To all incoming APU graduate students,

Welcome to the APU family! We hope that your preparations for coming to APU are going well. This handbook includes important information that you will need to know and procedures you will need to complete before and after you arrive at APU, so please read through it carefully. If you have any questions or concerns, please do not hesitate to contact us and we will be more than happy to help. You can also visit our blog (https://admissions.apu.ac.jp/graduate/blog/) if you would like to hear the advice and experiences of some of our students. We look forward to seeing you on campus!

Important Dates After Arriving at APU

September 13-15	AP House 4 Move-In Days
September 17 to October 1	New Student Orientation Seminars
	Note: All new enrollees must attend.
	The final schedule will be posted in early March on the Enrollment
	Procedures page of the admissions website
	(https://admissions.apu.ac.jp/graduate/enrollment_procedures/).

Major Guidance Sessions (Note: Other guidance sessions will also be held)

September 17	Student Life Guidance Session: 13:30 at Building F
	Current students will provide information to incoming students about
	life at APU.
September 18	Language Placement Test: 9:00 in Building FII, Room FII-220
	Note: Mandatory for those who want to take Japanese classes.
September 19	Document Distribution
September 20 Doors open at 12:30 Ceremony starts at 13:30	Entrance Ceremony at B-Con Plaza (12-1 Yamanote, Beppu City)
	Please see the Event Information section on our website for more
	information (https://en.apu.ac.jp/home/event/monthly/?caldate=2019-09).
	The ceremony will also be streamed live on APU's Facebook page.
September 24	Studying in Graduate School of Asia Pacific Studies-Masters
	(GSAM)
	Studying in Graduate School of Management (GSMM)
September 25	Research Ethics for Graduate School of Asia Pacific Studies-
	Doctoral (GSAD)
September 26	Address registration guidance session
	Bank account applications
September 30	Course Registration
to October 1	
October 2	Classes Begin