



Y O U R C R E A T I V E J O U R N E Y



S T A R T S



I N T H E E T E R N A L C I T Y



UAL LEVEL 3 FOUNDATION DIPLOMA IN ART & DESIGN



ST GEORGE'S
BRITISH INTERNATIONAL SCHOOL ROME

ual: university
of the arts
london



YOUR CREATIVE JOURNEY STARTS IN THE ETERNAL CITY

Welcome to the UAL Level 3 Foundation Diploma in Art and Design at St George's British International School, Rome. This one-year intensive programme is the "gold standard" for creative self-actualisation and progression, accredited by the University of the Arts London (UAL). We are one of only four UAL Diploma centres outside of the UK.

Whether you aspire to be a fine artist, fashion designer, or digital architect, our programme provides the experimental space and professional mentorship to transform your passion into a world-class portfolio.

For student progression, this qualification is a significant "level up." It builds the critical independence and sophisticated portfolios required for entry into elite institutions. It moves students beyond the relatively prescriptive IB or A-Level framework into a supported yet self-directed "studio culture."

We follow the rigorous standards and philosophy of UAL, however, our Rome based course is structured so as to draw heavily upon the unique environments of this city and its centuries of heritage and creativity. As well as making full use of the museums,

galleries and sites of the city and Italy as a whole, our students are able to benefit from the links that St George's Art Department has developed with local, national and international artists and organisations in the city. This includes working with a range of visiting specialists from diverse creative industries.

In broader cultural terms, we build upon St George's situation as a truly international educational community, including learners and teachers from well over 100 nationalities.



FACILITIES

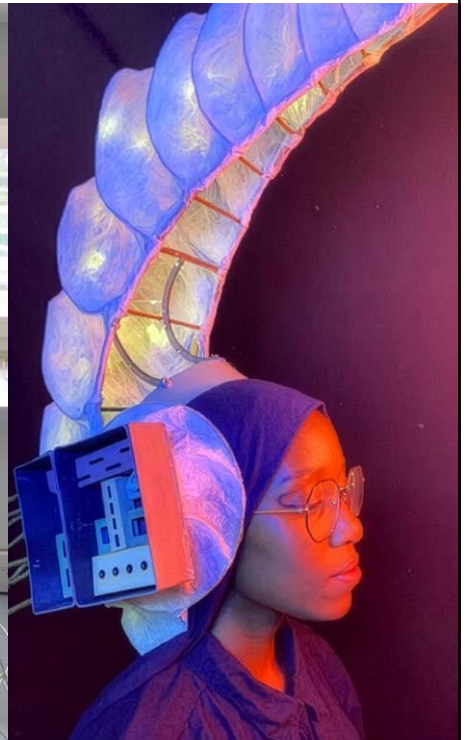
Our four main purpose-built Art and Design & Technology studios include facilities for painting, printmaking, (lino, drypoint, laser-woodcut, silkscreen), ceramics, cyanotype photography, digital photography and video, large scale sculpture, fashion, fibre arts, 3D fabrication and architectural model making.

Digital Suite: Industry-standard software

including Adobe Creative Cloud and CAD tools such as Fusion 360 and Corel Suite.

CAM: We have a range of 3D printers and large format laser cutters

Studio spaces: Foundation Diploma Students will also have access to individual studios and personal workspaces.



Architectural modeling, garment and headwear construction, ceramics

THE CURRICULUM: EXPLORE, SPECIALISE, REALISE

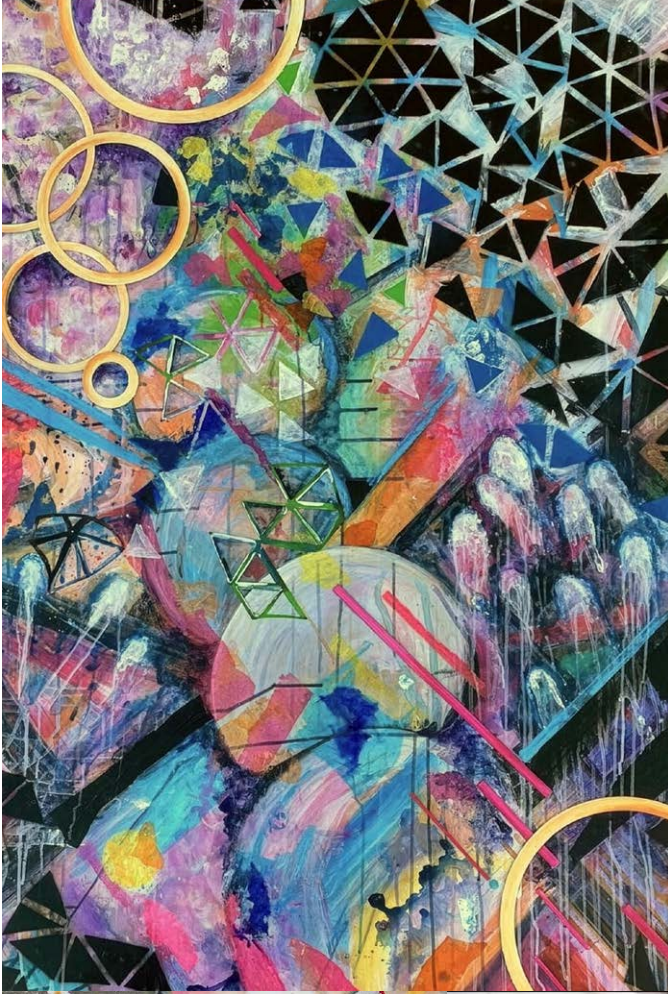
The Three-Stage Journey: The UAL Foundation Diploma is structured into three distinct phases designed to push your boundaries, identify your specialisms and finally refine and define your personal creative vision and identity.

Overview of the 3 Stages (1 term for each)

STAGE	FOCUS	MAIN GOAL	ASSESSMENT
1. Diagnostic	Breadth & Experimentation	Diversify, inquire, take risks, explore	Formative: pass/fail (with feedback)
2. Specialist	Depth & Portfolio	Find your specialism Prepare for University Applications	Formative: pass/fail (with feedback)
3. Consolidating	Mastery & Exhibition	The Final Grade (Final Major Project)	Summative with external moderation. Final Grade: Pass, Merit, Distinction



SGBIS student work across diverse media



SGBIS student work across diverse media

1. DIAGNOSTIC INVESTIGATION (STAGE 1: FIRST TERM)

The “experimental” phase. You will rotate through different media, short projects and technical workshops, to expand upon your previous understanding of Art & Design. You will move beyond your comfort zone to discover your strengths.

- Workshops and media typically include: Observational and conceptual drawing, Fine Art, 3D Design/Architecture, Fashion, Wearable Art & Textiles, and Visual Communication.
- Goal: Breaking old habits, embracing risk-taking, finding your voice and identifying future directions



Diagnostic projects: exploring media and approaches

2. SPECIALIST PRACTICE (STAGE 2: SECOND TERM)

Choose your pathway. With the guidance of expert tutors, you will dive deeper into your chosen discipline.

- Pathways may include: Fine Art, Architecture, Graphic Design, Illustration, Film, Photography, and Fashion Design.
- Goals: Developing technical mastery and contextual awareness. Preparing your university portfolio.



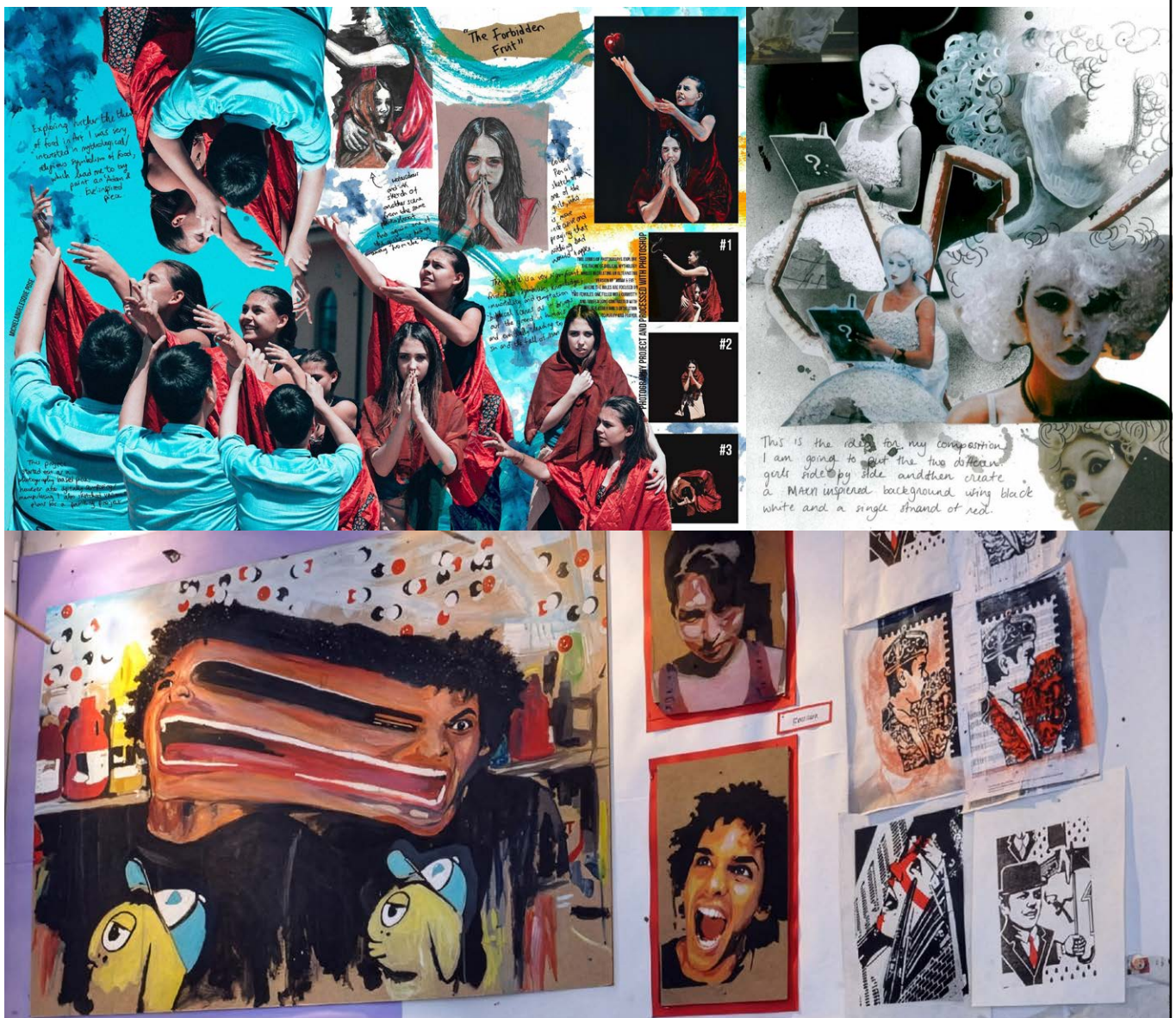
Beginning to specialise and develop portfolio outcomes

3. CONSOLIDATING PRACTICE (STAGE 3: FINAL TERM)

The Final Major Project (FMP)

In the FMP you will independently research and produce a significant body of work.

- Stage 3 requires you to produce a project proposal of approximately 500 words.
- Grading: This final stage determines your overall grade (Pass, Merit, or Distinction).
- Goal: A resolved exhibition of work that communicates your personal creative identity and directions for your future practice.



STAFF

Greg Morgan: Director of UAL Foundation Diploma

Greg has led the Art and Design & Technology departments at St George's British International School in Rome for almost three decades. He is Overall Principal Examiner for IB Visual Arts and helped to write the 2026 IB Visual Arts Course.

Greg's background includes diverse Artist in Residence posts across state and independent schools in the UK. His professional creative practice spans painting, printmaking, illustration, and animation. This 'artist-teacher' dual identity is at the heart of our departmental approach, directly shaping the way we teach and inspire our students.

Specialist Tutors and Dedicated Technical Support

Our international team's collective expertise and industry experience includes architecture, graphic design, illustration, sculpture, painting, fashion, photography, film and animation. The team also includes wellbeing and pastoral care specialists. We have many years of shared experience in the preparation of world class Art & Design portfolios. Students and staff on our UAL programme are supported by arguably the world's greatest Art & DT Technician!

University Applications

UAL students receive full guidance and support from SGBIS Universities department. The team has extensive experience of helping students access places in prestigious universities around the world. Our specialist Art and Design staff will guide students through the creation and presentation of their university application portfolios and personal statements.

SGBIS Art & Design Alumni have gone on to study on the most prestigious Art & Design and Architecture degrees and post-graduate programmes at universities including:

Cambridge University

UAL (including: St Martins, Chelsea & Camberwell)

The Slade

The Royal College of Art

Ecole des Beaux Arts Paris

RISD

The Art Institute of Chicago

Edinburgh University

The Royal Academy of Fine Arts Antwerp

KEY FACTS & REQUIREMENTS

DETAIL	INFORMATION
Age	17+
Duration	1 Academic Year (September - June)
UCAS Points achieved through completion of course (for entry to UK universities)	Up to 112 points (Distinction) This is equivalent to a full IB Diploma pass (at 24 points)
<p>Entry Requirements</p> <p>A-Level Art or Design Technology or IB Visual Arts (or equivalent), 5 GCSEs (or equivalent),</p> <p>Most importantly: a portfolio of recent art and design work (see below)</p>	<p>A-Level Art or Design Technology or IB Visual Arts (or equivalent), 5 GCSEs (or equivalent)</p> <p>The course is delivered in English. Students must be able to demonstrate a level of IELTS 5.0 (or equivalent)</p> <p>Regardless of your English score, your portfolio remains a primary factor in admission, as it demonstrates your ability to communicate visually—a core component of the course</p>



PORTFOLIO REQUIREMENTS: WHAT WE LOOK FOR

The SGBIS UAL Foundation Diploma is less about producing “perfect” finished pieces and more about developing and communicating how you think. When considering your application, we want to see your curiosity and your willingness to experiment.

1. The Digital/Physical Portfolio (15–20 Slides/Pages)

- **Diverse Media:** Include a mix of drawing, painting, 3D work, photography, or digital design. Show us that you aren’t afraid to try new materials.
- **Process leading Product:** Dedicate at least 50% of your portfolio to “work in progress.” Include clearly scanned pages from your sketchbooks showing the mind maps, diagrams, proposals, ‘failed’ experiments, and rough thumbnails that evolved into resolved outcomes.
- **Observational Skills:** Include primary observational drawings (drawing, painting or sculpting directly from real life, not from a photograph). This demonstrates how you translate the 3D world onto a 2D surface. Quick, spontaneous drawings are as valuable as more refined and polished work.
- **Contextual Interest:** Show us what inspires you. This could be a short written reflection on an artist you love, or a project influenced by a specific cultural theme.
- **Annotation:** Don’t just show the image; write a brief sentence about why you made that choice, or what you learned if it went wrong.
- **Curation:** Ensure your strongest project is at the very beginning to grab attention, and your second-strongest is at the end to leave a lasting impression



SELECTED SGBIS ART AND DESIGN ALUMNI



Bea Bonafini

Award winning international artist who has exhibited across the globe.



Olivia Racionzer

BAFTA award winning designer and FX creator for film , theatre and TV.



Mikaela Patrick

International architect specialising in inclusivity and medical space design.



Phoebe Stannard

Award winning artist. Work held in major private and public collections including V & A Museum. Selected by King Charles as Artist in Residence for the Royal Coronation.



Jezabelle Cormio

CEO of the Cormio global fashion brand (clients include Dua Lipa and Olivia Rodrigo).



Dilara Medin

Designer for film , theatre and TV (Game of Thrones, Dr Who, Casualty, Skins etc).



Cecilia Granara

International painter and performance artist.









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