



Introduction to Visual Design

Are you interested in becoming a visual designer communicating messages to the people? Use your creativity and expand your horizons in a challenging and exciting industry? Applying to the Bachelor of Visual Design Programme at Bahrain Polytechnic will give you the knowledge and the skills to be a creative designer; you just have to add hard work and imagination. To help gain entry into the programme, the Bachelor of Visual Design is offering evening workshops to help develop your portfolio, which must be submitted as part of the application process. These workshops will introduce you to the programme and the design industry.

WORKSHOP INFORMATION

The workshops will provide access to examples of portfolio work as well as design industry information. Students will look at how to make the most of their work in order to decide which pieces will support the best portfolio submission possible.

Although we cannot guarantee that you will be successful with your application to the Bachelor of Visual Design degree at Bahrain Polytechnic, we are confident that these workshops will add value to your portfolio and preparation for interview.

Students are expected to attend all lessons and will receive a Certificate of Attendance at the end of the workshops.

WORKSHOP REGISTRATION:

Please fill in the registration form and drop it to the Student Information Centre (Building 8) by *14 March 2016*.

If you are interested in applying to the Bachelor of Visual Design programme, take these workshops or submit your portfolio at the Student Information Centre (Building 8) by: *Thursday 2nd of June 2016 by 2pm*.

Portfolio requirements and guidelines can be found on the Polytechnic website.

If you have any questions, please send them to: karen.ralph@polytechnic.bh.

WORKSHOPS TIMES AND DATES:

Workshops will meet on the following

Wednesdays for 8 weeks:

March: 16, 23, 30

April: 6, 20, 27 **May:** 4, 11

Time: 5pm – 8pm

Place: Building 36.210

Number of seats: 20

Registration Fee: BD10