Glasgow School of Art Course Specification
Course Title: Studio 1: Parallel Project

Please note that this course specification is correct on the date of publication but may be subject to amendment prior to the start of the 2023-24 Academic Year.

Course Code:	HECOS Code:	Academic Session:
PDIN106		2023-24

1. Course Title:
Studio 1: Parallel Project

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG April 2020	School of Innovation and Technology	N/A

5. Credits:	6. SCQF Level:	7. Course Leader:
20	Master of Science (Msc)	Dr Iain Reid Jonathan Baldwin

8. Associated Programmes:
MSc International Management & Design Innovation

9. When Taught:
Stage 1

10. Course Aims:
This course responds to the increased complexity of contemporary design and the interactions and experiences it affords. It does so by offering an introduction to Design Innovation and the tools and techniques necessary to create in a way that engages a wider audience in the process. This course aims to: - develop students' awareness and knowledge of Design Innovation as an emerging practice within the design industry, public and private sectors, and as an academic discipline;   - extend the understanding of contemporary design practice to encompass non-object-based activities.   - equip students with a methodological framework and design processes to support the design and innovation of systems, services and the experiences that these deliver for their users;   - expose postgraduate students to professional-standard practice in this area through exposure to tools, techniques and methods as well as any appropriate parties.

11. Intended Learning Outcomes of Course:
- engage with the theoretical underpinnings and the language of Design Innovation through workshops, seminars, presentations and project work;   - investigate Design Innovation methodologies through the evolution and realisation of original work, both individual and group-based;   - apply research methodologies and realisation processes within the field of Design Innovation;   - develop a project that allows exploration of contemporary design activity and 'real-world' issues;

12. Indicative Content:
Studio 1 aims to introduce students to the research skills and methods for stimulating design-led innovation through a combination of tutorials, seminars, workshops, and autonomous design, communication and research projects. It identifies emerging areas of design practice, stimulates innovative thinking in response to these areas and develops theoretical, methodological and practice-based approaches that will assist designers in responding to the challenges presented by contemporary society, the economy and technology. In doing so, it will equip its graduates with the practical and intellectual skills required to deploy design practice within a variety of social, economic and technological contexts and transform the experience of those who utilise, interact with or depend upon designed artefacts.

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Project PPJ	Map, construct and communicate the stakeholder journey offered by a proposed creative project outcome	40	Week 13
Presentation	Deliver a well constructed proposal that clearly references and responds to stakeholder expectations and user-experience	60	Week 13

13.1 Please describe the Summative Assessment arrangements:

For this course, assessment of student work will consist of two components:
- an outcome that shows a design-led approach to responding to the given context within the brief.
- a final presentation to the course participants and examiners detailing the proposal.

14. Description of Formative Assessment Methods:

Engagement with formative assessment is a mandatory requirement.

Formative assessment and feedback will be provided through tutorial discussion during workshops and seminars.

14.1 Please describe the Formative Assessment arrangements:

Students will receive supervisory support in the form of one-to-one and/or group tutorials. In addition, students will be required to attend group sessions.

Tutorial notes will be recorded by a tutorial buddy for review and discussion between the students involved in the tutorial.

Peer review and feedback will also be used during presentations to provide additional formative feedback and to encourage the development of critical sensibilities relating to the practice of Design Innovation.

15. Learning and Teaching Methods:	
Formal Contact Hours	**Notional Learning Hours**
20	200
15.1 Description of Teaching and Learning Methods:	
Timetable: Teaching sessions follow the pattern - Workshop/Seminar Followed by Tutorial each week	

16. Pre-requisites:
TBD

17. Can this course be taken by Exchange/Study Abroad students?	No
18. Are all the students on the course taught wholly by distance learning?	No
19. Does this course represent a work placement or a year of study abroad?	No
20. Is this course collaborative with any other institutions?	Yes
20.1 If yes, then please enter the names of the other teaching institutions:	

21. Additional Relevant Information:
N/A

22. Indicative Bibliography:
Binder, T. et al (2011) Design Things, MIT Press
Caplan, R. (1982) By Design, Fairchild Publishing
Leadbetter, C. (2008) We Think, Profile Books Ltd.
Moggridge, B. (2006) Designing Interactions, MIT Press.
Reason, B. Polaine, A. Lovlie, L (2013) Service Design: From Insight to Implementation, Rosenfeld Press