



Royal
Danish
Academy

Admission 2025: Crafts in Glass and Ceramics

Design
Architecture
Conservation



Digital admission test

Welcome to the digital admission test at the Royal Danish Academy.

The space of possibilities

Each space is different, and I needed to understand its language.

– Lúcia Koch in the interview “Spaces and Places”, Louisiana Channel.

The Brazilian artist Lúcia Koch delves deeply into the unique character of each space, using light, color, and texture to create immersive experiences that invite interaction and reflection. In this year’s digital test, we invite you to explore the space you are in, focusing on the field and programme you are applying to. We want to guide you to explore the space using some of the artistic methods that designers use.

Designers use different methods, depending on the task they are working on. They draw inspiration from many sources: science, art, culture, and elements in the public and commercial spaces. These sources of inspiration rarely lead to one fixed direction but open for personal and aesthetic interpretation. With this starting point, we invite you to direct your attention towards the materials, textures, light, layout, function, colors, elements, and objects that are found in the space you are in.



This year's digital test consists of three parts:

- Part 1: A visual experiment, 7 pages (to be completed on the day).
- Part 2: A 1-minute video where you talk about how it was to work on the assignment and reflect on the method and process (to be completed on the day).
- Part 3: A mini-portfolio with a selection of your own works, 3 pages (prepared in advance).

Part 1

Visual experiment

In this year's digital test, we take you through a design process where you must map, analyze, deconstruct, and reinterpret selected elements from the space you are in.

The individual phases are described in more detail below.

We invite you to explore the possibilities within the field of Crafts in Glass and Ceramics. You are free to choose what you want to focus on, and you choose how you want to solve the task. We are not looking for finished design proposals, but we want to see how you work and interpret the task. It is your approach, your curiosity, your experiments and the way you develop ideas that should shine through.

Phase 1: Mapping – Registration

In the first phase, you must register and map the objects in the space you are in. Start by looking around carefully. Consider what you want to register and map, and how you will delimit your focus. It could be clothes, furniture, signs, kitchen utensils, plants, games, applications, hardware, software, books or posters. Reflect on how you will map your subject, for example through drawings, pictures or other visual methods.

Phase 2: Analysis – Investigation

In the second phase, you must make a visual analysis of what you have chosen to register and map. Examine colors, shapes, materials, patterns and structures. Also, look at how light and shadow affect the elements, how their surfaces look and feel, what their sizes and proportions are, and how they are put together. Think about how the different elements interact. Are they harmonious, or does something stand out? Is there something that lacks coherence, and what are their underlying functions and habits?

In addition to the visual analysis, you must conclude with a short reflection of max. 100 words, where you summarize your observations and conclusions based on your analysis.

Phase 3: Deconstruction – Dissolution

In the third phase, you must actively break down and reinterpret what you have mapped and analyzed. The goal is to challenge the familiar – shapes, structures and conventions – and explore new aesthetic and functional possibilities. Reflect critically on the habits and patterns that you yourself are part of. What new possibilities arise when you change or reshape them? Work with concrete materials such as physical objects, photos or printed elements, and experiment with manipulating, transforming or destroying them.

You can, for example, experiment with:

- Drawing or painting over your materials.
- Cutting, tearing or slicing them into pieces.
- Manipulating them digitally using apps or software.
- Physically destroying objects, for example smashing, cracking or deforming them.
- Breaking the form apart and exploring how breaking elements into smaller parts can create new contexts and visual expressions.



Submission

You have 7 pages to work with. The important thing is that you show us your idea and your design skills and interests within the area you are applying for, and that we get insight into your design process. You have limited space, so avoid using space on too much writing and mind maps. Think about how you want us to see what you have made by selecting and showing us if something is more significant than something else.

Submission format: PDF file, max. 7 pages in landscape format.

List of materials

- Camera (if you have a good camera on your phone, it can also be used).
- Computer or tablet with the software you are used to working with.
- Various drawing tools, colors, pencils, markers, or other.
- Ordinary printer paper/copy paper 80g. A4.
- Paper you like to draw on in A3 or A4 or colored paper.
- Ruler and/or measuring tape, drawing triangle.
- Scissors and craft knife.
- Glue and/or tape.

Part 2

Video

You must make a 1-minute video where you present and review both your process and selected idea. We must not see your face in the video, as the digital test is anonymous. We should only hear you in the audio, where you present your work.

Below we have listed the things that you need to address in your presentation:

What is your idea about?

What is the core of your idea?

Who is your proposal aimed at?

How have you worked through the design process?

What has motivated you in the assignment?

In what contexts could your idea be used?

How do you evaluate the result (critical reflection)?

Is there something in your idea that is better than something else?

Submission

Submission format: Free.

Video length: Max. 1 minute.

All material for parts 1 and 2 must be new and created by you specifically for this year's digital test.