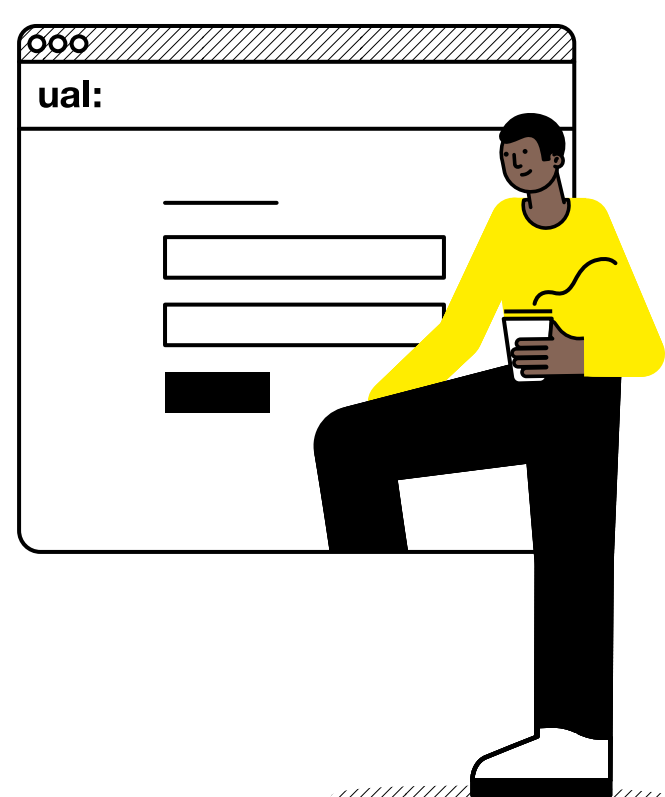


ual:

How to apply for accommodation

This step by step guide gives you everything you need to know about applying for UAL halls.

Remember if you need any further information, our Accommodation Services team are always happy to help.



Step 1: Register

As soon as you have your UAL Student I.D number, we recommend registering for an account on the **Accommodation Services portal**. This will save you time when you're ready to apply.

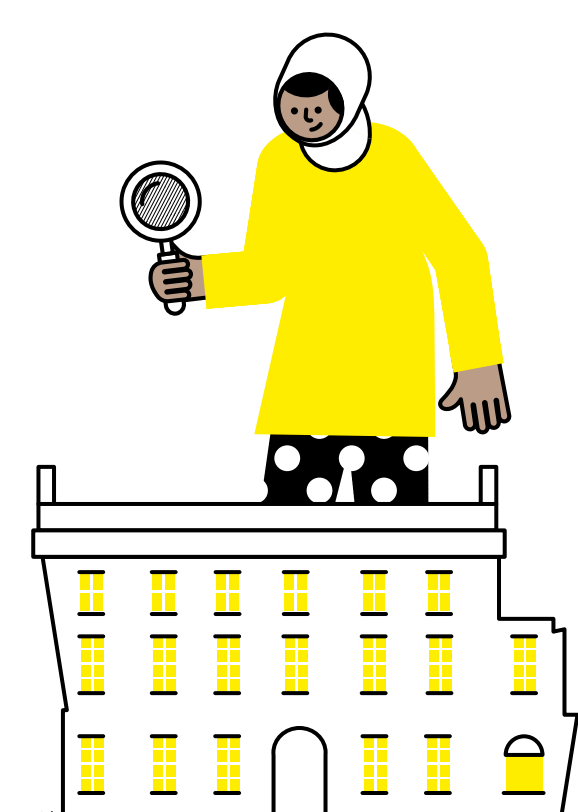
[Register here](#) →

Step 2: Research

When you apply, you'll need to select **five** different halls, therefore it is really important you have a look at each of them on the **UAL website**.

Although we try our best, we can't always guarantee you a place in one of your top five halls. In this instance, we will allocate you in a suitable hall with availability.

[View our halls of residence](#) →



Step 3: Apply

Our applications will open on the dates shown on the right.

To make an application, sign in to our **Accommodation Services portal** and follow the instructions. You will have all the way up until September to apply.

[Apply here](#) →

Wednesday 5 May:
Current UAL students (Returners)

Wednesday 12 May:
Students who have firmly accepted their offers (this includes students who deferred last year)

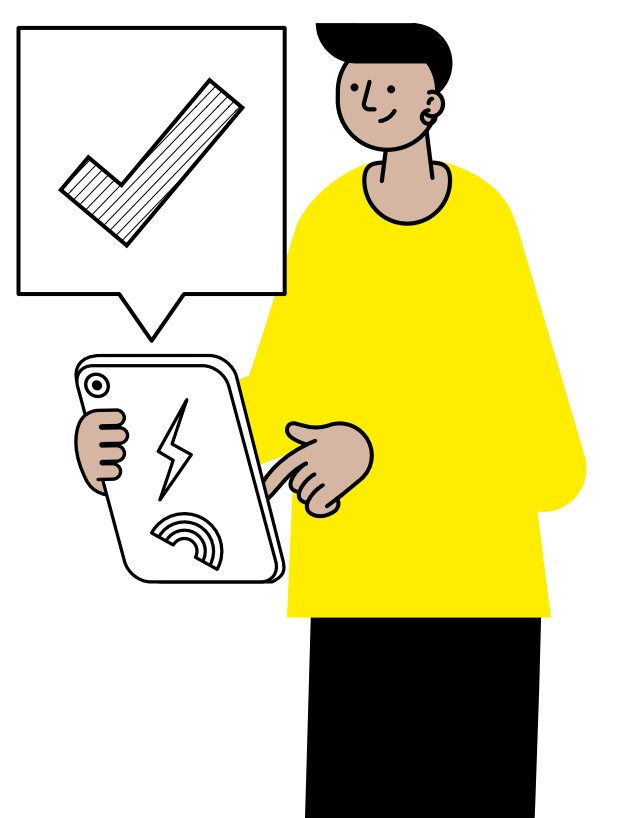
Wednesday 19 May:
All students who have an offer from UAL

Step 4: Wait for your offer

If you apply in the spring, you should receive an offer on either:

- Thursday 3 June
- Thursday 1 July

From the end of July, we will send out offers daily, subject to availability



Step 5: Accept your offer

If you receive an offer on either Thursday 3 June, or Thursday 1 July, you will have 10 days to accept your offer.

From the end of July, you will have 24 hours to accept your offer.

Remember, you will have to pay a deposit (including advanced rent) to fully accept the offer.

Step 5: Move in

You will be able to move in your new home from early to mid September, depending on your course start date.

We can't wait to welcome you!

