Global Study Program Application Process

- 1. Students from our partner universities who meet the set admission criteria are eligible to apply
- 2. Students are selected for nomination into the Global Study Program (GSP) per their host universities internal selection process.
- 3. Students are directed to fill out an online application for the GSP at https://cie.ucdavis.edu/applications/global-study-program-application.
- 4. Students submit supplemental documents to their international programs office.
 - a. Official copy of most recent home university transcript
 - b. Copy of the photo page of passport
 - c. Official report of English language score(s)
 - d. Financial statement
 - i. The financial statement must be from a bank, sponsor, or an institution confirming that sufficient funds are available for the duration of the program. The funds must be in excess of the total estimated expenses. The statement should be in English, on bank letterhead and be dated within the last 90 days. Important: If the statement is from a parent, family member, or other personal sponsor, a letter from that parent/family member/sponsor should accompany the statement which states that he/she is willing to support the student while he/she attends school here.
 - ii. Students are required to show sufficient funds for both tuition and living expenses for the duration of the program. The required estimated living expenses for the Global Study Program are \$3,570 U.S. dollars per academic quarter.
- 5. International Programs Office sends supplemental documents to the GSP Academic Director (Jacob Hosier, <u>ihosier@ucdavis.edu</u>) along with a list of its recommended students.
- 6. The Global Study Program reviews all applications and makes admission and placement decisions.
- 7. Partner universities and students are notified of admission decisions and welcome materials are mailed to the students care of the host university, usually within one month of the application deadline.

https://cie.ucdavis.edu/applications/global-study-programapplication