HOW TO GET STARTED WITH SOLEMOVE ONLINE APPLICATION SYSTEM

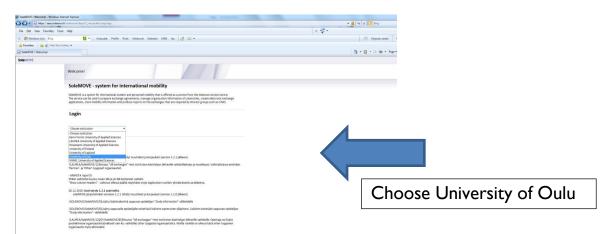
A detailed user guide in Finnish is available in the system once you login ②. For help, you can email: Solemove@oulu.fi

First of all, it is good to familiarize yourself with SoleMOVE in advance. You can login and logout from the system freely until you have saved and sent your application when it is no longer possible to make changes to it. SoleMOVE is a University of Oulu selection tool. SoleMOVE applications will not go directly to institution(s) where you apply.

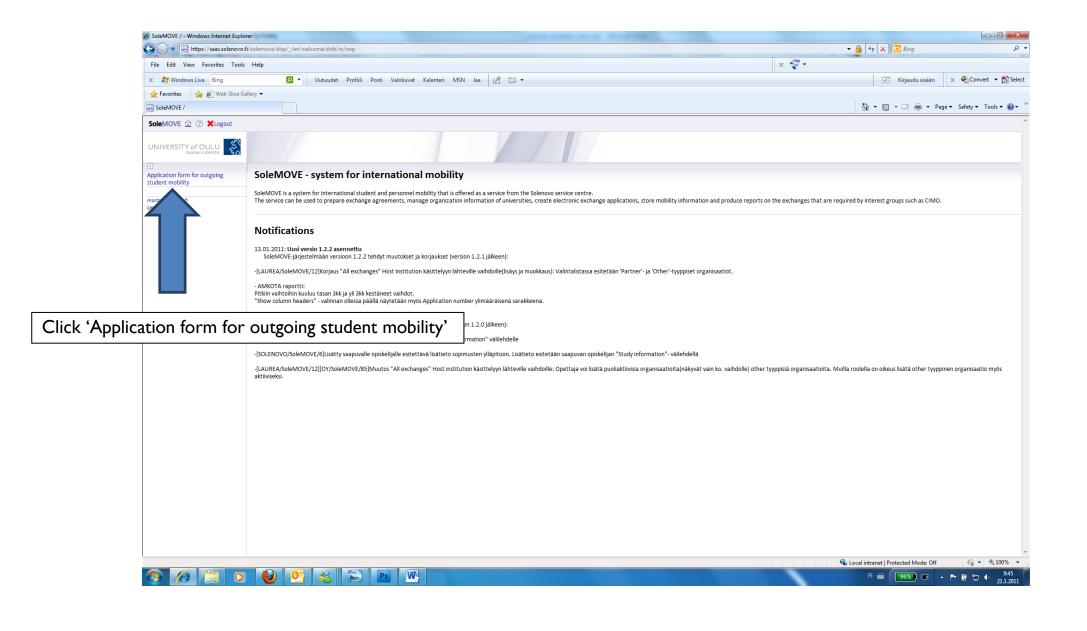
IMPORTANT TO KNOW REGARDING THE ONLINE SYSTEM AND ITS FUNCTIONS

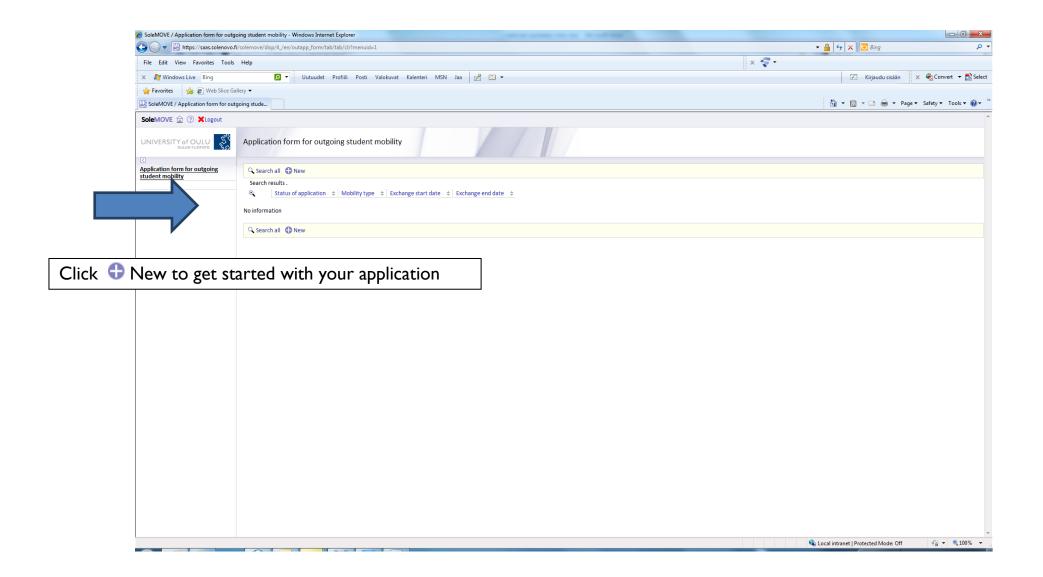
- Always use the 'Return' Return command for navigating in SoleMOVE. Do NOT use back and forward arrows of your internet browser, because this might cause any saved data to be lost.
- Please remember to save 🖶 your application every now and again. Please note that when listing e.g. languages or host universities you need to click 'Save' after your first choice in order to be able to add several entries.
- You can find lists of required contact persons, universities etc. by clicking the pointing arrow icon
- By clicking the pencil icon > you can edit information and upload your attachments on 'Enclosures' interleaf.
 - o Please upload motivation letter and study plan of your first choice. If you are applying to many institutions, please bring your secondary and third (etc.) choice motivation letter(s) and study plan(s) to the interview.
- If in doubt, please read each information point ①. These help you providing with correct information in each field.
- Please make sure you know which attachments are required for your application.
- You can print your application in pdf format when it is ready

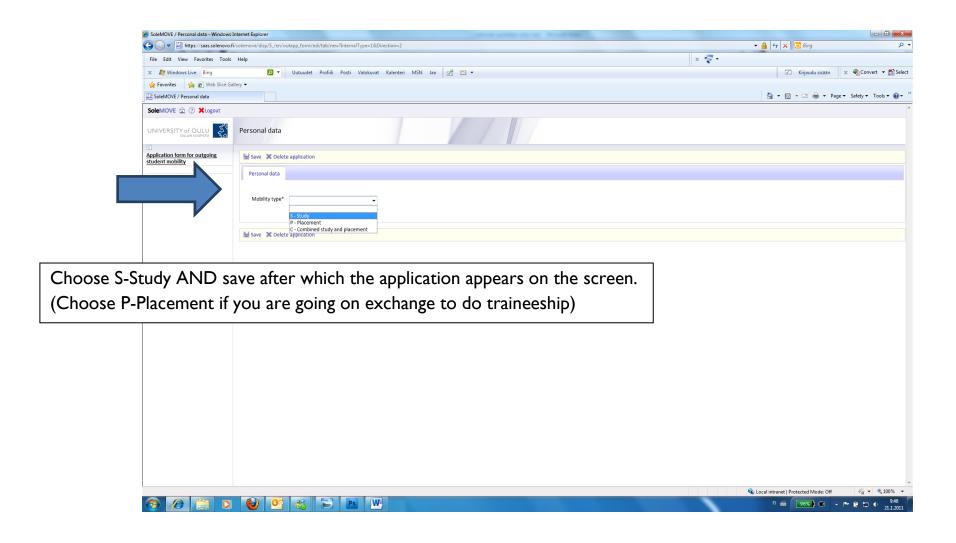
Login to SoleMOVE at https://saas.solenovo.fi/solemove/

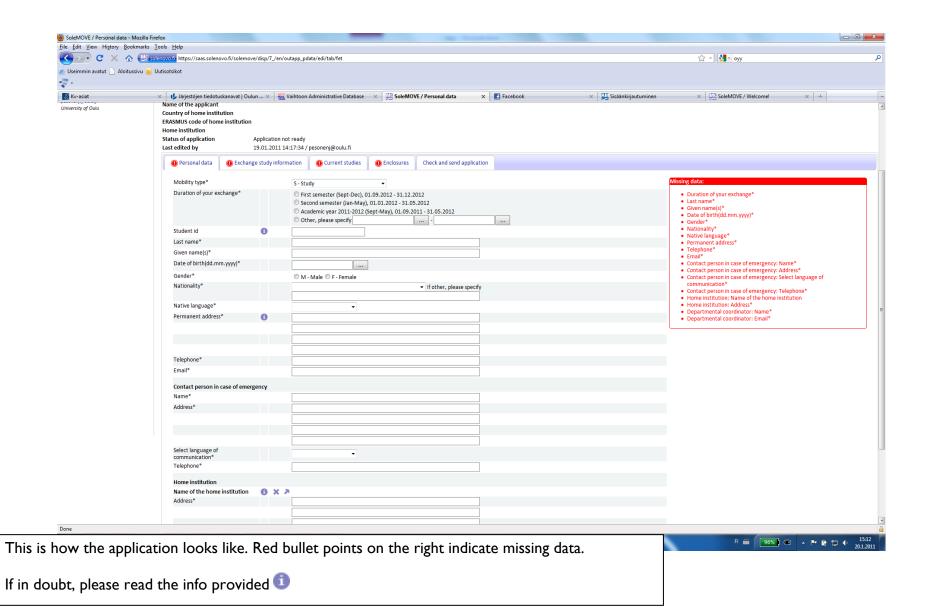


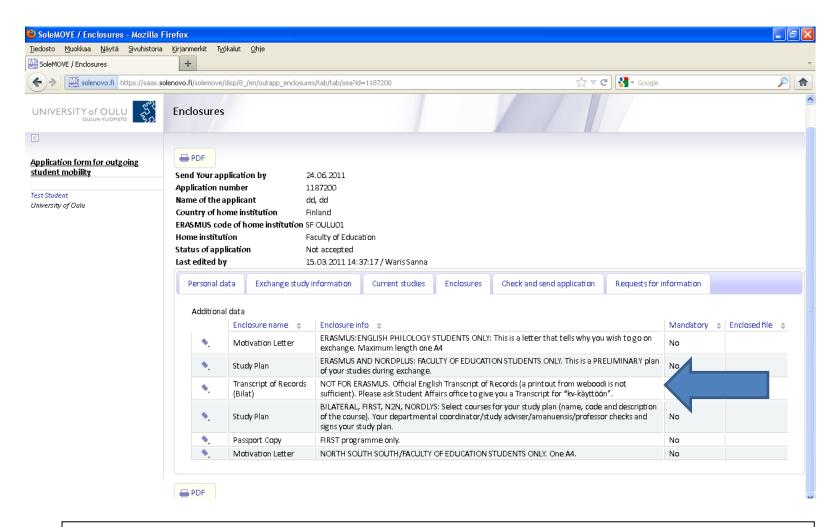
UniOulu user id and password











See the required enclosures in Call for Application. They are all mandatory!

This is where you can find required information on your Transcript:

