Glasgow School of Art Course Specification
Course Title: Design Innovation Studio 2: Interaction Design

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:
PDIN243		2023-24

1. Course Title:
Design Innovation Studio 2: Interaction Design

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG August 2023	School of Innovation and Technology	N/A

5. Credits:	6. SCQF Level:	7. Course Leader:
40	11	Chris Hand

8. Associated Programmes:
M.Des in Design Innovation & Interaction Design

9. When Taught:
Stage 2

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 interaction design and the tools and techniques necessary to create in a way that engages a wider audience in that creative process.

Interaction Design aims to furnish students with the research skills and methods for stimulating design-led innovation through a combination of tutorials, seminars, workshops, and autonomous design and research projects. The programme aims to identify emerging areas of design practice, stimulate innovative thinking in response to these areas and to develop theoretical, methodological and practice-based approaches that will assist designers in responding to the challenges presented by contemporary society, 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.

This course aims to:

- develop students' awareness and knowledge of Interaction Design as an emerging trend within the design industry and 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 capable of supporting the design and innovation of systems, services and the experiences that these deliver for their users;
- expose postgraduate students to professional practice in this area through collaboration with communities, organisations and other appropriate parties.

11. Intended Learning Outcomes of Course:

- Identify, reflect and deliver a collaborative project with minimum supervision from initial briefing to proposals.
- Apply appropriate design and research methods to work effectively with an identified context and external stakeholders to understand and respond to, or guide, their needs and expectations.
- Identify opportunities to develop innovative proposals that address the impact of an identified issue(s) within a context with regard to quality of resolution and communication, and practicality.
- Critically explore and discuss the potential impact of design-led innovation on issues related to Interaction Design.

12. Indicative Content:

- Engage with the theoretical underpinnings and the language of Interaction Design through lectures, seminars, viewings and project work;
- Develop an understanding of the contextual and historical evolution of Interaction Design practices and techniques and relate these to current philosophies and best practice in the field;
- Investigate the conceptual and aesthetic basis of current and Interaction Design methodologies through the evolution and realization of original work, both individual and group-based;
- Develop and demonstrate an understanding of research methodologies and realisation processes within the field of Interaction Design
- Expand the existing disciplinary boundaries of design practice through the application of design led innovations in technology, social interaction and industrial practice through the development and realisation of challenging, concept-driven research projects;
- Develop a research project that allows exploration of individual research interests, theoretical debates and professional models of contemporary design activity;
- Acquire and demonstrate an understanding of professional practice within the field of Interaction Design

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Group Presentation	Group Presentation based on project work	40	Week 13

Essay	2,000-3,000 word critical reflection on their project work, incorporating reference to relevant theory.	60	Week 13

13.1 Please describe the Summative Assessment arrangements:

For this course, assessment of student work will consist of two components:

- A reflective piece of writing supported by visual evidence including a proposed outcome that shows a methodological approach to responding to the given context within the brief that aligns with Interaction Design.
- A presentation to the course participants and examiners detailing the project process and proposed outcome / future direction.

The presentation results in a single group grade. The written component results in an individual grade for each student. Students are awarded an aggregate grade based on the weighted grades of the two components, and are not required to pass both separately for the award of credit.

14. Description of Formative Assessment Methods:

Students will produce an analysis of an existing scenario where Interaction Design could be or has been deemed an appropriate methodology.
Formative assessment and feedback will be provided through tutorial discussion during workshops, seminars and supporting project materials.

Engagement with formative assessment is encouraged as a key learning moment.

14.1 Please describe the Formative Assessment arrangements:

Students will receive supervisory support in the form of one-to-one and/or group tutorials as well as through interim project reviews. In addition, students will be required to attend group sessions (peer-assisted learning (PAL) groups.

Students will receive a combination of written and verbal feedback generated through participation in tutorials, seminars, reviews and submission of project work.

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 Interaction Design.

15. Learning and Teaching Methods:

Formal Contact Hours	Notional Learning Hours
48	400

15.1 Description of Teaching and Learning Methods:

Timetable: Teaching sessions follow the pattern - Workshop/Seminar Followed by Tutorial each week.

16. Pre-requisites:

Successful completion of Stage 1

17. Can this course be taken by Exchange/Study Abroad students?	Yes

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?	No
20.1 If yes, then please enter the names of the other teaching institutions:	
N/A	

21. Additional Relevant Information:
N/A

22. Indicative Bibliography:

Banzi, M., Shiloh, M., 2014, *Make: Getting Started with Arduino: The Open Source Electronics Prototyping Platform*. Third Edition, Maker Media, Inc

Cooper, A., Reimann, R. and Dubberly, H. (2003) *About face 2.0: The essentials of interaction design*. John Wiley & Sons, Inc..

Moggridge, B. (2006) *Designing Interactions*, MIT Press.

Sharp, H., Rogers, Y., and Preece, J. (2019) *Interaction design : beyond human-computer interaction*. 5th edition. Indianapolis, IN: Wiley.

https://gsa.keylinks.org/new-ui/hierarchy/list/251