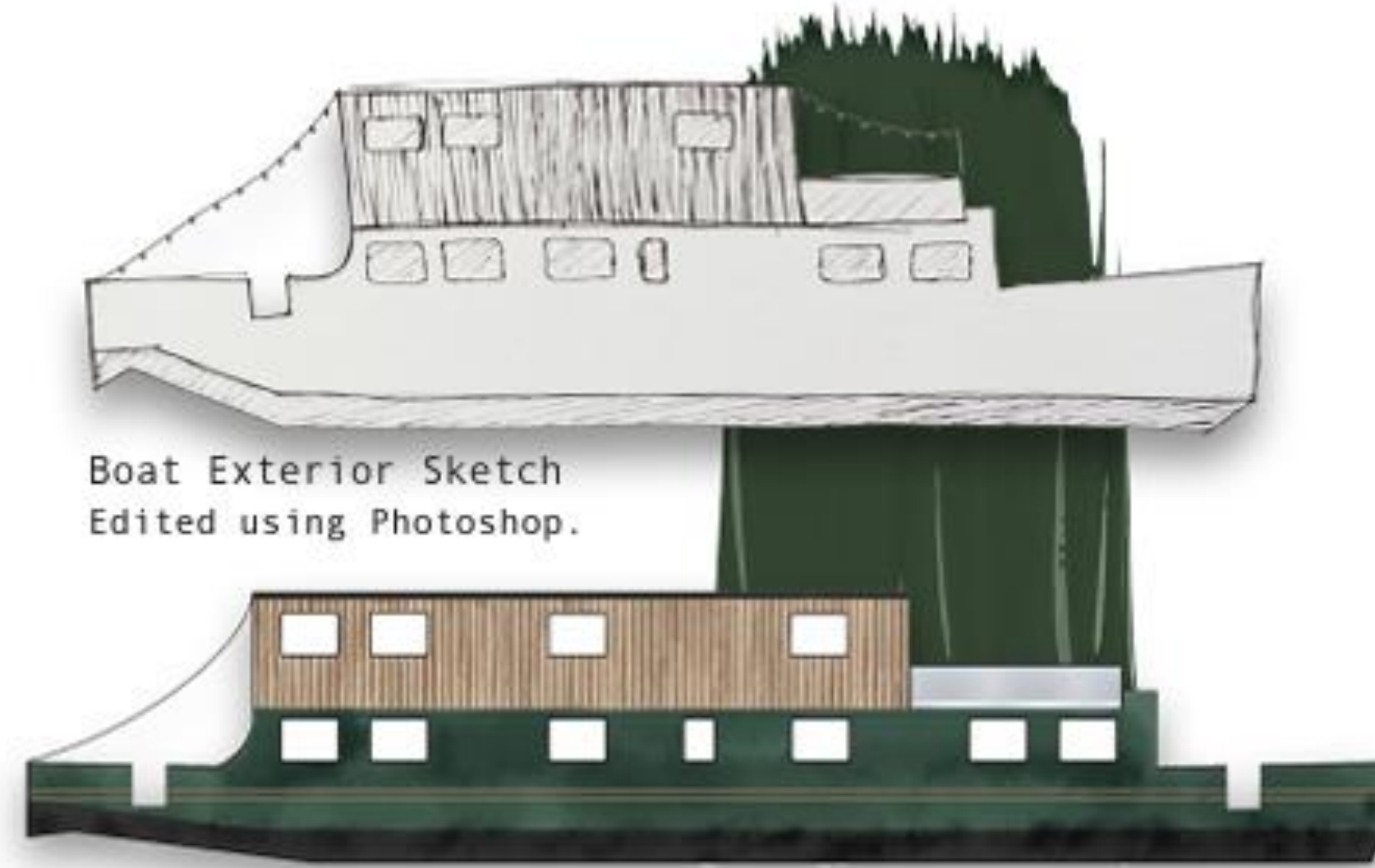
Pavilion Model  
Edited using photoshop.



Boathouse  
Residential Design  
Nov 22



Floorplan Development



Boat Exterior Sketch  
Edited using Photoshop.

Boat Exterior Elevation  
Produced using Vectorworks and procreate.

Project Brief- Propose a design for a narrow boat which will be berthed at the shore in Leith, there are already other boats berthed there, some are clubs some are offices you however must come up with a suitable design proposal for this space to be used as a domestic dwelling. You may be allowed to have an additional floor installed to create additional space but it must not exceed 50% of the floor space. The boat does not have an engine and cannot be made sea worthy.



Boathouse Floorplan  
Produced using Vectorworks, Photoshop and Procreate.



2D Elevation Drawings  
Produced using Vectorworks,  
Photoshop and Procreate.

Boathouse  
Residential Design  
Nov 22



3D Visual  
Produced using Vectorworks  
and Photoshop.





3D Visual  
Produced using Vectorworks  
and Photoshop.

The Lighthouse  
Hospitality Design  
May 22



Logo Drawing  
Produced using  
Procreate.



Project Brief-  
Redesign the  
Fishmarket,  
Edinburgh by  
proposing either  
a Bar/Restaurant,  
Cafe with a  
gallery space or  
a Marketplace  
with Cafe area.  
The building is  
B listed so this  
needs to be taken  
into consideration.



Floorplan  
Produced using Vectorworks.



3D Visual  
Produced using Vectorworks and Photoshop.

The Lighthouse  
Hospitality Design  
May 22



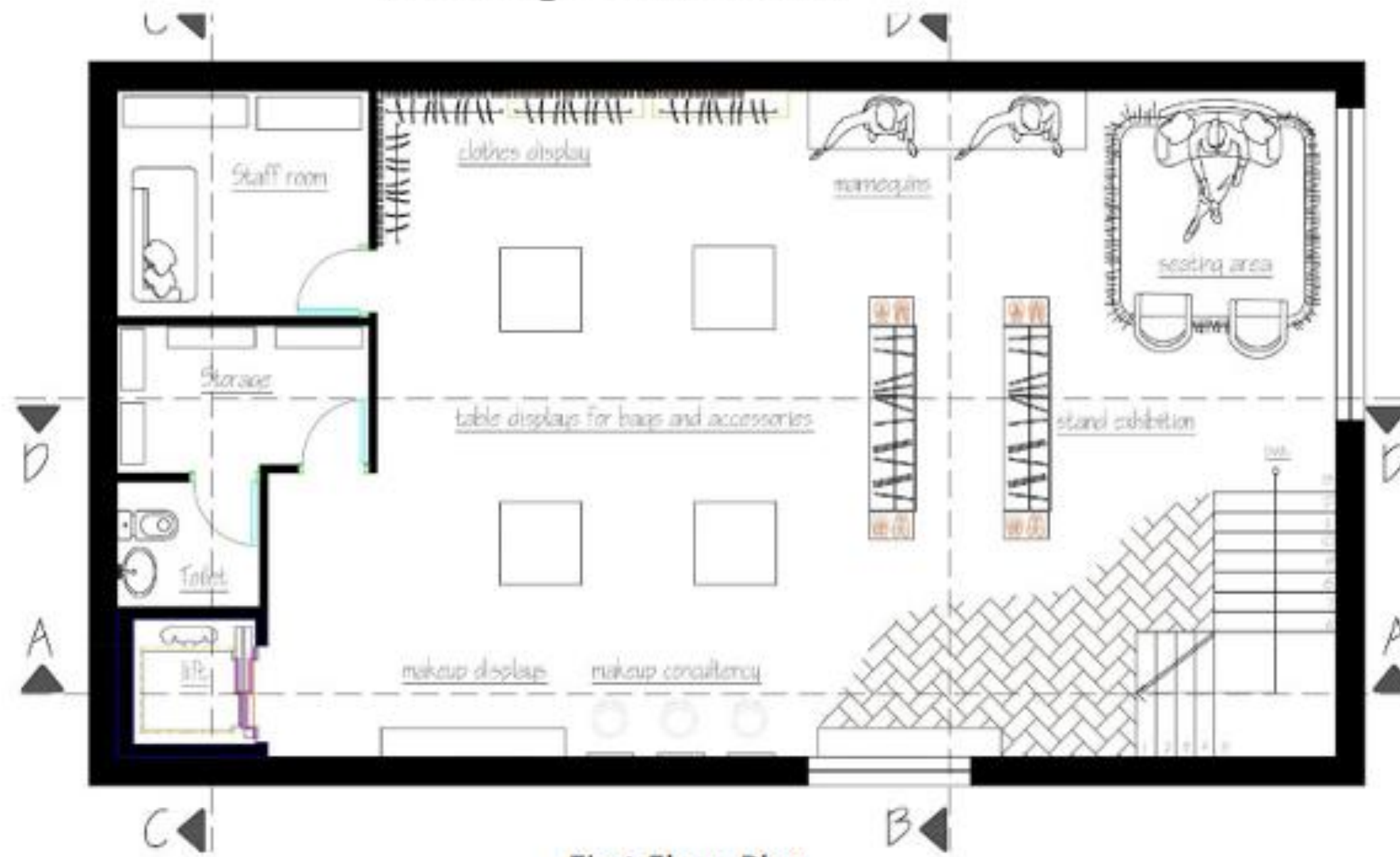
2D Elevation Drawings  
Produced using Vectorworks  
and Photoshop.

# Hiba Adam

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Year 3 Interior Design

# HNC-Graded unit retail shop project (Final presentation)



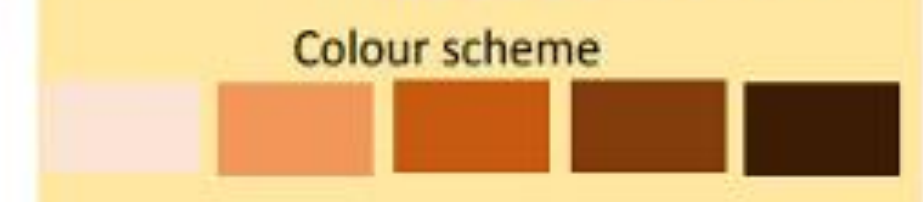
First Floor Plan  
Scale 1:50



Mood board



Rendered visuals showing  
the boutique's Entrance

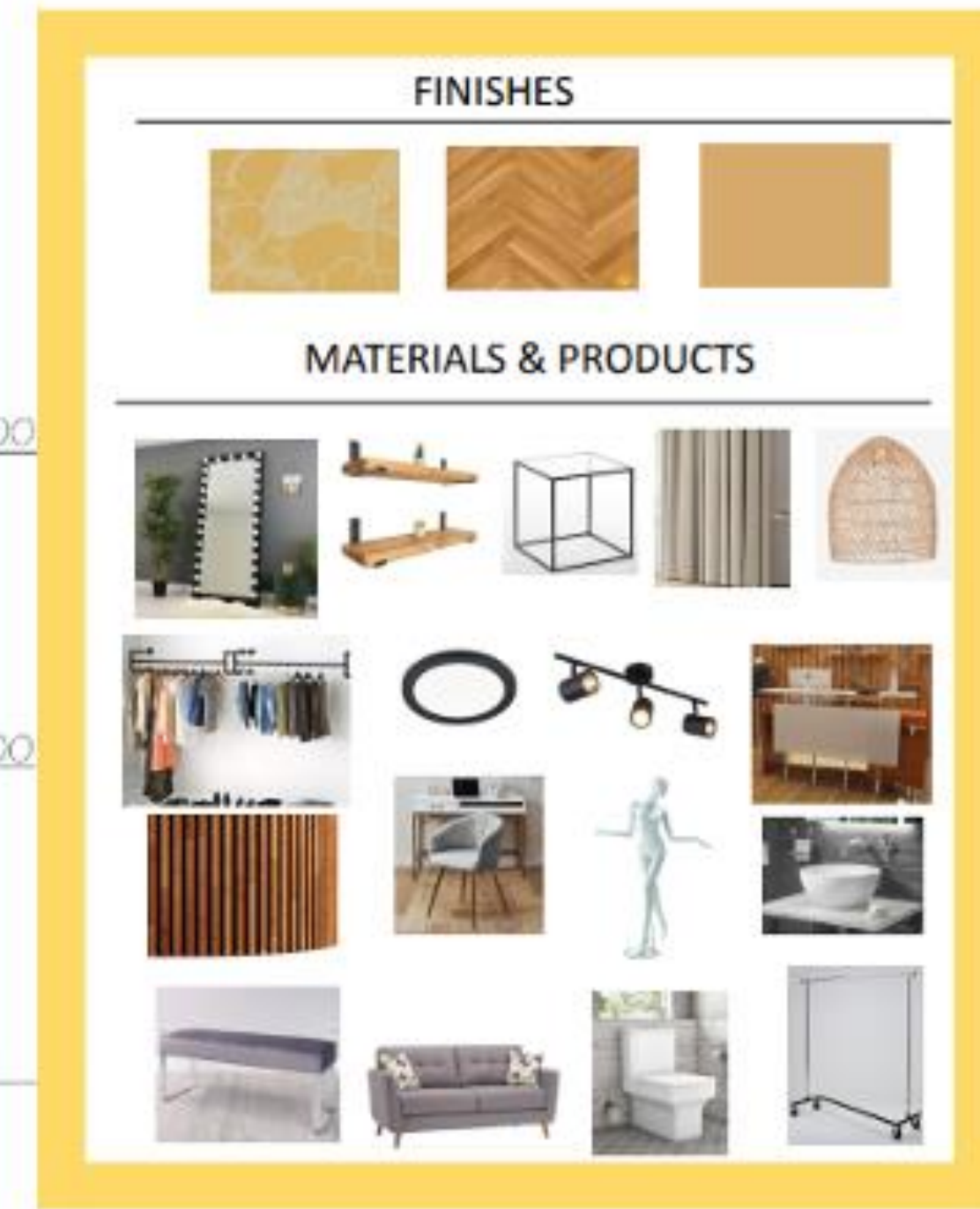
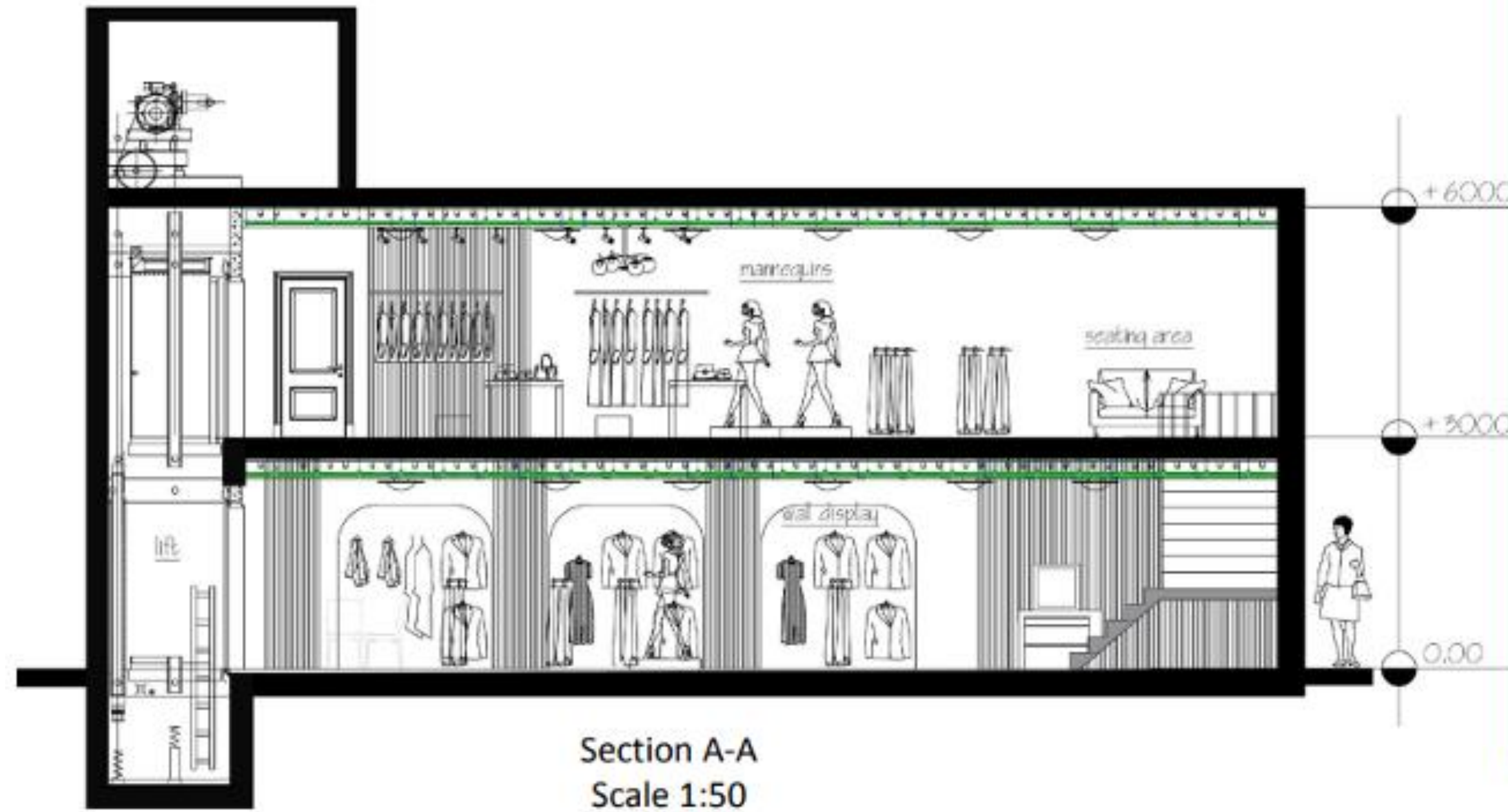


Colour scheme





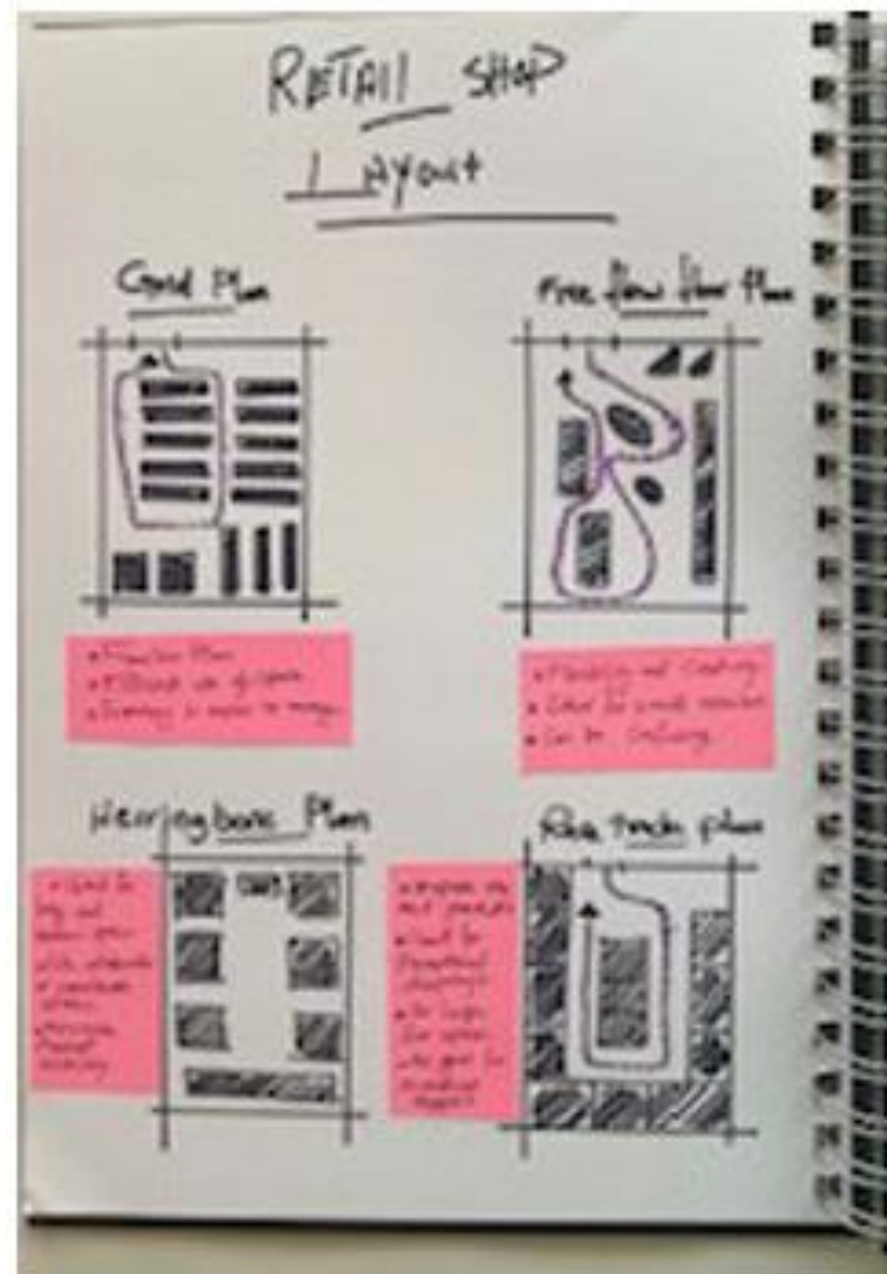
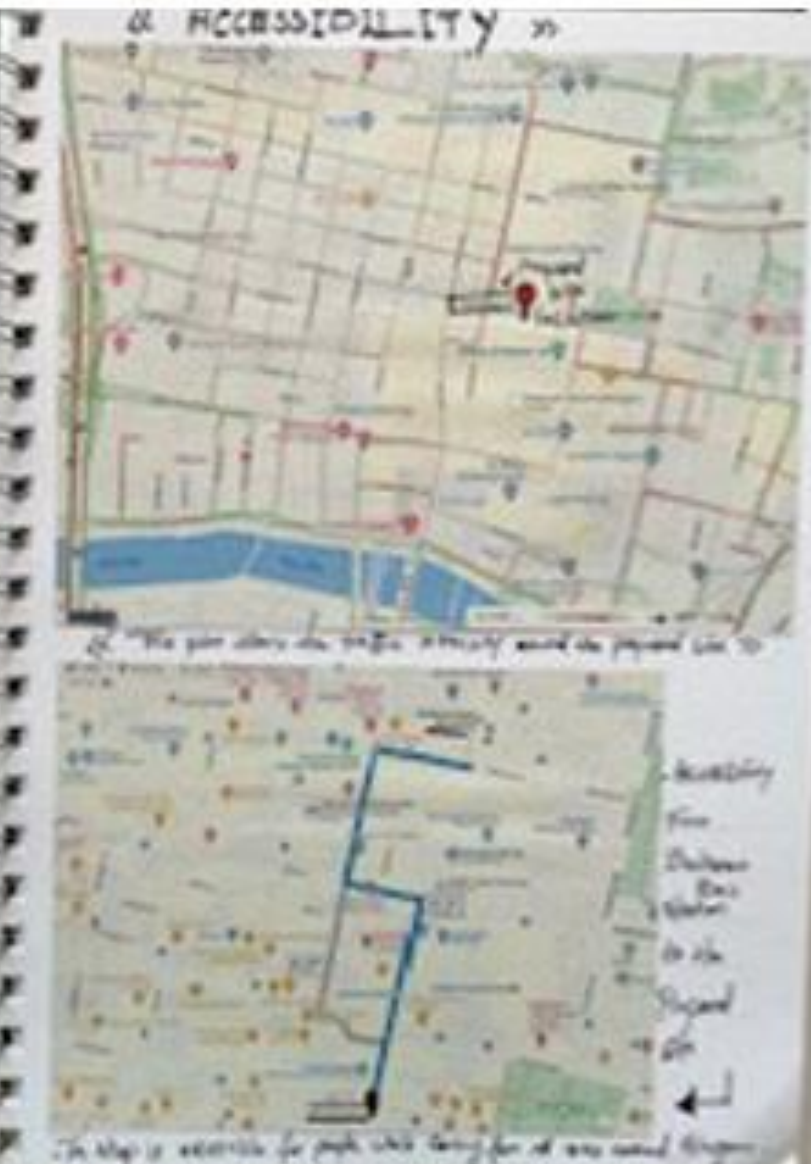
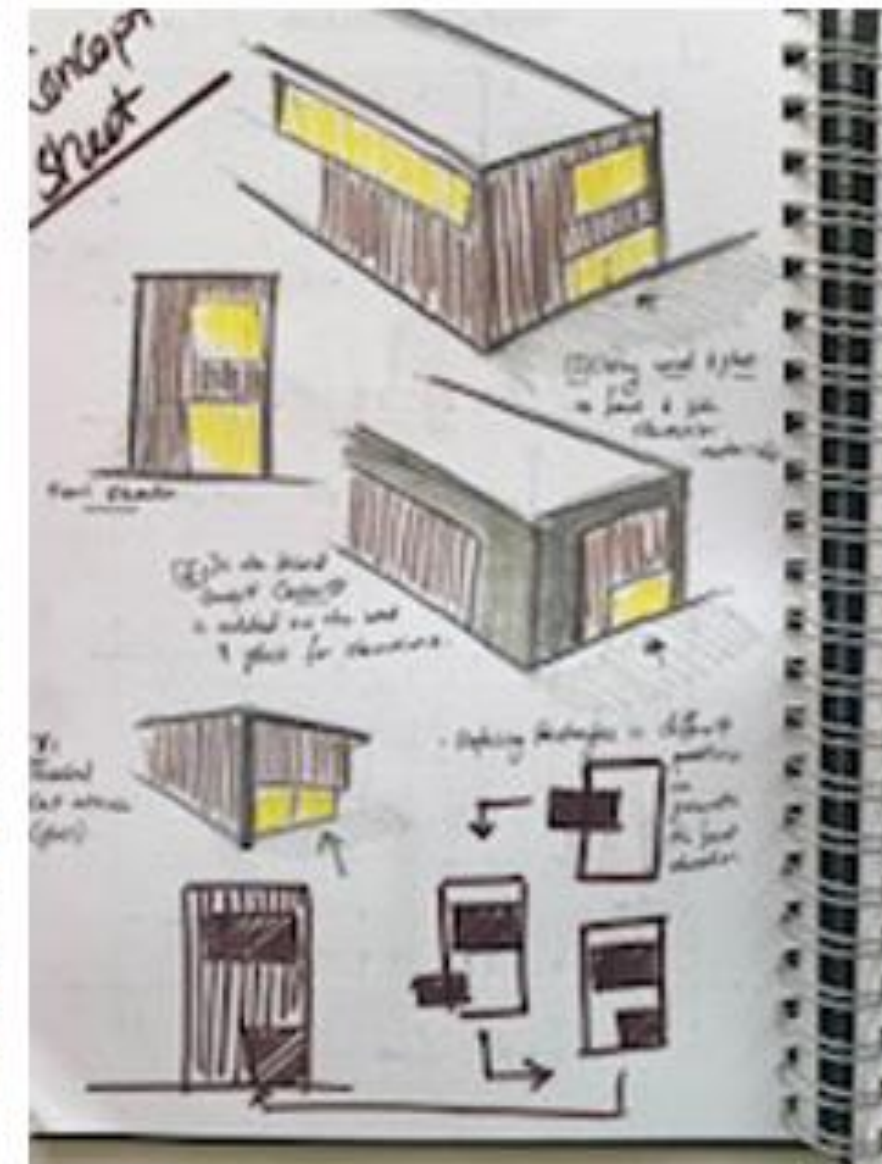
# HNC-Graded unit retail shop project (Final presentation)



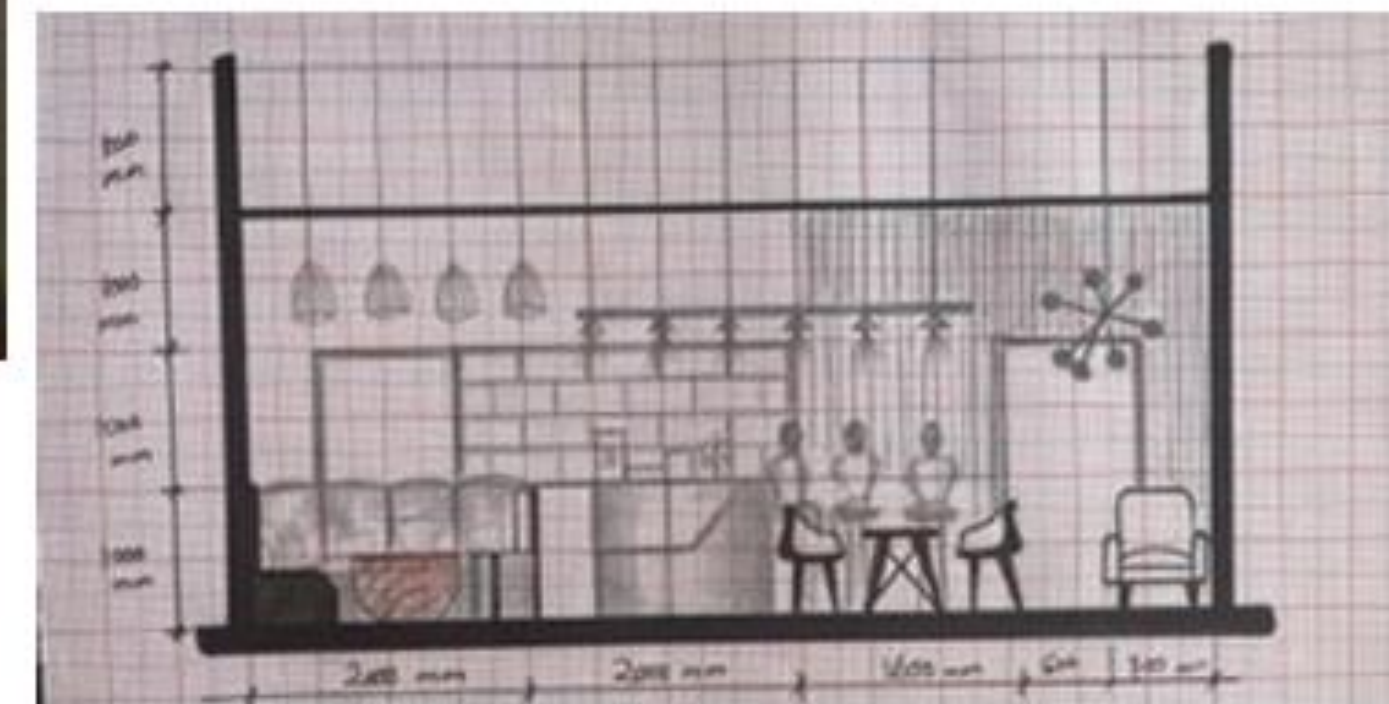
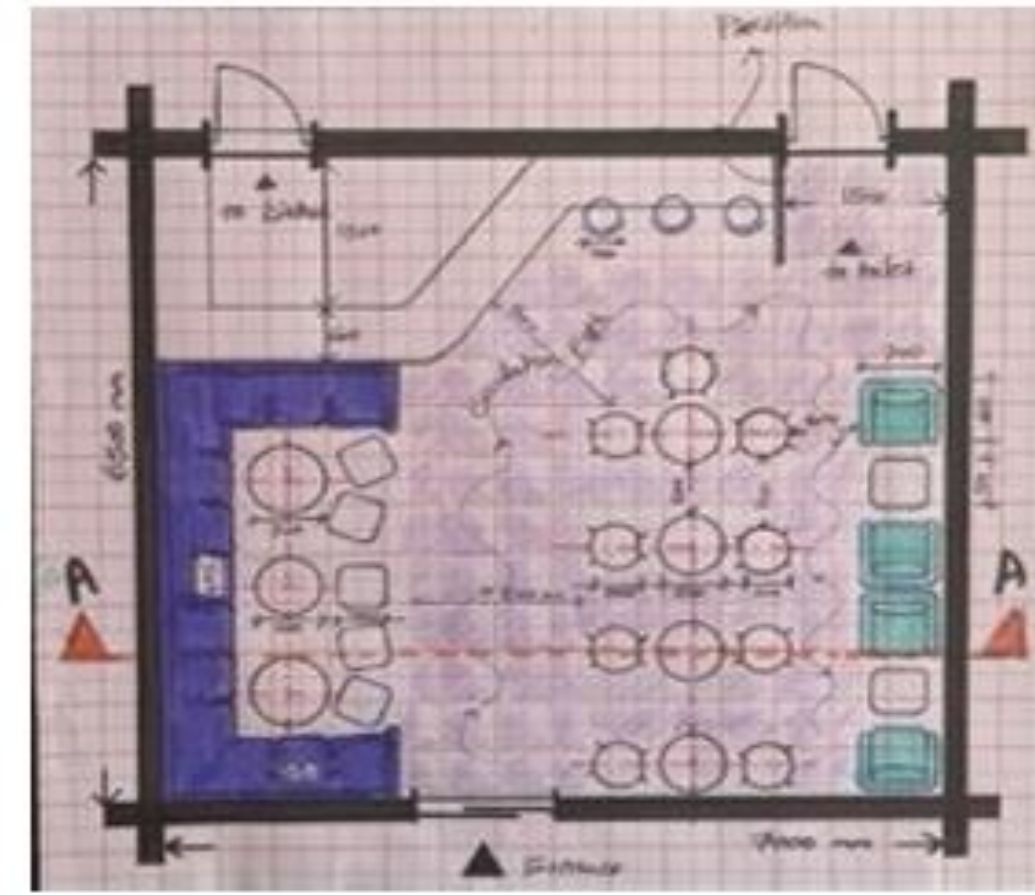
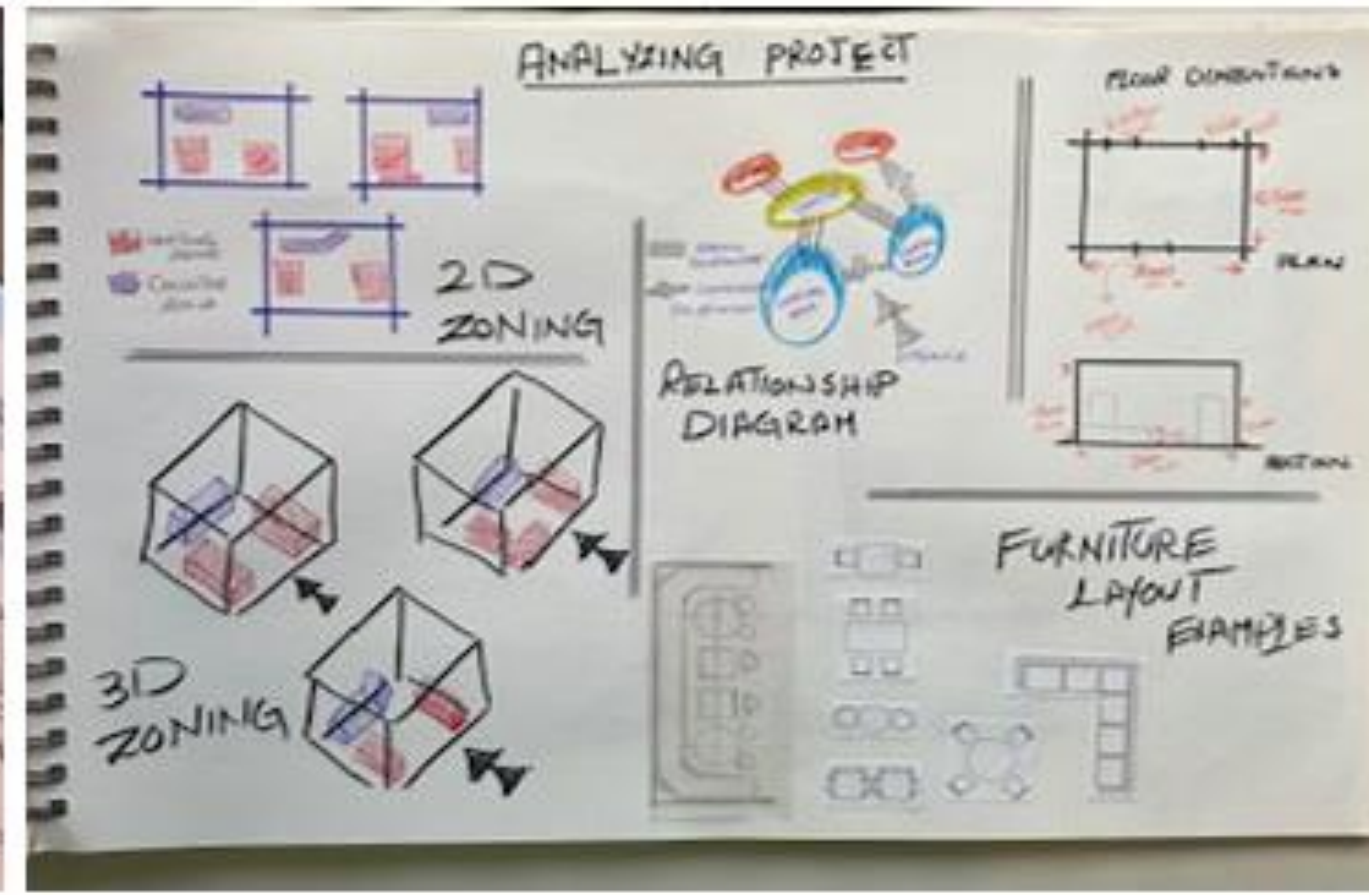
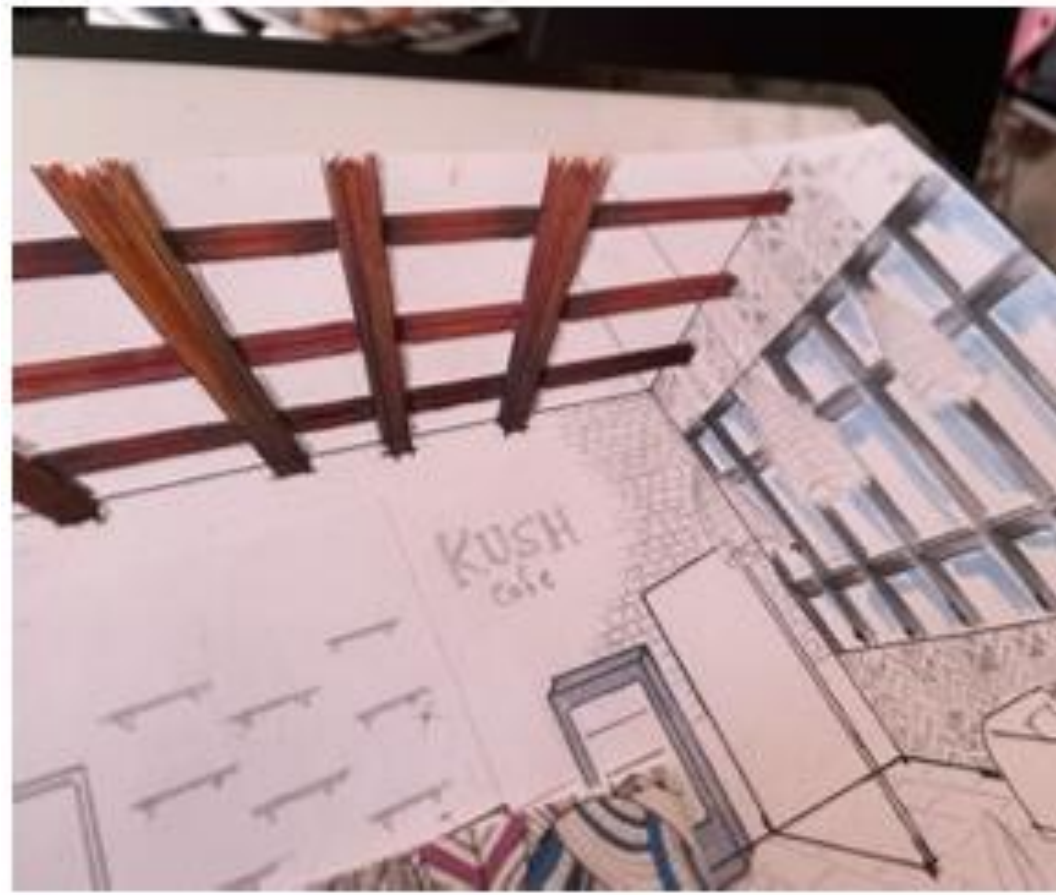
Section B-B  
Scale 1:50



# HNC-Graded unit retail shop sketchbook research

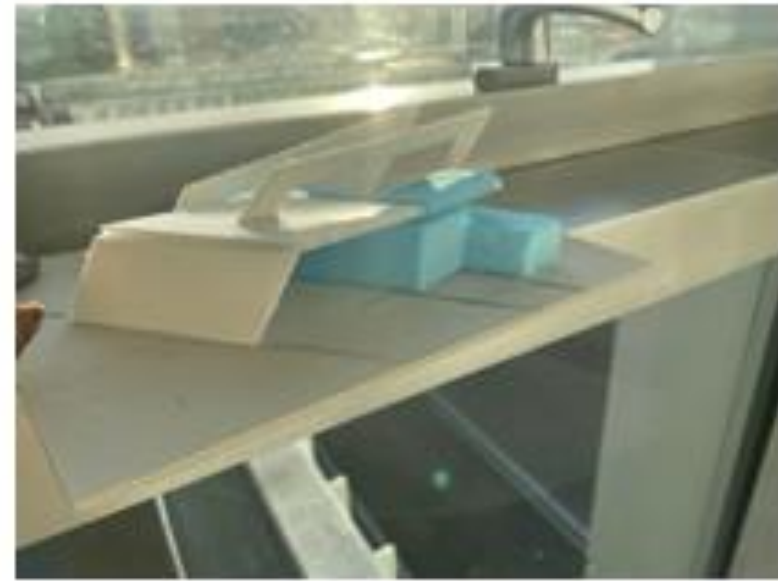




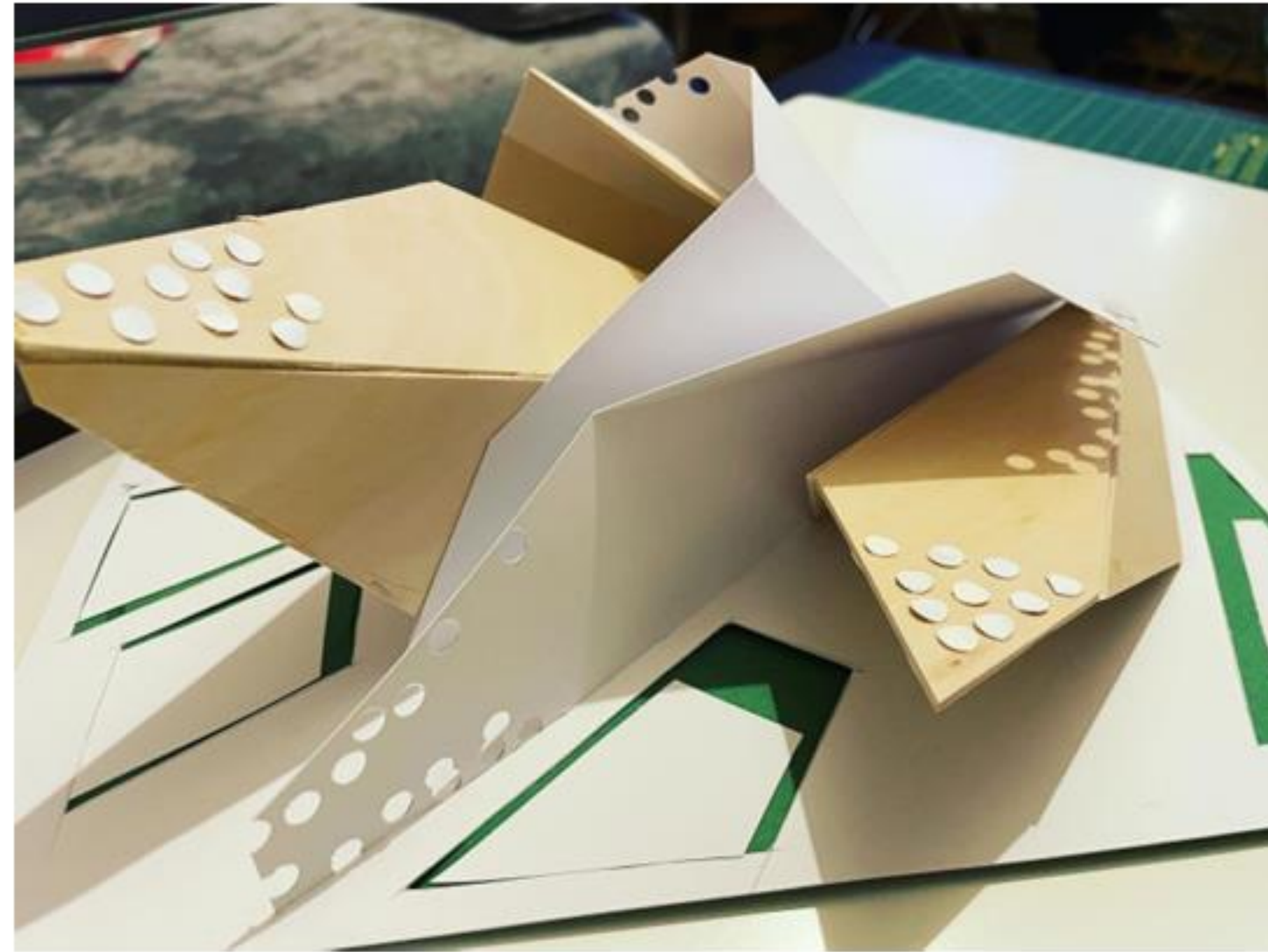


### HNC-cafe project

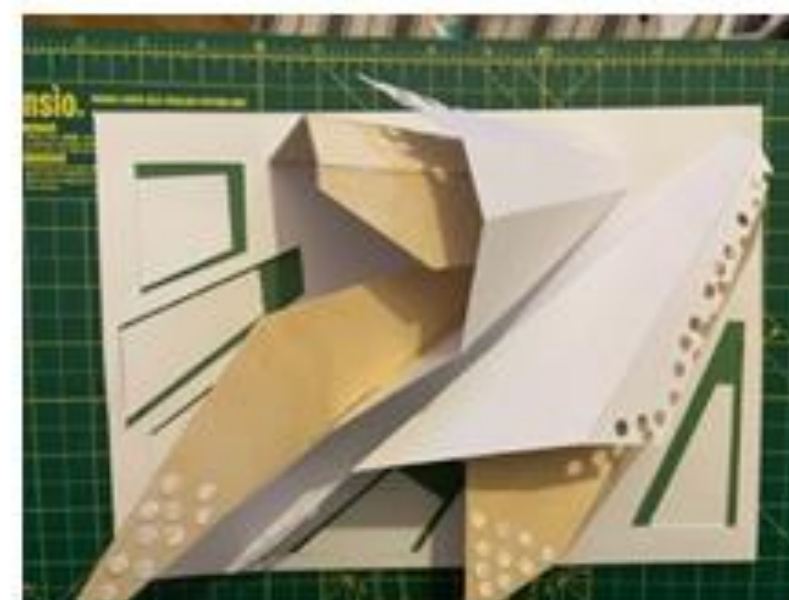
The design of the cafe project reflects a strong african visual statement, that is shown in the earthy and warm tones of colors and natural material as well. In addition to the wall art and patteens.



HNC-Exhibition  
project physical  
model

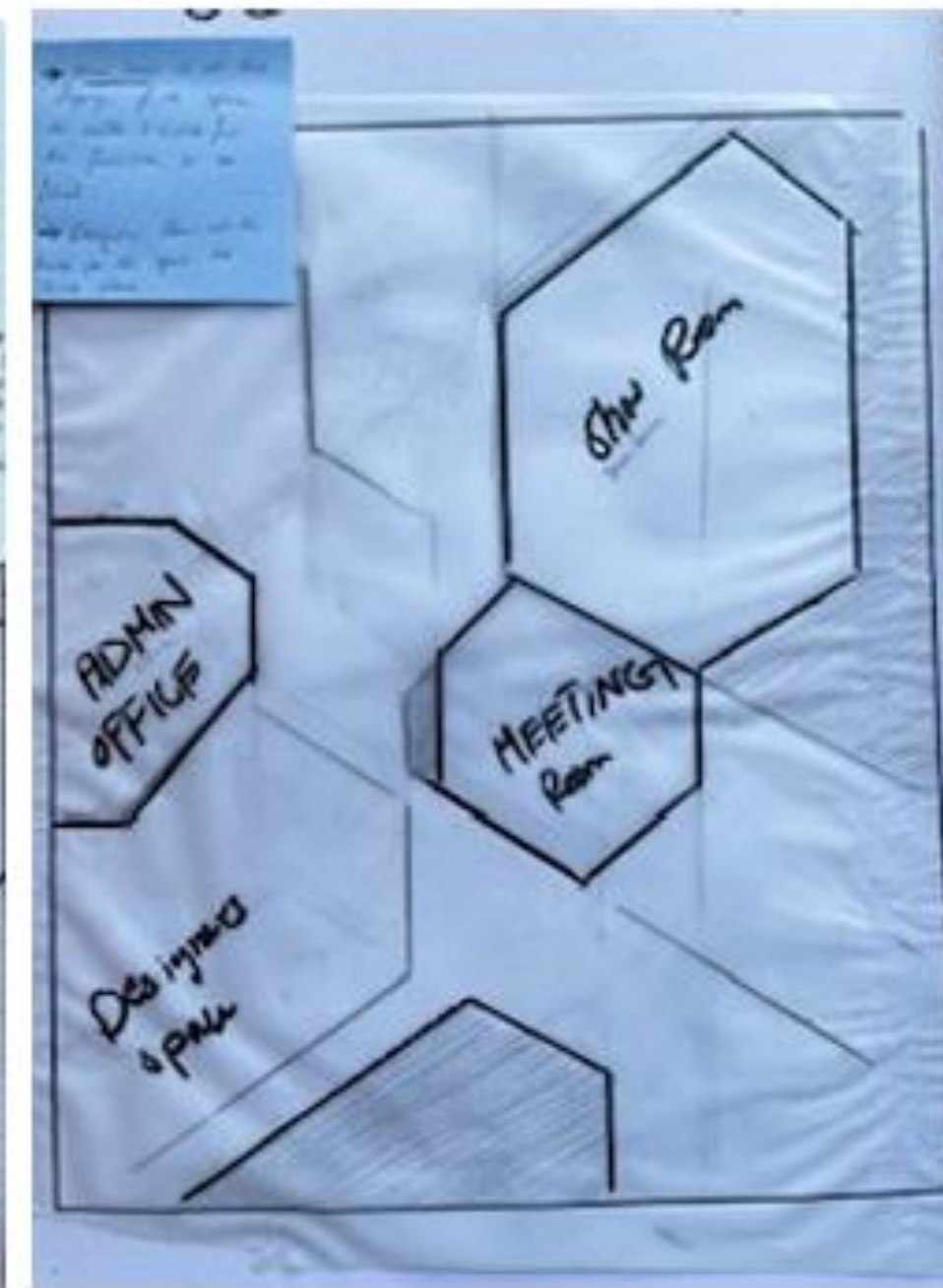
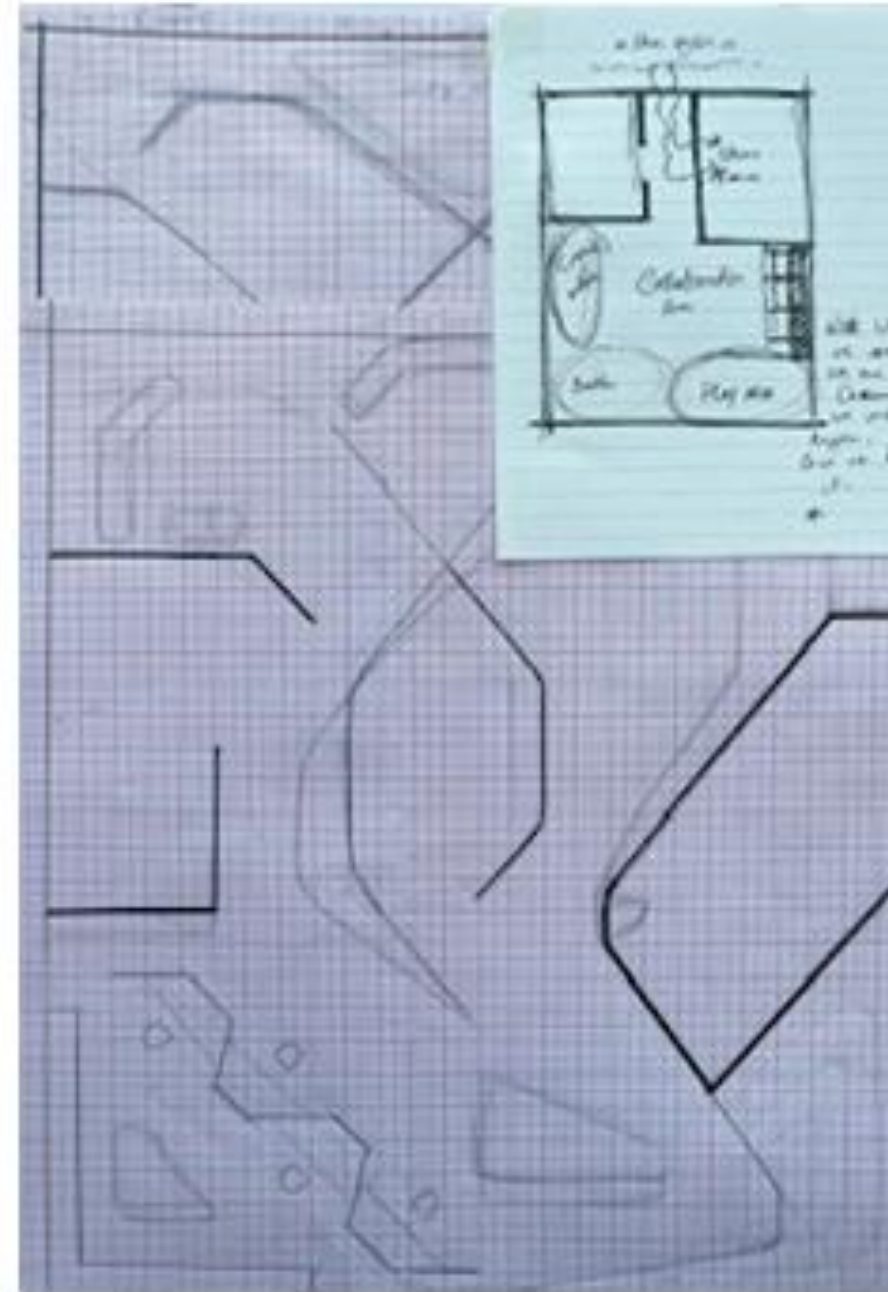
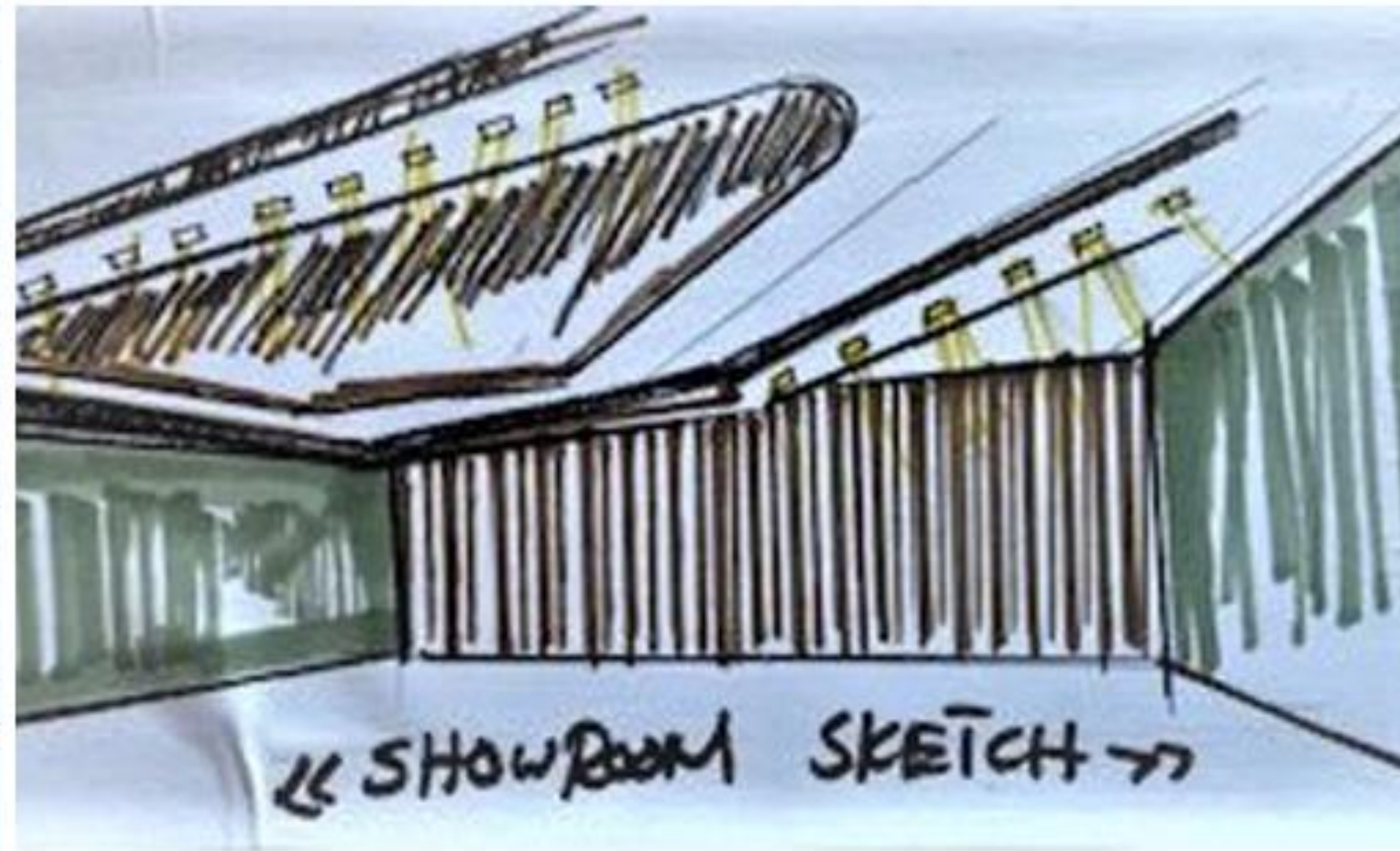


The design concept is to make the exhibition building as landmark for the city. Therefore, I used the building's wide surfaces and edges with sharp endings as strong design statement. The surfaces palyes as functional cantilever for open garden galleries. Also the sharp edges and surfaces to define the entrances for the visitors.





HND-Alpha Scotland office project  
(final presentaiton digital visuals)

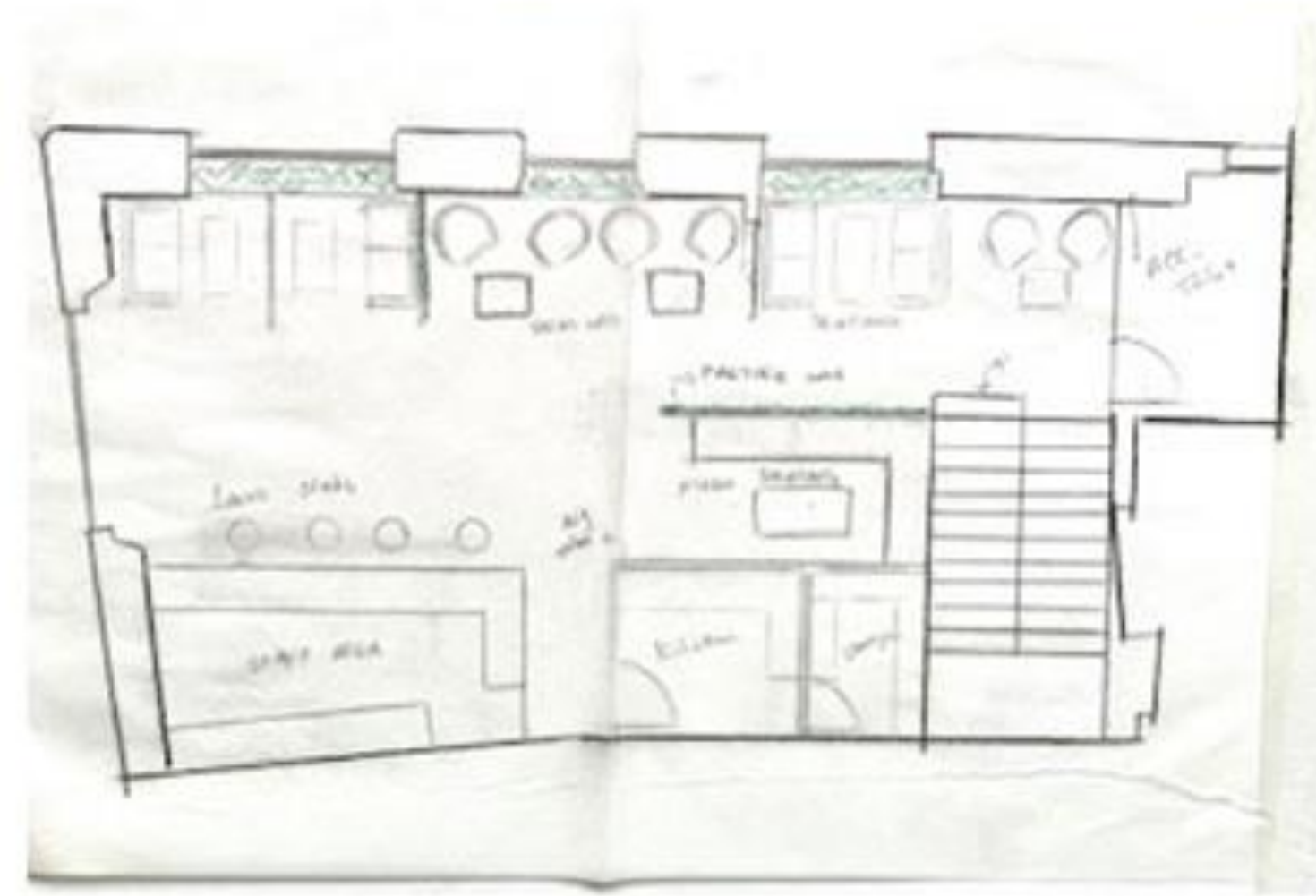


HND-Alpha Scotland office project (sketchbook concept and analysis)

This slide shows the inspirations, lines movement and dynamics that eventually formed the floor plan spaces and the ceiling lighting tracks.



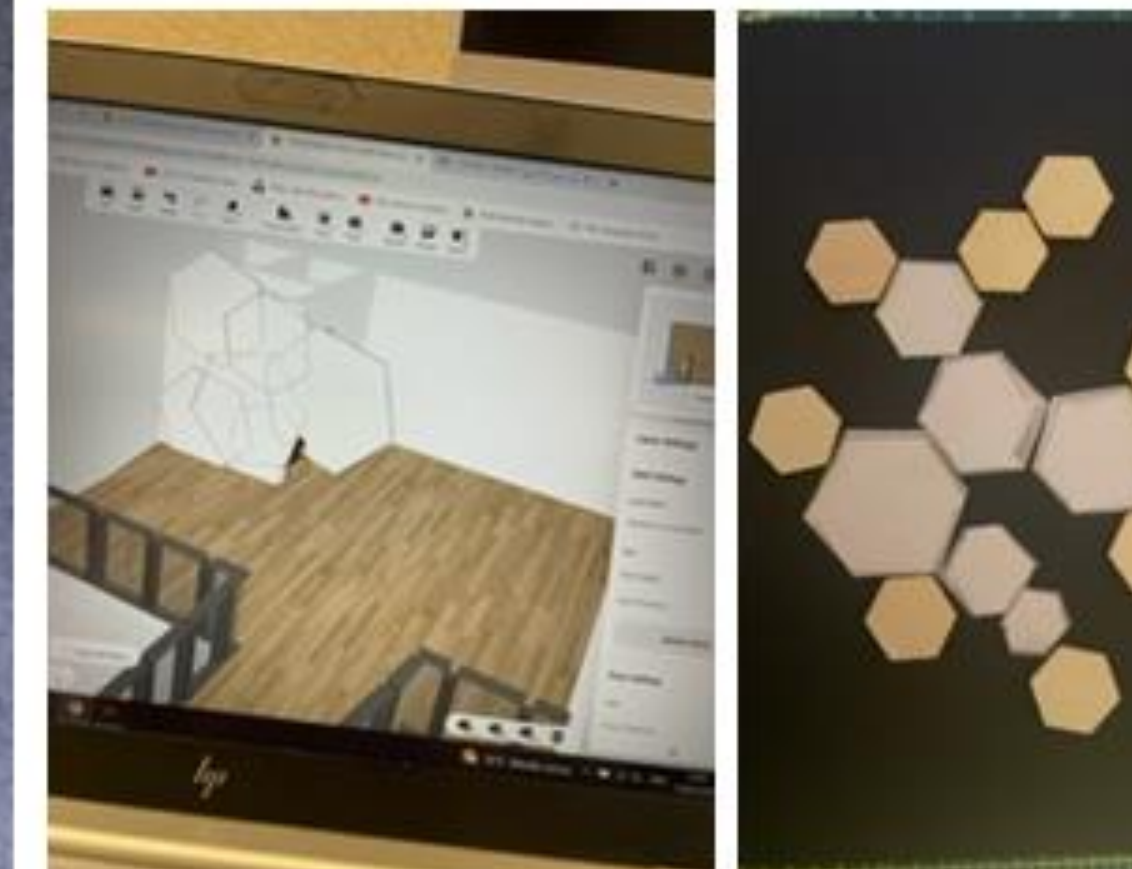
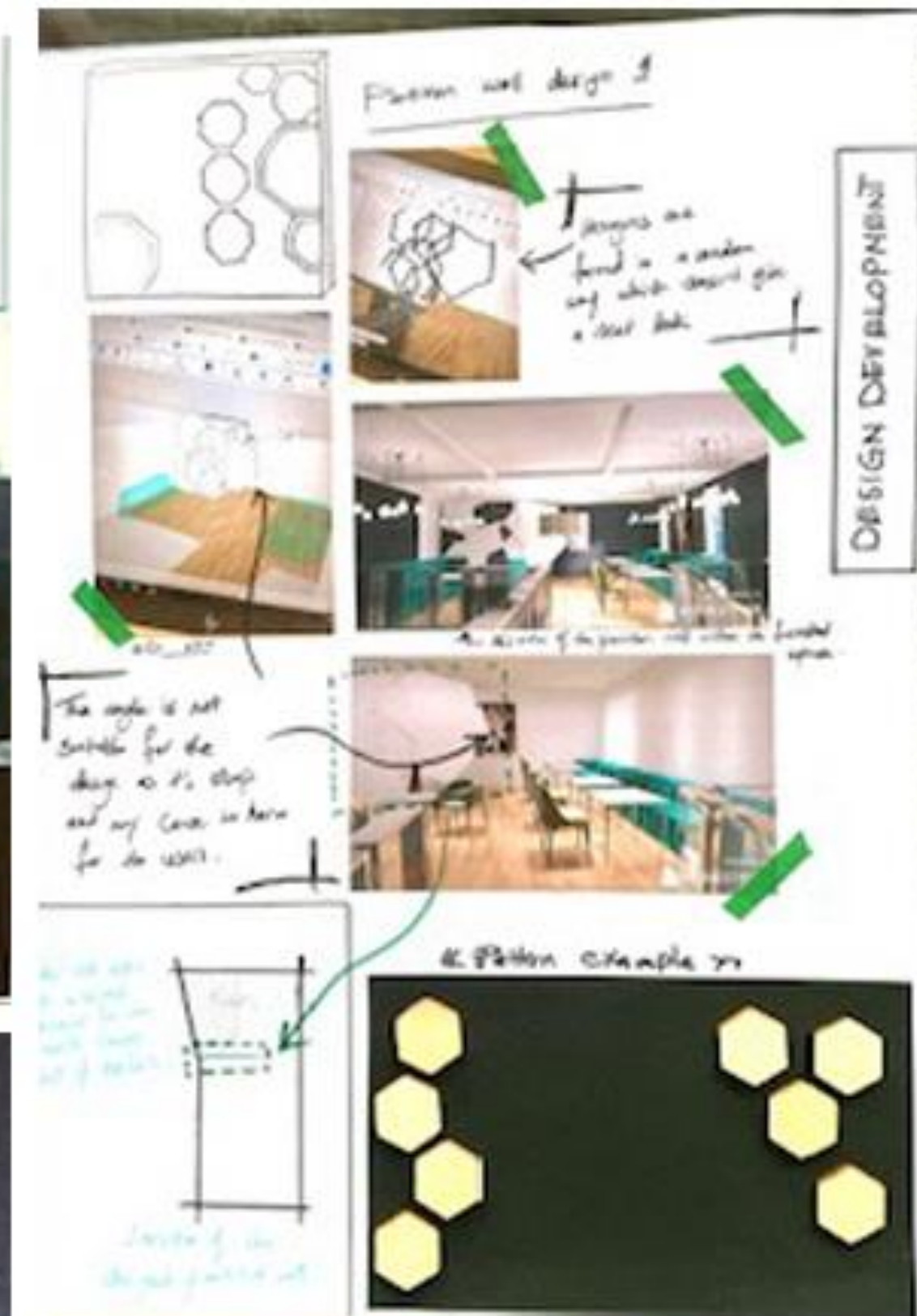
HND-Gin Bar project sketchbook (initial drawings and analysis)





# HND-Gin bar project

More of sketchbook concept development (geometrical shapes), inspiration board and digital development for the 3d visuals.



# HND-Gin bar project(final presentation)



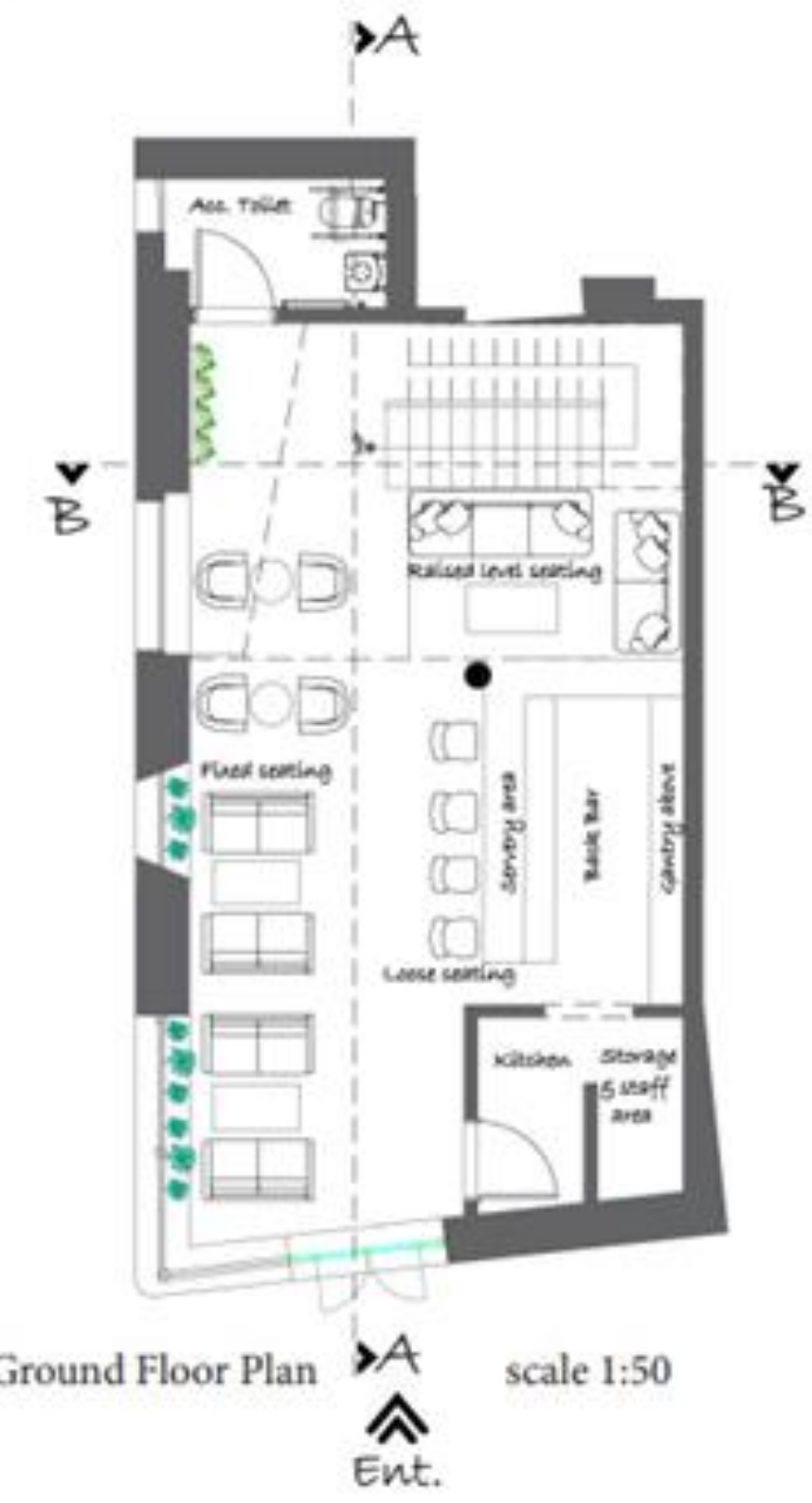
**Bittersweet Gin Bar**  
 Hiba Adam-HND 3D Interior design

Bittersweet Gin Bar is an exceptional bar with a botanical taste in style. Gin lovers can enjoy different collections of well-known international gins and tonics.

## Orthographic Drawings (Scale 1:50)

# Moodboard

# ART DECO



### Project brief

The project objective is to create a unique and creative design and proposal for a Gin Bar located in a place chosen by the student.

The bar capacity is for 20 people with all the required spaces and services to users and staff. This design should follow building regulations to be approved for the next stage.

### Project requirements

- Create a moodboard for the project.
- Creating a programme of work.
- Design required spaces properly and accurately.
- Create design concept(s) and proposal(s) for all spaces.
- Choosing products, material and finishes with specification for the design.
- Producing final design scheme with min 4 visuals.
- Sketchbook development drawings.

### Materials, Finishes and products

1. Shiplap Stone Matt Emulsion Paint
2. Art Deco Geometry Wall Art
3. FINNZE 70 SQUARE - GLASS TOP for bar counter top
4. Tally more artificial wall plant
5. BARK SWING SACRED WALNUT wood flooring
6. 8cm ROME GOLD FIBRE LED LEAVES & BRANCH METAL FRAME CHANGELING LAMP
7. Habitat Vitesse 3 Seater Velvet Sofa - Green
8. Terra Metal Base Pedestal Rectangle Table with Soft Oak Top 120x80cm - FT 104
9. Clear and Gold Pedestals Product Chandeliers Ceiling Light Fixture 60 Crystal Metal Body
10. Hiba Dining Chair, Moss Green Velvet & Chrome
11. FINNZE 70 SQUARE table - GLASS TOP
12. Oak wood for integrated custom wooden slat
13. A. Arco (Black with 1.7m Wire Chandelier Product Light Spider Lamp