
International Foundation Programme

Application Guidelines for 2024 Entry

Application Guide

This guide takes you through the application process and what to include in your application to International Foundation Programme. It will talk you through your digital portfolio, supporting text and UCAS personal statement.

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Application Timeline and Deadlines

Your application to study for the international Foundation at the GSA is in two parts:

- * UCAS application form
- * Digital portfolio (minimum 10 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 Digital Portfolio Site](#). You can do this as soon as you receive your acknowledgement email.

Application Timeline and Deadlines

Here are the deadlines and key dates for your application:

UCAS Application Deadline Wednesday 31st January 2024	Apply via UCAS at: https://www.ucas.com/
GSA Portfolio Deadline Wednesday 7th 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	To allow for late applicants, the International Foundation Programme will accept applications until 30th June 2024.
Final Decisions: Saturday 18th May 2024	You can expect to hear our decision on your application by 18th May, unless you apply past this date.

What is a digital portfolio?

Your 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. Your digital portfolio should consist of:

- 10 slides of images. You can include multiple images in a slide.
- Your slides should include a selection of both developmental and finished work. Please ensure you submit your portfolio as individual JPEGS or as a PDF (with no file size larger than 50MB) We have made some resources which advise you on how to approach organising and photographing your work and putting together your digital portfolio:
 - [Preparing your digital portfolio](#)
 - [Photographing your work](#)

What is a portfolio statement?

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

International Foundation Programme staff will view the images that you've uploaded in your digital portfolio, read your supporting text and UCAS personal statement, and then assess your application using the following criteria:

- Your ability to demonstrate an interest in Art & Design
- Your ability to apply practical skills
- Your ability to apply concept through your portfolio of work
- Your ability to communicate about your work

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. Learn more about our criteria in the following pages.

Our Criteria

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

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

You can see examples of portfolios in the final slides of this presentation, and a detailed explanation of our criteria in the next slide.

Our Criteria (Stage 1)

Ability to demonstrate an interest in Art & Design

We want to see genuine enthusiasm and passion for art and design, and what or who has motivated or inspired you to apply for the International Foundation Programme. Show us the artists and designers who have inspired you, and how they have influenced you. Let us know if you have a preferred area specialism and demonstrate how you have explored that in your work.

Ability to apply practical skills

We want to see your practical skills and how you explore and use different media and materials. This could be demonstrated in a variety of ways including images of your drawing/painting (analytical and abstract), 3D work and photography.

Our Criteria (Stage 1)

**Ability to
apply concept
through your
portfolio of work**

We want to see how you use ideas in your work, we want to see evidence of the development of ideas through your making from initial inspiration to final works.

**Ability to
communicate about
your work**

We want you to be able to communicate some of the basic themes and ideas that are in your work, and we want you to be able to demonstrate your own personal interests and the things that motivate and inspire you.

Our Criteria (Stage 2 Interview)

Readiness for studying Art & Design

We want to get an understanding of how ready and prepared you are to begin your academic journey at Glasgow School of Art. We want you to share your understanding of what it means to study Art and Design in Higher Education.

Ability to discuss your creative process

We want you to discuss some of the material choices and the processes you have used to develop your work. We want to understand the stages of your creative process.

Our Criteria (Stage 2 Interview)

Ability to communicate the ideas and concepts in your portfolio

We want you to tell us about some of the key inspirations and themes of your work. We want to hear about your ideas and to understand the choices you have made when developing your work.

Enthusiasm for studying on the International Foundation

We want to know why you have chosen to study on the International Foundation and why you want to become a student at the Glasgow School of Art

Interview Advice

Applicants with portfolios that meet our criteria will be invited to an interview with our staff team. The interview is an informal meeting to discuss your reasons for applying to the programme and to find out a bit more about what specific areas of Art and Design interest you. We may ask you some of the following questions:

- Why do you want to study at the Glasgow School of Art?
- What interests you about the International Foundation?
- What inspires you to make your work?
- What kinds of processes and materials have you used to make your work?
- Have you been inspired by the work of any particular artists/designers?
- What else interests you outside of Art and Design?

You can also use the interview to ask our staff questions about what we do and learn more about life at the GSA.

Portfolio Examples

The following slides are successful example portfolios by our current students, taken from their application to study on the International Foundation Programme.

Don't use these as examples to follow in terms of style, as we want to see how your work is unique to you. Use them to see how they have clearly presented their work and process.

Olya Serdyukova

2021/22 International Foundation Programme Student

After IFP, Olya was accepted into Year 2 Interior Design at GSA

Portraiture and figure depiction: Exploring different media

INVESTIGATING PORTRAITURE PAINTING USING WATER-BASED OIL PAINT

My copy of Fred Hatt (American) Prophet 2002 Oil pastel on coloured charcoal paper.

My copy of Mark Powell, black biro on newspaper

Collage with newspaper on card.

HB - 6B pencils on card.

Trying to apply Mark Powell's style in my work: biro on card

Black and blue permanent markers on coloured plastic sheet.

HB - 3B pencils and marker on card.

Investigating the proportions of human face/ zooming into details of the face: water based oil paint on card

Trying a different style: Gouache on canvas

My study: brown charcoal and HB pencil on card.

PEOPLE & SPORT



← Skiing (Self portrait): My Resolved artwork

This self-portrait reflects my interest in skiing and shows an aspect of my character. The facial expression and the viewpoint represent my cautious nature. The chiaroscuro technique, which has been influenced by Georges de La Tour, has been applied to create a strong light and dark contrast. Therefore, the face and the reflections in the glasses advance.

Charcoal, soft pastels and conte on card, 50 x 70 cm.



Block marker and HB pencil on card.

Compositional ideas, developing a final for the skiing (up) and the uncommunicative siblings (down) artworks.



HB pencil and watercolour on card.



Black marker on card.



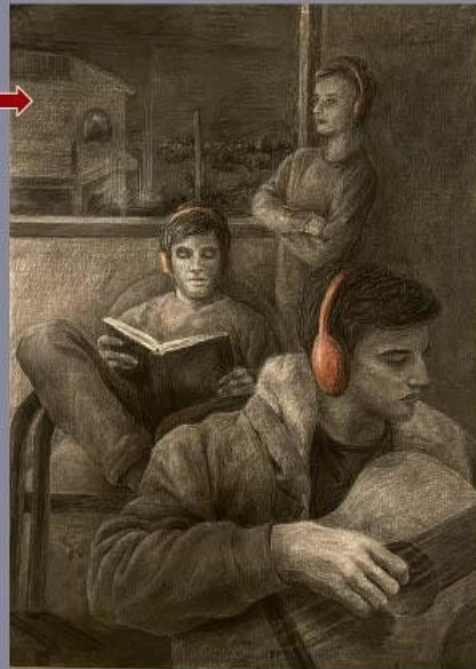
charcoal on card.



My resolved artworks

Uncommunicative Siblings: My Resolved artwork

Inspired by Georgios Iakovidis artworks of united Greek families, this drawing represents the opposite. It intends to convey the idea that families can be complex, conflicted and unconventional. The three siblings are related in blood but not in mind. They have different social and political beliefs and have incompatible personalities. If a family unit can be so estranged, then how is the world meant to communicate and agree on important issues?



Charcoal, watercolour on card, 50 x 70 cm.

Developing an artwork- combining interior, exterior and objects to create a scene

Looking at exteriors and interiors



• 2B pencil on card.



HB - 2 B PENCILS

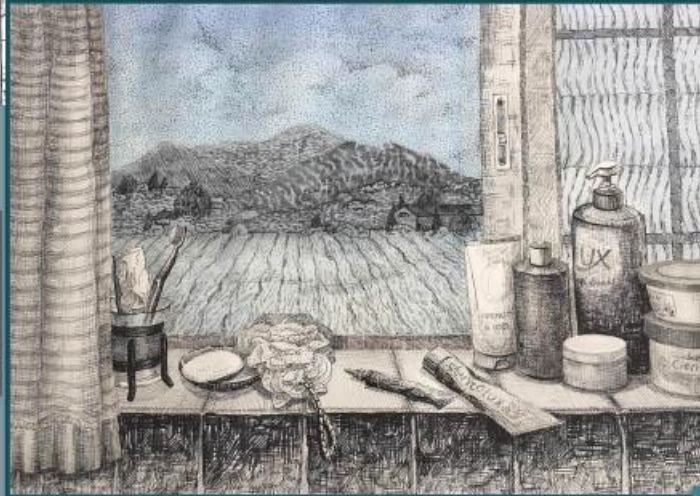
2B - 4B pencils on A5 card.



• Black ink pen on A5 card.



My Resolved Artwork: Bathroom with a View. Mixed media: Markers, watercolours, charcoal and graphite pencils, 50 x 70 cm card



• A section of my sketchbook showing compositional ideas of my work.



BLACK THIN MARKER & FINE TIP PEN ON COLOURED CARD

BLACK, THIN MARKER & FINE TIP PEN ON COLOURED CARD

BLACK THICK MARKER ON COLOURED CARD

WHITE LIQUID TIP PEN ON COLOURED CARD



My study in the style of Van Gogh: 2B pencil, fine tip pen

This artwork was influenced by Vincent van Gogh's drawing style and technique. It depicts many personal objects by a bathroom window. This interior and exterior scene represents an ordinary daily ritual of self-reflection and solitary contemplation. Watercolour enhances the light and mood of the early morning and implies positivity and optimism for a brand new day.

White pen on black card.

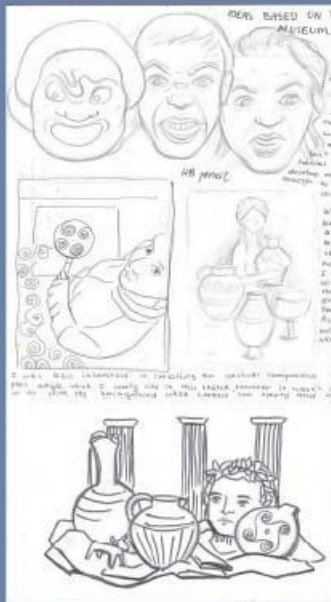


Watercolour and fine tip pen on card.



Compositional ideas and colour resolutions

A stylistic and decorative approach to painting: My influence from the National Archeological Museum, Athens, Greece.



Initial ideas/ inspiration from the Archeological museum.



Initial composition ideas: watercolour + HB pencil on card



My copy of the Karagiozi puppet: Gouache paint.



Developing a composition: gouache paint



Developing a colour composition: gouache paint

My Resolved Artwork: Greece. Gouache, black marker and golden leaf on card, 45 x 55 cm on card



The ancient artefacts in this artwork were inspired by my visit to the Archeological Museum, Athens. Additional inspiration was taken from the shadow play 'Karagiozi' seen in Greek Folk Art, and the idea of silhouettes by Achilleas Droungas. The stylistic representation of the still life contrasts with the space of the landscape seen through the silhouetted, mirrored puppet figures. It's an expression of Greek culture, connecting the past with the present as well as the sea and light of Greece.

Investigating Digital Illustration

Working with space, learning how to create shapes



Investigating how to develop patterns digitally



Making an illustration, learning how to use the 'pen' tool



Creating a character, understanding the proportions



The negative photograph.



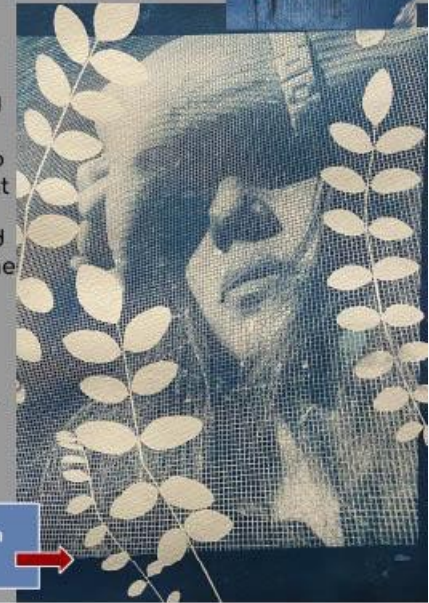
Trying mixed media: Marker and biro with cyanotype

Cyanotype



The concept of this work represents the destruction of the planet. The person is leaning against a metal shield that represents a barrier to nature. Ironically, she wants to reach it, yet she is the one that turns a blind eye to the sufferings of nature. The hand blocks the sunlight which is the core and life of nature. The cyanotype process with sunlight and the blue monochromatic colour compliments the concept. This work emphasises the controversy that exists in individuals and their beliefs.

The Barrier. Cyanotype on cotton paper, 21 x 29 cm.



Creating artworks based on cultural influences



My Resolved Artwork:
Harmony
Gutta Resist Contours and
inks on silk, 45 x 55 cm
(Unable to finish due to
Covid19)



**My copy of the
Totem Poles:**
Coloured pencils on
brown paper.



My initial ideas



Building a
composition
marker
and HB
pencil



My copy of Kehinde Wiley, Three Girls in a Wood (2018), Oil on linen, 274 x 366 cm



Investigating the drawing
of skin: Water Based oil
on card



Developing my
first idea:
Acrylic paint
on canvas, 60
x 40 cm.



My Resolved Artwork: Connecting Cultures. Gouache point on canvas, 50x70 cm.

In a world full of diversity, attitudes, beliefs, and uncertainties such as COVID19 that has infiltrated our existence, cultures around the world need to be more connected, accepting and supportive of each other. The image of the hands represents human bonds: love, marriage, family, relationships or political decisions. The circle which is influenced by the Buddhist symbol of enlightenment is filled with various cultural symbols. Kehinde Wiley's decorative work has also inspired this artwork.

Making tiles/ applying glazes, underglazes and oxides

Exploring the natural form/ making an open form

CHOOSING THE COLOUR SCHEME

Taking inspiration from man-made forms/ making a form using a slab

Exploring the natural form/ using the coiling technique, to create a form

Exploring 3D media*

*All sculptures unfinished due to Covid19

This clay sculpture aims to emphasise the facial elements of the human head. It is intended to be interpreted as a male or female portrait, thus narrowing the boundaries between gender identity. Therefore, the expression of the face is assured and proud. The geometric structure of the face which is created in a semi-abstract style was influenced by 'Woman's Head' by Pablo Picasso.

Head. Stoneware Clay.

The lifeless soul. Stoneware Clay.

This clay sculpture was influenced by Henry Moore and conveys an important message of 'Child Organ Trafficking'. The sculpture of the child is hollow in the middle, indicating that the child's organs have been removed. The faceless head is bent down which symbolises the tragic loss of childhood and life. There are thousands of innocent children who are exploited in many societies as a result of this atrocious act. Therefore, more awareness and action should be implemented by authorities worldwide.

HB-EB pencils

Block marker + watercolour on card

Making a sculpture: building an artwork from found objects: symbolism

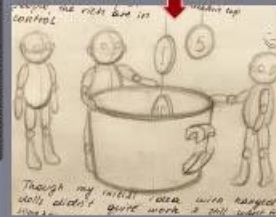


Developing the composition/
Initial idea: black biro



Developing the compositions/
building ideas: black biro

Developing the composition:
HB pencil



Moving closer to
assembling the
sculpture: orange and
grey markers plus HB
pencil



The art making
process



My Resolved Artwork: Give and Get. Found objects: coins, cardboard. Purchased objects: wooden hand, cup, wooden rod, wooden figure, wallet, string. Made objects: paper money (photocopied), 60 x 48 x 46 cm.



This sculpture aims to make a statement about the difference between the social classes; that of poverty vs wealth. The hand is holding a wallet, full of money, and the excess is falling into a poor man's cup. These coins give poor people a chance to survive, not to live. The wooden figure represents poor souls who have no identity. This vicious circle where the rich rely on the poor and the poor depend on the rich is endless. This artwork was inspired by Robert Gober.

Developing an interior design of an airport VIP-lounge

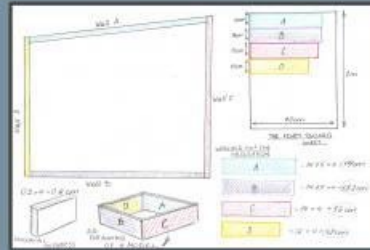
My intention was to create a interior of an airport VIP-lounge, basing my ideas on both, primary and secondary research.



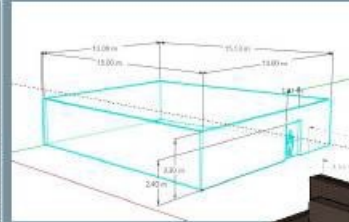
Colour palette

Furniture numbers

- 21 brownish armchairs
- 9 white armchairs
- 2 food, seating sofas
- 6 round food tables
- 7 wooden coffee tables
- 9 white, small coffee tables
- 3 glass coffee tables
- 2 book stands
- 2 warm wooden partition with plants
- 3 TVs
- 2 toilets
- 2 bathroom sink desks
- 2 mirrors
- 1 reception desk
- 1 long food desk
- 6 black chairs made of polypropylene
- 2 computers
- 8 green pillows



Developing the plan/
interior space



Building the furniture
digitally.



Making the model

My Resolved Model



Yiting Yang

2021/22 International Foundation Programme Student

After IFP, Yiting was accepted into Year 2 Communication Design at GSA

HuGuoSi Chinese pastries

Illustration/Branding Design

Logo Design



Colours



Fonts

思源宋体 Arial



The original branding design of HuGuoSi pastries

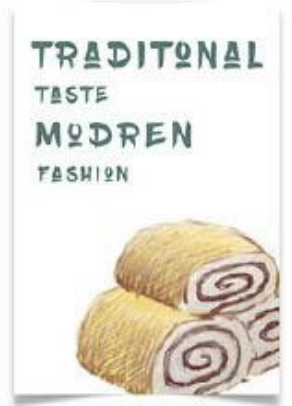
Pastries. Dishes were sold in the Yuan Dynasty and had simple forms every month. The most attractive thing is the food sold on the famous line. HuGuoSi pastries originated within one and have a history of hundreds of years.

HuGuoSi pastries are one of the representatives of local snacks in Beijing. They are famous for their rich varieties, outstanding taste, texture, and profound historical and cultural heritage. Lingnan's Prime Minister Guo Qian (1916-1996) once wrote: "No ordinary food for a state banquet."

As a Beijing snack that goes abroad, I feel that its branding design is not too formal and the packaging is not excessive enough. I want to redesign the HuGuoSi pastries brand to attract attention and provide Beijing snacks to the world.



Illustration



VI Application

List:

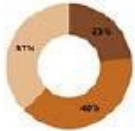
- placemat
- meal box
- chopsticks wrapper
- paper bag
- post card
- name card



Research and Analysis

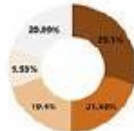
The proportion of sexual abuse of minors is far more serious than most Chinese realize.

How often parents teach their children about sex



Never 43%
Once per week 37%
Several times a week 19%

Locations probability



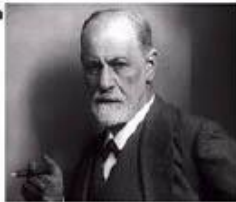
At the victim's home 29.3%
At school 20.8%
At work 19.4%
At public places 5.5%
At other locations 24.8%

Underage women who have been sexually molested



Theoretical Research

According to Freud, much of our personality is shaped by our unconscious mind. Sexual desire is a part of the constitution and personality of every human being. Sex, as an instinct, determines our gender roles and social interactions. One of the ways humans explore the world is through our understanding of sex that we learn to love and from to build an identity. How to respect the opposite sex and how to interact with others?



Mind Map



Final Display

The book has three pages, each page discusses around sex education topic. The first page is about sexual abuse, second one create a sample case about two different cases scenario. On the second page, it more to understand about marriage (only) and prevent sexual abuse. The last page we show about general stereotype and consciousness.



First Page

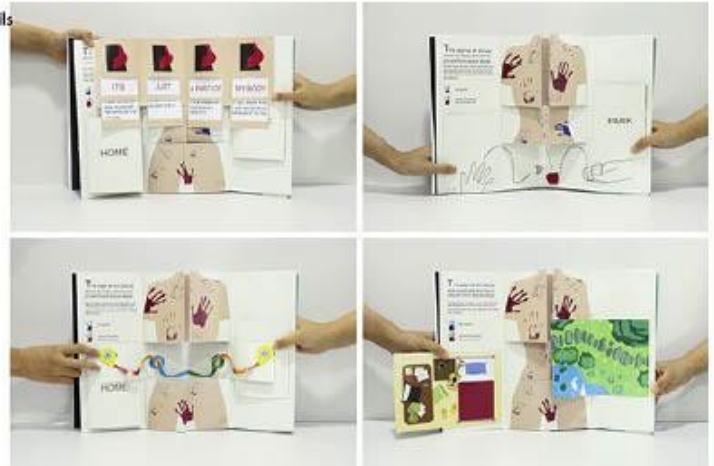
In this page, I will show the importance of sex education by illustrating psychological difference before and after sex education.



Details



Second Page - details



Second Page

In this page, I will discuss about our body and how to prevent from sexual abuse, no one owns us, our home and park are the places which kids, especially to be sexual abused so pay attention to these two places



Third Page

This page shows a group of people in a building, screening LGBT, labels of gender stereotypes. Please read gender stereotypes and break gender stereotypes by their own individual choice.



Details



Research and Analysis



My work has two parts. The first part is about children in the city. The bottom layer is the paintings drawn by children with acrylic paint about the world in their eyes. On top of their painting, I revealed an urban photography printed on a transparent paper. The second part is about adults in the city. The bottom layer is a streetscape painted by me. On its top, I added a transparent acrylic board, on which I drew the profiles of people with different states with each pen. Then I invited passersby on the street to color in the profiles that were most similar to theirs and interviewed these passersby.

Interview and Project plan



This practical experience allowed me to connect the real society. The participants got a chance to reflect on their life in this painting process. They were involved in and became a part of the work. In this way, I learned some of their stories and a connection was built between us.



Dimensions: 30cm *40 cm, 30*110cm
Date: 22/11/2020

Details

On the whole, this work explores the relationship between people and city, the life status of the people, and how design room to think. The project is not completely ended, it is continuous in different cities and cultures.



Details



Details



Final Display



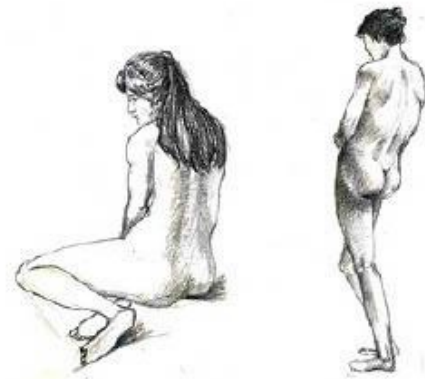


OBSERVATIONAL DRAWING





STILL LIFE & FIGURE DRAWING



Yuxuan Lin

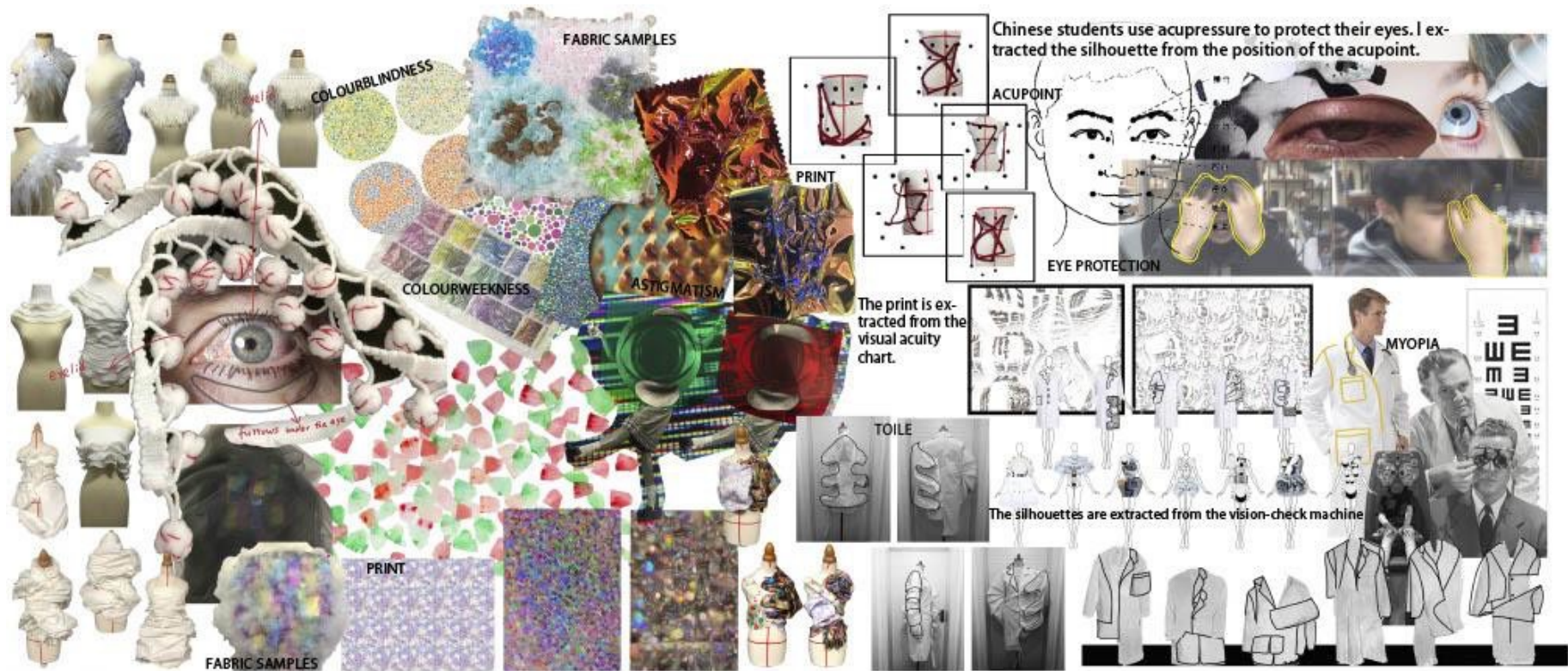
2021/22 International Foundation Programme Student

After IFP, Yuxuan was accepted into Year 2 Fashion Design at GSA



When I was in the second year of high school, I felt that my eyesight had a problem because of the heavy study, and I couldn't see the blackboard clearly in class more and more. One day I went to the hospital for an examination and found myself nearsighted.

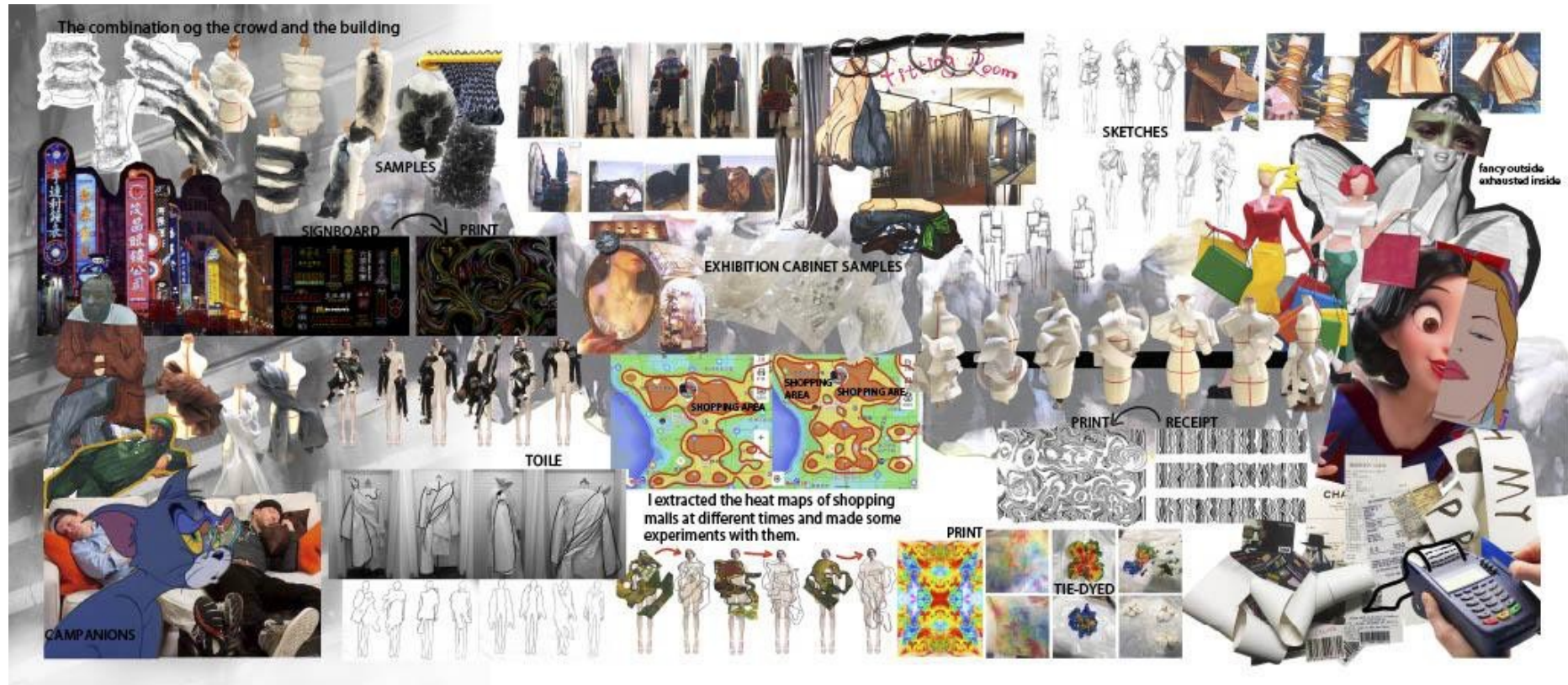
With the progress of time and technology, more and more visual problems are found. For example, color blindness, color weakness, myopia, astigmatism and so on. Every visual problem causes us to see a different visual image. These visual problems affect our body and life in many ways. This project not only studies the world we see differently but also hopes to draw people's attention to visual problems and to protect our eyes so that our eyes can accompany us to see a better world.



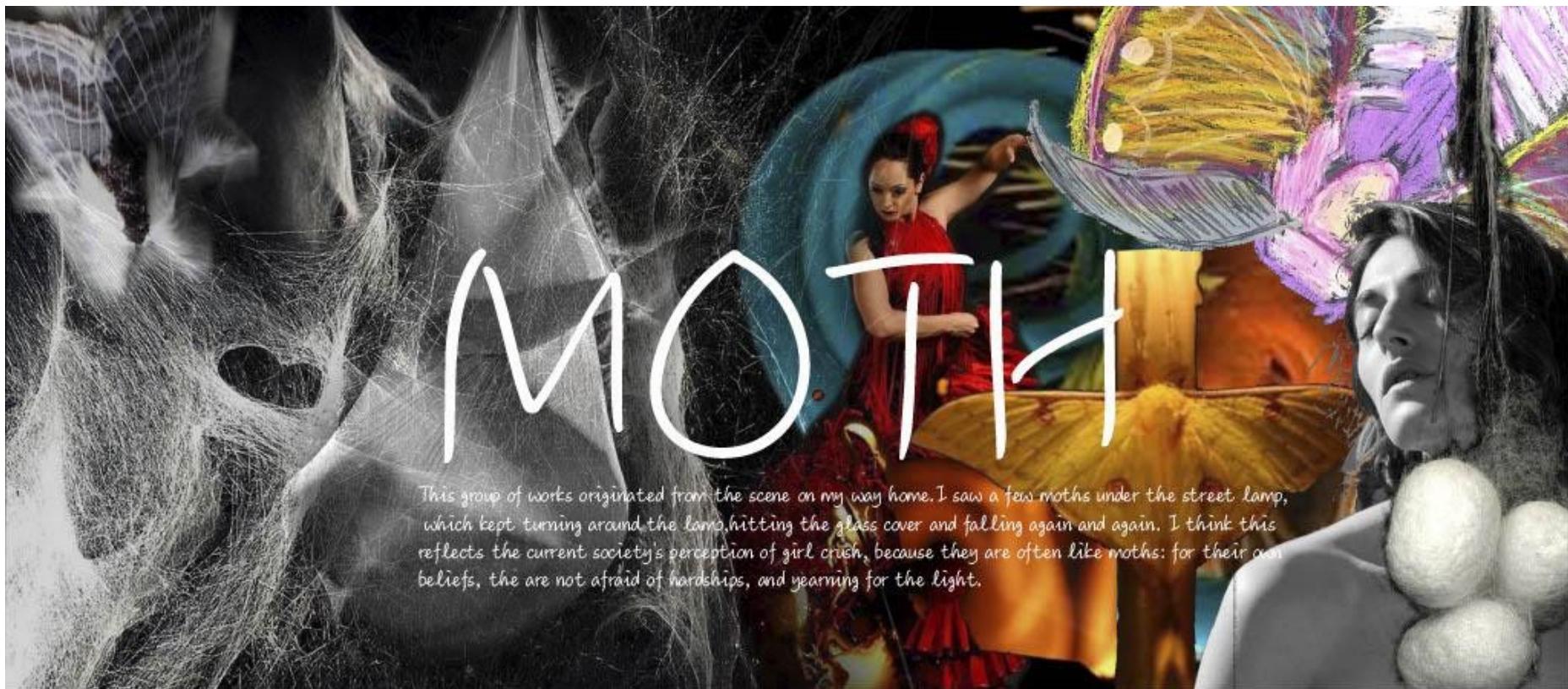




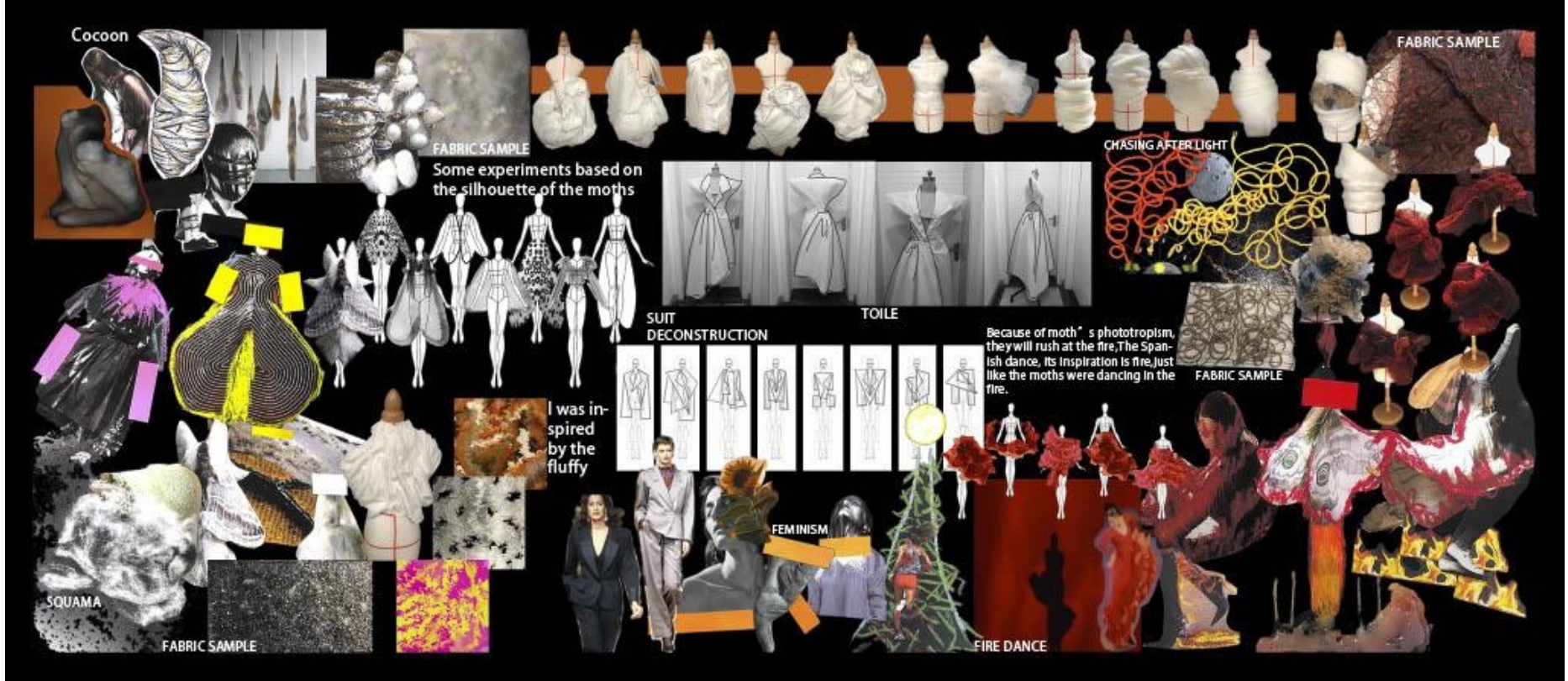
This collection was inspired by my in-depth exploration of people's movement and common things in shopping. Most people like shopping, which can often bring people happiness, but those who go shopping with them get more bored and tired. With the improvement of the economic level, people's purchasing power is also increasing. You can often see many people carrying large and small bags on the street. What I want to express in this work is the state of people when they shop.







This group of works originated from the scene on my way home. I saw a few moths under the street lamp, which kept turning around the lamp, hitting the glass cover and falling again and again. I think this reflects the current society's perception of girl crush, because they are often like moths: for their own beliefs, they are not afraid of hardships, and yearning for the light.



Cocoon

FABRIC SAMPLE

FABRIC SAMPLE
Some experiments based on the silhouette of the moths

CHASING AFTER LIGHT

SUIT
DECONSTRUCTION

TOILE

Because of moth's phototropism, they will rush at the fire, The Spanish dance, its inspiration is fire, just like the moths were dancing in the fire.

FABRIC SAMPLE

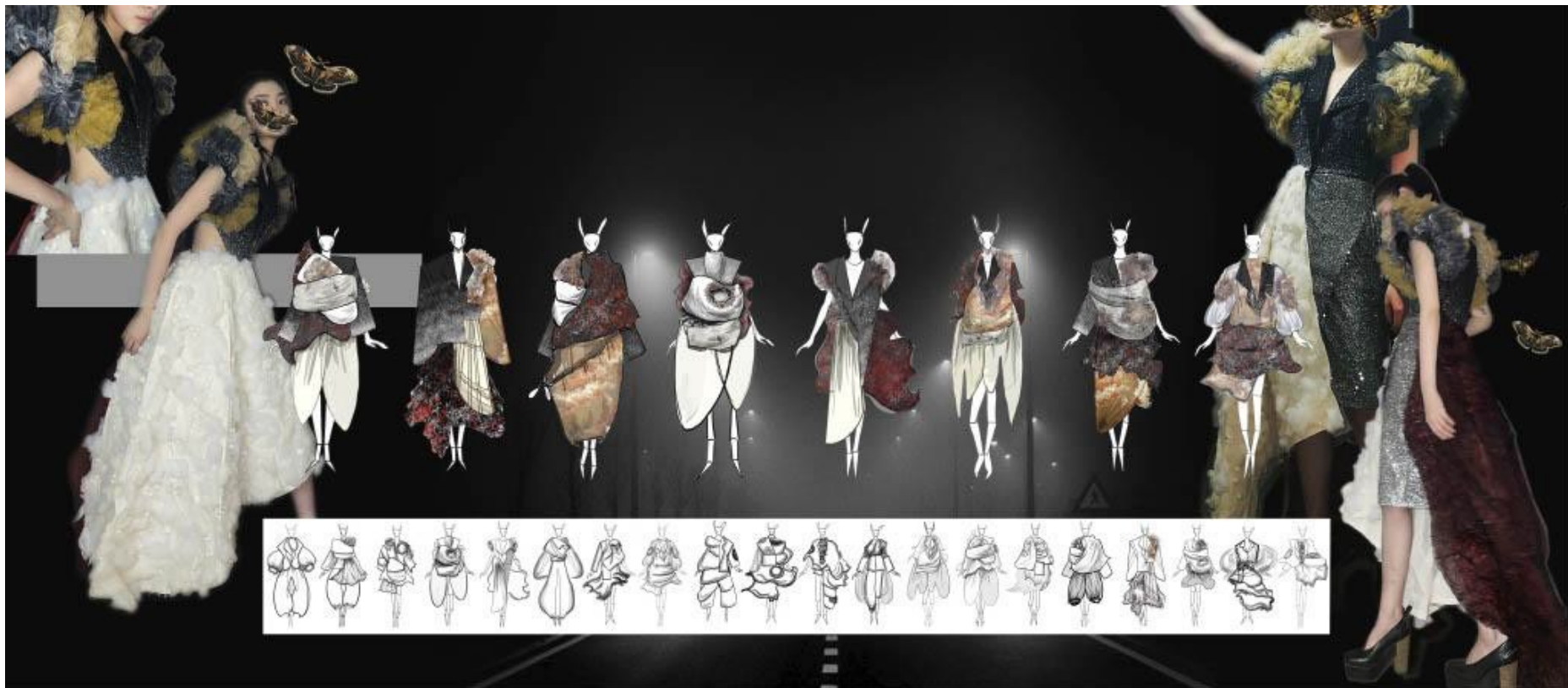
I was inspired by the fluffy

FEMINISM

FIRE DANCE

SQUAMA

FABRIC SAMPLE



Yimin Wu

2021/22 International Foundation Programme Student

After IFP, Yimin was accepted into Year 2 Interaction Design at GSA

FLAMNIKKI

No matter in China or after studying in Canada, I found that people around me have problems with matching clothes. Therefore, inspired by a costume change game named "Nikki", I plan to develop a special costume matching APP to meet the actual needs of costume change and add practicality.

BACKGROUND

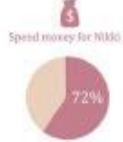
Nikki as a global well-known girls game, the rich clothes in game greatly satisfied the young girls.



- Catherine** 18 years old
"My friends always tell me that I have trouble matching my clothes."
*Terrible on matching clothes in real life.
- Anna** 15 years old
"I will spend almost all my pocket money on this game."
*Spend a lot of money for the Nikkis.
- Lucy** 21 years old
"Sometimes I will ignore the weather in order to match beautiful clothes."
*Difficult to choose the right clothes for the right weather.



The app is for showing users the suitable match.



Original matching game

STORYBOARD



For many girls, there is always a problem when they wake up

They spend a lot of time matching clothes



If you redesign the Nikki game

It will quickly make the right outfits for climate



Morning is precious, let FlamNikki start your day with pleasure

FLOW CHART



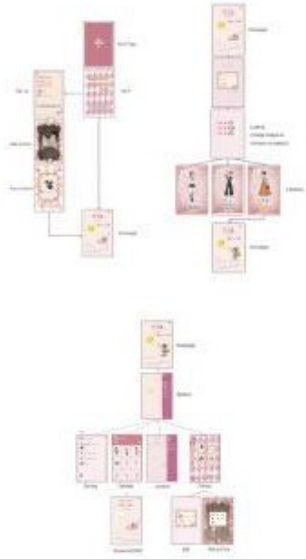
SKETCH



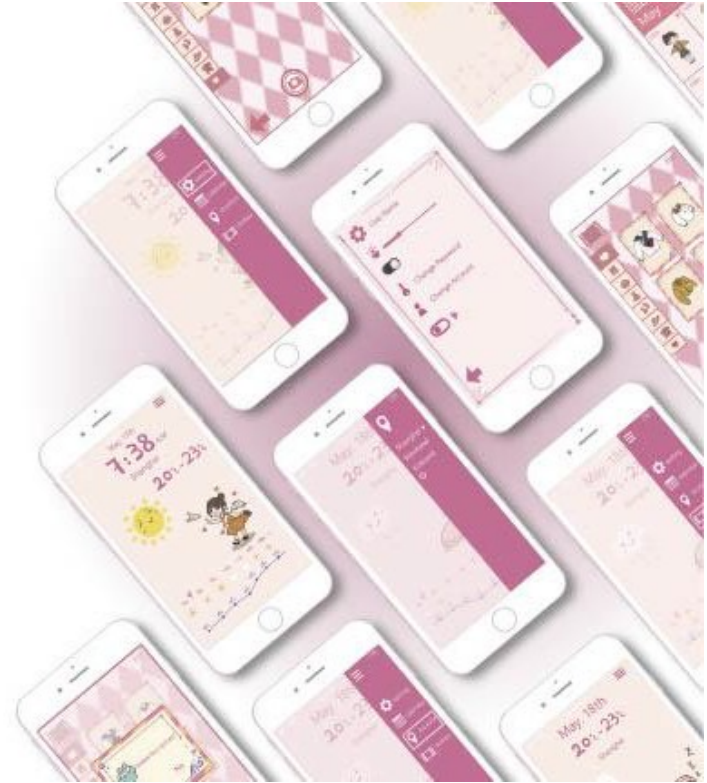
MOODBOARD



WIREFRAMES



FINAL DISPLAY



AAP@

This product is specially designed to provide a series of help from registration to medical treatment for the elderly people, so as to avoid them always seeking help and long waiting in the hospital. The product will guide them clearly to complete the medical treatment step by step.

BACKGROUND

Who The proportion of elderly population who over 60 in big cities of China



According to the statistics, the elders who over 60 in China will over 1/4 by 2035. It is expected to reach 1/3 by 2050.

Why Blocked by

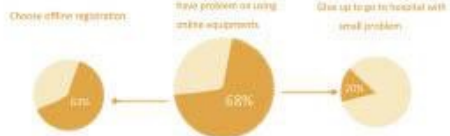


How



Most of the elderly will choose offline registration.

They also need to take a long time on lining up to see the doctor.

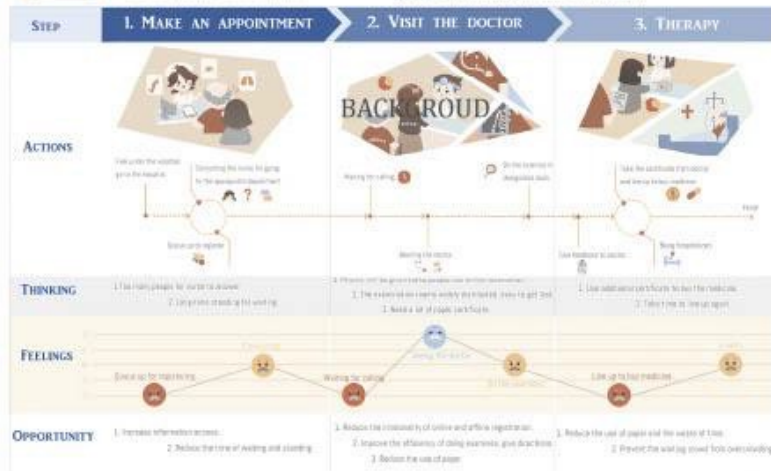


JOURNAL MAP FOR SENIOR PEOPLE GOING TO HOSPITAL



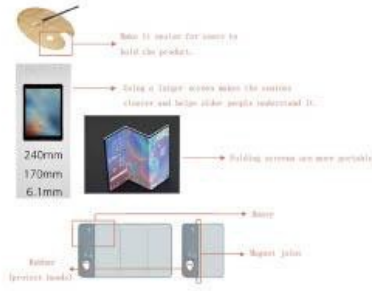
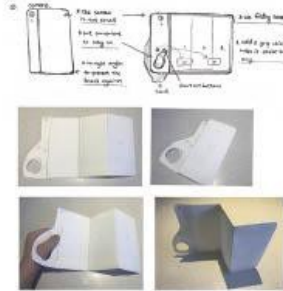
PERSONA
For: Senior people
Age: 65
F/M: Male
Work: ordinary old people with ordinary incomes

According to statistics, The figure below shows the whole process of the elderly to see the doctor.

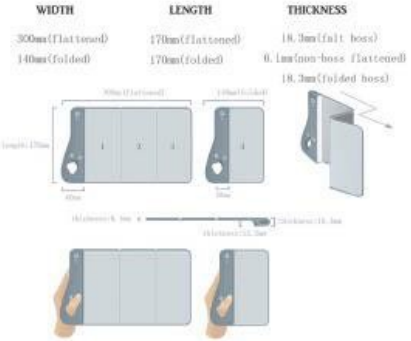


PRODUCT DESIGN

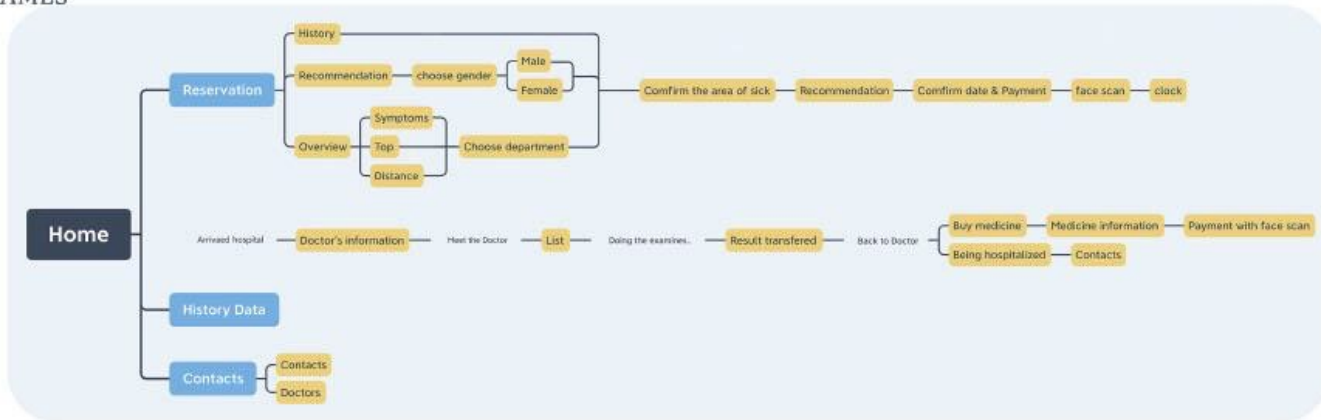
DRAFT



SIZE



WIREFRAMES



FINAL DISPLAY



SHARK HEART

I compared the ocean background to a human body, and sharks as a heart, and bronchus as coral. As sharks dwindle, the heart of the ocean begins to fester, and the tracheas which extend to all parts of the body slowly weaken. My purpose is to protect the marine ecology.



the wool (sharks)



blood vessels



the coral



red haze



two sharks



Heart (coral)



light cast acrylic
90x114cm
2020

CREATIVE PAINTING

1. Street View in Japan

This is a street scene from my first trip to Japan with my parents when I was seven years old. The street scene impressed me so much that I turned it into a pictorial memory.

marker pen, colored line drawing pen
12.5*24cm



2. 82077 Cyberpunk

The three characters are perched on a tower in the future city of Cyberpunk. From the first time I played the Cyberpunk game to the start of my own creation of the game creation, I am deeply impressed by its sense of technology and mystery.

line drawing pen
17*20cm



3. Peking Opera

This is a picture of a Chinese opera costumes. Once, the frequent inflow and outflow of foreign popular culture led to the fading of traditional culture. However, the younger generation get to know the excellent traditional culture of China, and carry forward it by generations.

acrylic, watercolor, color pencil
10.2*13.3cm



4. THE LUGGAGE

I took this photo in the yard of house as a memento of my three-year homestay in my host family in Canada. From then on, I will leave them for college life.

marker pen, color pencil, colored line drawing pen
17.5*21.5cm



5. SELF-PORTRAIT

My self-portrait appeared in the Windows 7 interface box. It was the first computer I've ever used. It was like the first door to my new world. Steam wave style is the combination of this retro and technological sense.

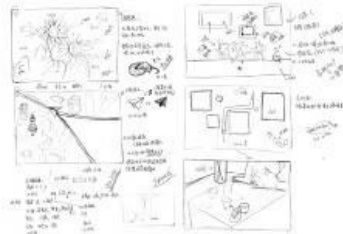
acrylic, line drawing pen
17*23cm



MYSELF

STORYBOARD

I introduce myself through motion animation. The snake is me, introduced my favorite flower sunflower, stadium, aquarium, my hometown Shanghai, and now living city Canada. I share some of my paintings. I like video games, so through the game greedy snake to express, finally I show my favorite manga.



TRAVEL MUSIC BOX

I want to encourage people always pursuit of the Art and music in life which are representatives of beautiful things. The music box is inside the suitcase, and the interior models are three paintings by Monet. Which means to carry the beautiful scenery on your hand like your own luggage.



Video: <https://youtu.be/WZZwWtIWU7M>

wooden box, music box, light clay, acrylic, AB glue,
stones, artificial grass, wood chips
20*23*30cm
2020

