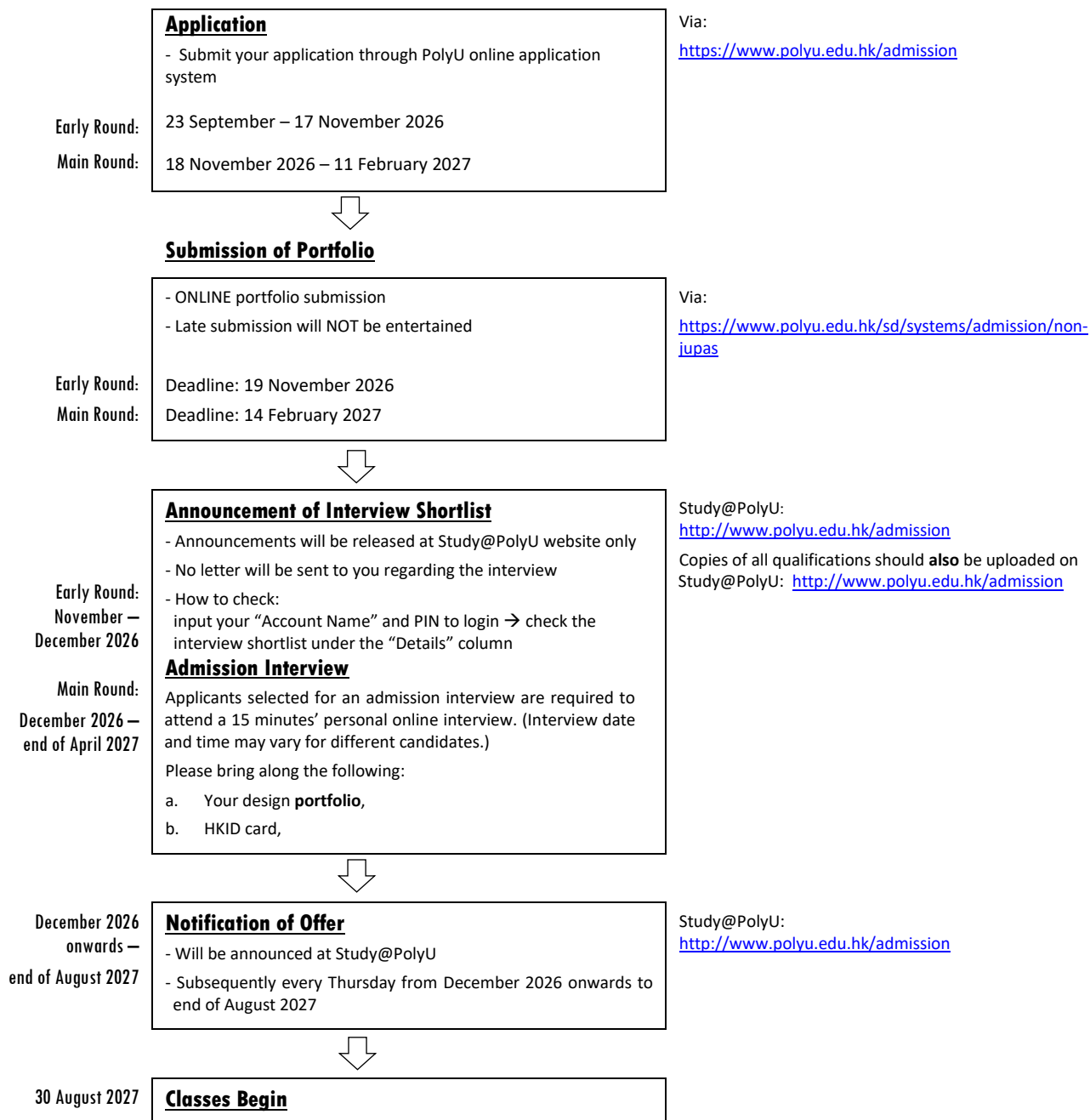


BA (Hons) Scheme in Design (73416)

Non-JUPAS Local Year 1 Admission (2027-28) Information Sheet

Admission Procedures

Important dates↓



For Enquiry, please contact

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Last updated: Aug 2026

Portfolio Guidelines

Content: The portfolio highlights who you are, what your design and artistic interests are, and what your skills and capabilities are. This is shown through your own works in different artistic, creative and design related media, that shows an idea, interpretation or intention. Works can include the following media:

Two types of Portfolio

There are two types of portfolio, you can choose the content based on your background.

Creative Portfolio

Target Applicants:

Applicants with art and design-related background, who have a basic understanding of what is design.

Related subjects:

- Visual arts
- Design and Applied Technology
- Art and Design related
(e.g. Dance, Film, Music, Theatre)

Applied learning:

- **Creative Studies**
(Design, Music Production, Dance, Drama etc)
- **Media and Communication**
(Film and Transmedia, PR and Multimedia Communication etc)

Types of works expected:

Two-dimensional works:	Three-dimensional works: (Photographed)	Multimedia: (with links / QR code)
- Collage - Drawing / Illustration / Painting / Sketching - Photography - Storyboard - Visual Diary	- Handcraft - Installation - Mixed media - Model / Prototype - Sculpture	- Apps / website - Animation / Video - Demonstration on work

STEAM/MAKER Portfolio

Target Applicants:

For those with non-art and design backgrounds, but interested in studying design.

Related subjects:

- STEM related (Science, Mathematics)
- Tourism and Hospitality
- History, Geography, Business, Economics, ICT
- Languages

Applied learning:

- **Applied Science** (Health Care, Psychology etc)
- **Business, Management and Law** (Marketing and Online Promotion)
- **Services** (Hospitality, Child Care etc)
- **Engineering and Production** (Constructing Smart Cities)
- **Languages** (Copywriting)

Types of works expected:

Works	Related Projects
- Creative concepts - Personal insights - Research - Script writing - Storytelling - Creative coding - Model / Prototype	- Community - Entrepreneurship - STEM / STEAM - Design and Technology - Applied Maths - Applied Physics - App Design

***Others Participatory Work** - Other than the works mentioned above, additional creative-related works are welcome. These works can be from courses you have done as part of your studies, your creative and artistic hobbies, competitions, workshops, services or After School Activities (ASA) and classes.

Policy on Generative AI (GenAI) Usage Tools

The School of Design supports a forward-looking approach to technology. However, the work you submit must fundamentally represent **your own individual creativity and authentic thought**. Unapproved or hidden use of AI will be treated as plagiarism.

Permitted Use (Supportive Role Only)

-  **Brainstorming:** Using GenAI tools (like ChatGPT or Midjourney) to map layout concepts, generate early text variations, or map visual ideas.
-  **Skill Development:** Utilizing AI tools to touch up images or videos, proofread written descriptions, or assist with vibe coding.

Prohibited Use (Ghost-designing)

-  **No Direct Outputs:** You **cannot** submit AI-generated images, renderings, or product designs as your own finished portfolio pieces.
-  **No Style Copying:** Do not generate artworks that mimic other artists to bypass standard design development steps.

Mandatory AI Usage Declaration

Declaration of Artificial Intelligence (AI) Tool Usage

To state the level of GenAI tool usage, you must provide a brief summary table in the last page of your portfolio as below,

- **No GenAI tools were used at any stage of the creative or compilation process for this portfolio.**

Or

- **GenAI tools were used supportively.** AI was used for ideation, draft text proofing, or early prototyping assistance. All final output designs remain entirely my own work.

Project Title	GenAI Tool Used (e.g., ChatGPT, Midjourney, Gemini)	Specific Purpose (e.g., brainstorming concepts, design development visualization)
<i>Example: Project 1:xxx</i>	<i>Example: Gemini</i>	<i>Example: Used to brainstorm alternative materials and visualize initial concept.</i>

Format

- **Cover page** with your **application no.** and **name in English and Chinese** (if applicable).
- **A3 portfolio of 20 - 30 pages, not exceeding 20 MB in PDF in English** that shows **five to ten of your best projects**, include development work for one project.
- Each project should include **a title** and **a one-sentence / short paragraph description**.
- Declaration of Artificial Intelligence (AI) Tool Usage – provide **a brief summary table** in the last page.
- **Personal Statement (200 words)** – What are your interest / passionate about / why study in SD?

Physical / Digital Portfolio Requirements [For interview]

Content: The physical portfolio should be very similar to the digital portfolio however it needs to contain:

- Samples of **original work** including sketches, drawings, paintings, mixed media art work and other relevant works **must** be included in the portfolio.
- Bring your own device to show videos or any time-based media (if applicable).
- Small models, objects, crafts and 3D media can be presented in the interview (if applicable).

Tips to prepare portfolio/interview

- The portfolio must be organised and structured in a way that is easy to view and to understand. Consider the order of how these projects should be viewed.
- The portfolio should show us the range of your capabilities and skills as well as your creative process and how you develop your ideas.
- Show the range of your skills, in different media using different approaches rather than many similar projects. Show projects executed with a variety of media, approaches and experiments, rather than many projects of the same kind. Personal insights, communication value and creative concepts are emphasised more than technical skill alone.
- Please state if the work is done by group or yourself.
- Projects that are designed for particular purposes and people in mind (design-based) as well as purely expressive (art-based) project may be included.
- You can include both two- and three-dimensional works, as well as interactive and time-based projects.
- Multimedia works like rendering, video and website can be presented by a few significant frames, with a link for “click-to-watch” or a QR code for “scan-to-watch”, or standard web browsers. Large scale 3-D works (e.g. sculpture or installation) can be presented with photos.
- Before entering an interview, double check your device (including microphone, speakers, internet connection) is working.