Applying to MSc Visualisation

Guidelines for Applicants to MSc Medical Visualisation & Human Anatomy, MSc Heritage Visualisation and MSc Serious Games Development
Application Form

• Your application will be forwarded to assessors when you have submitted
  – A completed postgraduate application form
  – A personal 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)
  – A copy of your passport (if applicable)

– We would prefer if you sent all this information with the application form and personal statement
Personal Statement Guide

Your personal statement (approx 500 words) should provide a concise, critical self-evaluation of your work and the reasons for wishing to join the programme at GSA.
Portfolio

• MSc Visualisation is an interdisciplinary programme, with applicants from science, arts, and engineering backgrounds
• Accordingly, no portfolio is required with applications
Assessment Criteria

Application Form and References
Criteria

• Academic Qualifications/ Relevant experience
  – Good first degree in a range of relevant subjects (e.g. Life Sciences, Animation, Heritage, Art, or those that include programming or scripting) or equivalent professional experience

• Interest and motivation to study at the School of Simulation & Visualisation

• Evidence of knowledge and interest in the programme
Assessment Criteria

Interview
Criteria

• We aim to interview all applicants
• Interviews may be online or in-person
• Criteria are your ability to:
  • apply practical skills
  • apply analytical and conceptual skills
  • communicate about work & put it into context
  • demonstrate an interest in the programme and specialist area applied for

Correct at Nov. 2019