

**THE GLASGOW
SCHOOL OF ART**

OPEN

OPEN

OPEN

**UNDERGRADUATE
OPEN DAY 2017**

26 October 2017
9.30am – 4pm

WELCOME TO THE GSA UNDERGRADUATE OPEN DAY 2017

Whether you are just beginning your search for a programme in Art, Design, Architecture, Innovation or Simulation & Visualisation, or looking for last minute advice on putting together a portfolio, Open Day is your way of finding out more about how to become a student at one of the UK's leading international art schools. Inside is your guide to the talks and tours across our campuses today.

Applying to The Glasgow School of Art?

There's more to choosing your place of study than Open Days – GSA OPEN offers a wide range of events throughout the year to help you get the right information and support at the right time.

#GSAOPEN

www.gsa.ac.uk/gsaOPEN

 @GSofA

 @glasgowschoolart



ACCOMMODATION INFORMATION HALL

Visit Blythswood House, one of our on campus Halls of Residence. Meet staff, tour the accommodation and find out everything you need to know about residence life and how to apply. Located 5 minutes' walk from the main campus at 200 West Regent Street, Glasgow, G2 4DQ

TALKS AND PRESENTATIONS

Due to limited seating in all presentation venues, we kindly ask that only visitors considering making an application attend talks. Parents and friends of applicants will be welcomed by staff within the departments, and the Information Halls in the Reid Building and Blythswood House.

MACKINTOSH SCHOOL OF ARCHITECTURE

Visitors are invited to see the studios, hear about the undergraduate programme and participate in a quick fire 3D Design Challenge.

Venue: Bourdon Building

Talk: 10.00, 12.00, 15.00

Tour: 10.45, 12.45, 15.45

CRITICAL STUDIES

Venue: Information Hall, Reid Building

Critical Studies is an essential component of undergraduate programmes within the Schools of Design and Fine Art. Come along at any time, speak to the staff and find out more.

SCHOOL OF FINE ART

Venue: Cinema 2, Glasgow Film Theatre

10.15 Fine Art Photography

12.30 Fine Art Photography

Venue: Lecture Theatre, Barnes Building

12.00 Sculpture & Environmental Art

14.00 Sculpture & Environmental Art

Venue: Cinema 1, Glasgow Film Theatre

10.00 Painting & Printmaking

13.45 Painting & Printmaking

PUTTING TOGETHER A PORTFOLIO

Venue: Cinema 1, Glasgow Film Theatre

10.45, 11.30, 12.15, 13.00, 14.30

Venue: Cinema 2, Glasgow Film Theatre

11.00, 11.45, 13.15

SCHOOL OF SIMULATION AND VISUALISATION

Venue: School of Simulation and Visualisation, The Hub, Pacific Quay

10.15 Immersive Systems Design

11.15 Sound for the Moving Image

12.45 Immersive Systems Design

15.00 Sound for the Moving Image

INNOVATION SCHOOL

Venue: Principal Seminar Room 1, Reid Building

10.30 Product Design

13.30 Product Design

SCHOOL OF DESIGN

Venue: Reid Auditorium, Reid Building

09.45 Textile Design

10.30 Interior Design

11.15 Fashion Design

12.00 Communication Design

13.00 Textile Design

13.45 Interior Design

14.30 Fashion Design

15.15 Communication Design

Venue: Principal Seminar Room 1, Reid Building

09.45 Interaction Design

11.15 Silversmithing & Jewellery

12.00 Product Design Engineering

12.45 Interaction Design

14.15 Silversmithing & Jewellery

15.00 Product Design Engineering

CAREERS

What do you do with a Degree in Visual Arts? Find out about careers and life after art school.

Venue: 1st Floor Lecture Theatre, Bourdon Building

10.15, 11.45

ADVANCED ENTRY TO GSA

Many new students join Years 2 and 3 at GSA directly from FE colleges, Foundation diplomas or with other relevant university-level experience. This talk is for applicants wishing to apply for direct entry to Year 2 or 3.

Venue: Cinema 2, Glasgow Film Theatre

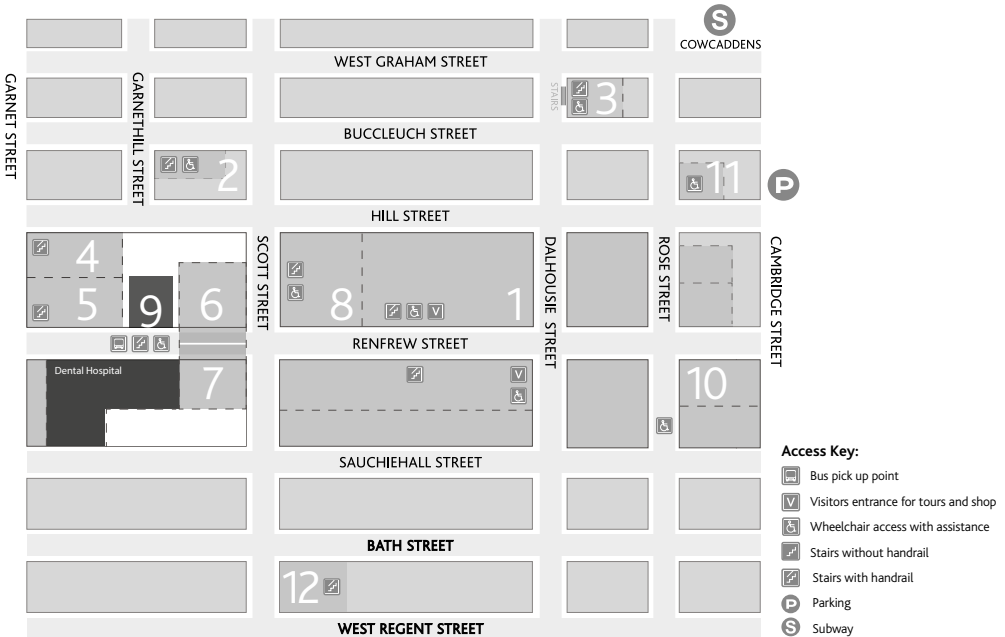
09.30, 14.00

LIBRARY

Tours of the Library and Learning Resource Centre.

11.00, 12.00, 14.00, 15.00

GARNETHILL CAMPUS MAP



MAP KEY

1. Reid Building

- Reid Auditorium
- Information Hall
- Principal Seminar Room 1
- Workshops
- Innovation School talks
- WTMS Café
- School of Design studios
- School of Design talks

2. Margaret Macdonald House

- Student Halls of Residence

3. Barnes Building

- Interaction Design studios
- Sculpture & Environmental Art talks and studios

4. JD Kelly Building

- Printmaking workshops

5. Richmond Building

- Fine Art Photography studios

6. Library & Computer Centre

- Library tours

7. Bourdon Building

- Mackintosh School of Architecture talks and studios
- Careers talks

8. Assembly Building

- Students' Association
- Venue & Café Bar

9. Bus departure point for

Tontine Building and School of Simulation and Visualisation (shown overleaf)

- School of Simulation and Visualisation talks and studios
- Painting & Printmaking studios

10. Glasgow Film Theatre

- Portfolio talks
- Advanced Entry talks
- School of Fine Art talks

11. Haldane Building

- Innovation School studios

12. Blythswood House

- Student Halls of Residence
- Accommodation Tours
- Accommodation Information Hall

How do I get to the Tontine Building and the School of Simulation and Visualisation?

On Open Day shuttle buses will operate continuously to and from the Tontine Building, and a limited service will run to the School of Simulation and Visualisation, both setting off from the main Garnethill Campus.

Garnethill Campus

Pick up point Renfrew Street (outside Reid Building)

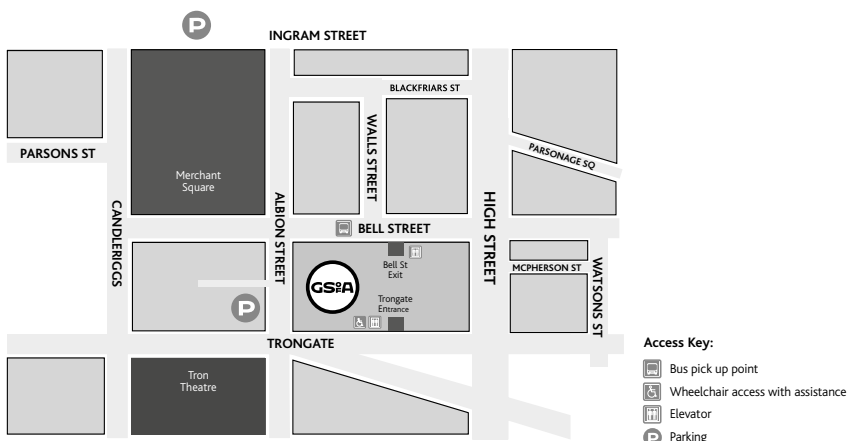
Tontine Building

Return pick up point Bell Street

School of Simulation and Visualisation

Return pick up point The Hub, Pacific Quay

TONTINE BUILDING



SCHOOL OF SIMULATION AND VISUALISATION

