

**SCHOOL OF  
INNOVATION  
AND TECHNOLOGY**  
**THE GLASGOW  
SCHOOL OF ART**

Applying to

**MSc VISUALISATION**

Guidelines for Applicants to:

**MSc Digital Heritage  
Visualisation & 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
- A pre-recorded video statement

In addition you will also need to submit

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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 & Video

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.

Video statement should be approx. 3 minutes long.

The video statement should only feature a statement delivered to camera, without editing. The use of AI to enhance the video statement is completely forbidden.

The focus of the video statement is on you - so please *do not* intercut with images or video of portfolio works. We simply want to hear you speak about what you have achieved so far, why you wish to join our programme at The Glasgow School of Art, and why you think you will excel on our program.

## **Assessment Criteria**

### **Application Form**

Transcript (relevance of courses and grades)

### **References**

# Assessment Criteria

## Academic Qualifications and

### Academic Qualifications/ Relevant experience

- Good first degree in a range of relevant subjects (e.g. related Design discipline, Computing, Animation, Heritage, Art, Game Development, 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
- 'Good first degree' is UK Upper 2nd (2:1) class degree or international equivalent. For candidates with very closely aligned undergraduate courses and/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.

# Assessment Criteria

## Review Criteria

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.

## Assessment Criteria

### Interview Assessment Criteria

For candidates with strong portfolio & video 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.

# Assessment Criteria

## 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

## Questions

### 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 leader

Serious Games & VR

Dr Daniel Livingstone

[d.livingstone@gsa.ac.uk](mailto:d.livingstone@gsa.ac.uk)

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