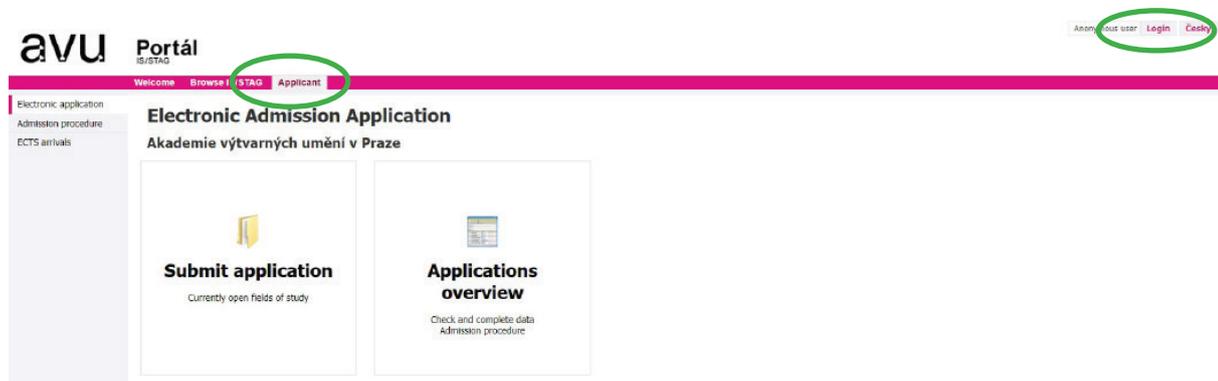


# Manual for submitting an electronic application (e-application) to study at the Academy of Fine Arts in Prague in the follow-up Master's degree programme Art in Context

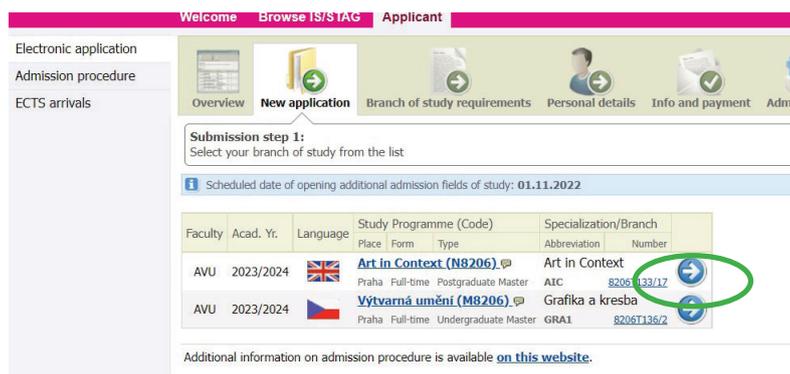
Before filling in the e-application form, please read the admission guidelines here carefully:  
[https://be.avu.cz/app/uploads/2022/02/2023\\_2024\\_admission\\_procedure\\_Art\\_in\\_Context\\_vyzva\\_prijimaci\\_rizeni\\_Art\\_in\\_Context-2.pdf](https://be.avu.cz/app/uploads/2022/02/2023_2024_admission_procedure_Art_in_Context_vyzva_prijimaci_rizeni_Art_in_Context-2.pdf)

1. Open the following link: <https://stag-avu.zcu.cz/portal/studium/uchazec>

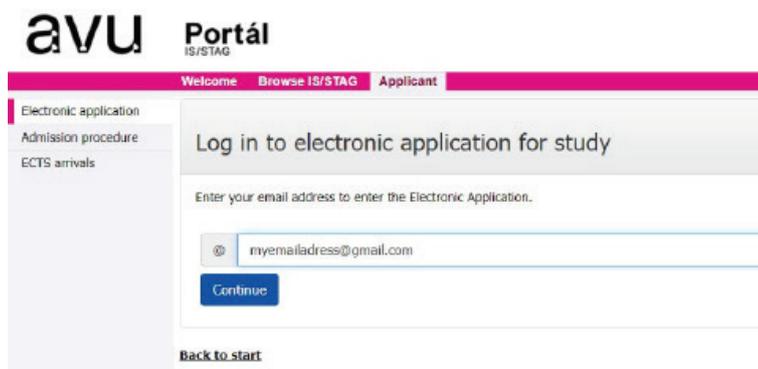
or via the website [www.avu.cz](http://www.avu.cz).



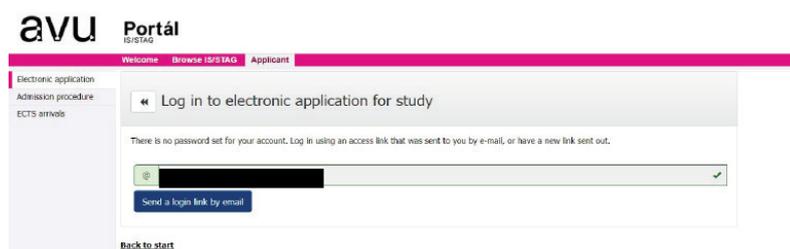
2. Clicking on it opens the main page of the IS/STAG Portal. Now select „Submit Application“.



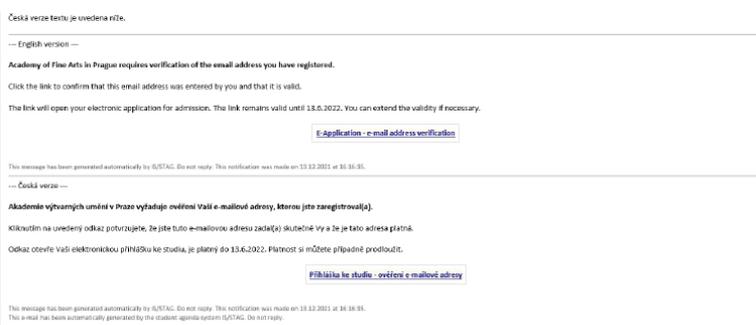
3. Select Art in Context among the available specializations and click on the „blue arrow“.



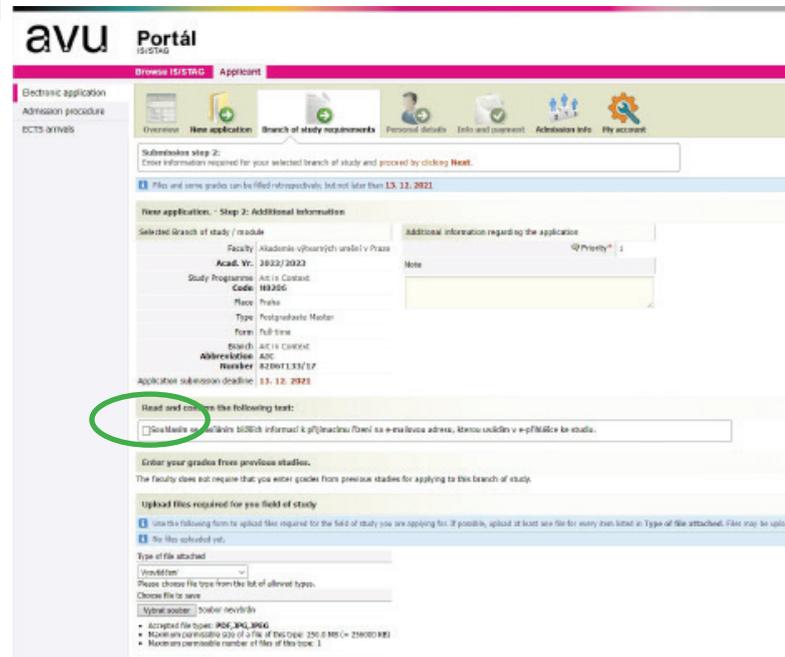
4. Enter your valid email address that you will use throughout the admissions process.



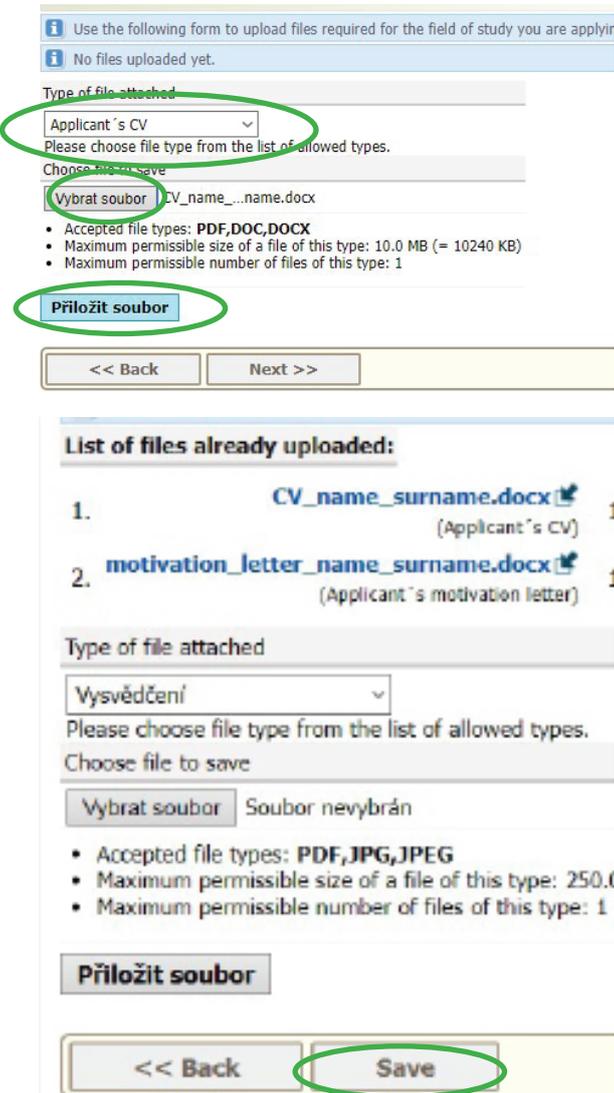
5. After verifying your email, click on „send login link by email“



6. Within a few minutes you will receive a verification link to the email you provided. Continue by clicking on it.



7. Here you confirm your consent to receive information to your email during the admission process and continue uploading the mandatory attachments.



8. Continue by uploading the required attachments to the application.

**Please note: mandatory attachments have a maximum size and format, make sure the file does not exceed this. Otherwise it is not possible to attach this attachment!**

Please upload files named according to the following pattern: Name.Surname.AIC\_file type

Select which of the 4 mandatory attachments you are uploading and select „Přiložit soubor/ Select File“.

Continue uploading the remaining attachments as in the previous points.

Upload the file named according to the admissions guidelines from your computer and click „Uložit soubor/Save File“.

9. Continue by filling in your personal data.

Note: If you are not a citizen of the Czech Republic and do not have an assigned birth number, proceed as instructed by the system. A pseudo-birth number will be automatically assigned to you by the system.

10. If you have filled in all the details, click on the „Save“ button to continue.

## 11. Info and payment - final report on registration and payment information

Accepted	Acad. Yr.	Course language	Study Programme (Code)	Specialization/Branch (Abbreviation)	Branch of study number (spec. symbol)	Payment	Priority*	Options
	2022/2023		<b>Art in Context (N8206)</b> AVU, Praha Full-time Postgraduate Master	Art in Context (AIC) * <b>Print (English)</b>	151588		1	Modify Info and payment

\*Priority specifies the order of preference of the branches of study. You must choose different priorities for multiple fields of study offered by the same faculty. Some faculties do not require priority settings.

**Attention** - your registration number is used as the payment identifier. See the admission procedure instructions.

If you submit two applications, you only pay for one!

It can take up to several days for your payment to clear, so do not pay repeatedly!

Carefully remember, save or write down your assigned University number. This number serves as your assigned admissions identifier. Admission results will also be posted under this number.

You can access the application form at any time via the link sent to the email you provided. If you have deleted this link, just go back to points 4 and 5.

Applications, including mandatory attachments, are only to be submitted between 1 November 2022 - 30 November 2022. i.e. the minute after midnight from 30 November 2022 to 1 December 2022, the application and attachments cannot be submitted in any way. Incomplete applications without attachments or payment will be excluded from the admission process.

In case of difficulties, please contact: [studijni@avu.cz](mailto:studijni@avu.cz).

We wish you good luck in the admission process!