



**APPLICATION TO STUDIOS SUMMER SEMESTER  
2024/25**

	TEACHERS	STUDENTS	STUDY DEPARTMENT
	teachers will post studio assignments on the FA website   the studio will announce how its selection will be made, the dates of meetings and interviews, and other requirements	students may upload their portfolios to the FA website	—
<b>WED 22. 1.   NOON</b>	<b>deadline for posting studio assignments on the website</b>	—	—
THU–FRI 23.–24. 1.	—	—	assignment check
<b>MON 27. 1.   08:00</b>	—	<b>Round 1   open enrolment</b>	—
MON–WED 27.–29. 1.	—	students select 1 preferred studio *	—
<b>WED 29. 1.   NOON</b>	—	<b>Round 1   closing of enrolment</b>	setting the maximum number of students in studios
<b>FRI 31. 1.   12:00</b>	<b>Round 1   open the application for teachers</b>	—	—
FRI–TUE 31. 1.–4. 2.	teachers can interview selected students   meet those who will do the final work   manually select a certain number (%) of learners	possible interviews in the studios	—
<b>TUE 4. 2.   NOON</b>	<b>Round 1   closing the application for teachers</b>	students are informed about admission/non-admission **	start of the round 1 enrolment in KOS school system
<b>TUE 4. 2.   12:01 PM</b>	—	<b>Round 2   open enrolment</b>	—
TUE–THU 4.–6. 2.	—	non-admission students will choose 5 preferred studios *	—
<b>THU 6. 2.   NOON</b>	—	<b>Round 2   closing of enrolment</b>	launch of the lottery
THU–FRI 6.–7. 2.	—	students are informed about admission/non-admission **	check by the Vice Dean for Education
<b>MON 10. 2.   08:00</b>	—	<b>Round 3   open enrolment</b>	—
MON–TUE 10.–11. 2.	—	non-admission students will choose 5 preferred studios *	—
<b>TUE 11. 2.   NOON</b>	—	<b>Round 3   closing of enrolment</b>	launch of the lottery
TUE 11. 2.	—	students are informed about admission/non-admission **	check by the Vice Dean for Education
TUE–FRI 11.–14. 2.	—	—	round 2 and 3 enrolment in KOS school system
<b>MON 17. 2.</b>	—	—	<b>start of the AY 24/25</b>

\* students can edit until the respective round is closed \*\* on your web profile and by email listed in the UserMap