Glasgow School of Art Course Specification
Course Title: Interaction Design Studio 1

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:
UACT101		2023-24

1. Course Title:
Interaction Design Studio 1

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG July 2020	School of Design	N/A

5. Credits:	6. SCQF Level:	7. Course Leader:
80	7	Paul Maguire

8. Associated Programmes:
BA (Hons) Interaction Design

9. When Taught:
Semesters 1 and 2

10. Course Aims:
The course aims to introduce: - key historical and contemporary influences relating to digital methods in art and design practice. In addition, routine navigation and way-finding behaviours and systems used in both virtual and physical environments will be established. Routine software will be introduced. Students will also develop Studio practice, an interdisciplinary creative approach and collaborative teamwork abilities   Content Theme   - routine issues and practice required for developing and producing creative content and rich media for distribution across different platforms. In addition, audience engagement and user experience concepts will be established. Students will also develop their creative practice and drawing and/or pre-production skills   Connectivity Theme   - key theories and theorists within the field of digital culture and the evolving trends and concepts relating to information and creative practice in networked culture. In addition, students will learn routine research skills and develop flexible working practice   Computation Theme

| | • | development of computing and routine electronic technologies and programming languages used in the creation of digital artefacts. In addition, the routine principles of interaction design will be established and students will develop their communication and time management skills |

11. Intended Learning Outcomes of Course:

By the end of this course students will be able to:

Knowledge and Understanding
- identify and discuss some leading digital artists and designers and describe some new media art and digital design practice
- identify and discuss routine navigation and way-finding behaviours and systems used in both virtual and physical environments
- identify and summarise key stages in the history of computational devices and systems
- explain in outline the fundamentals of interaction design
- identify and summarise key stages in the evolution and use of communication networks used in society

Applied Knowledge and Understanding
- explore, refine and communicate ideas through drawing and pre-production documentation
- apply routine technical skills in the production of digital media
- apply and develop digital concepts and creative proposals using a variety of approaches, skills and creative methodologies by a set deadline
- experiment with the core building blocks of computation
- review some relevant high-level languages appropriate for new media art and digital design
- Illustrate drawing and communication skills with a variety of media
- demonstrate critical awareness of engaging, exemplary digital media
- demonstrate divergent and convergent thinking skills in the processes of production

Professional Practice: Communication, Presentation, Working with Others
- work effectively as part of a creative development team, identifying and developing individual aptitudes
- demonstrate routine communication, presentation and time management skills
- access and interpret information from a variety of sources to engage in informed discussions about the topics studied in this course
- demonstrate flexibility and mobility in working practice
- apply research skills in collecting, documenting, visualising, and sketching for concept development

12. Indicative Content:

A series of project based learning activities including a range of set Studio projects exploring the fundamental characteristics, creative and technical processes associated with the specialist discipline.

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Studio Project Participation	Review of Portfolio Submission	100	Week 28

13.1 Please describe the Summative Assessment arrangements:

Students are required to submit a portfolio of Studio work for summative assessment at the end of the course. This is compulsory and must be submitted in order to attain the credits. Coursework components will be assessed in an integrated manner against a common set of assessment criteria.

14. Description of Formative Assessment Methods:

Portfolio Submission
Engagement with formative assessment is a mandatory requirement.

14.1 Please describe the Formative Assessment arrangements:

Studio project work (portfolio) will be subject to formative assessment delivered by way of face-to-face and group tutorials.

15. Learning and Teaching Methods:

Formal Contact Hours	Notional Learning Hours
80	800

15.1 Description of Teaching and Learning Methods:

Timetable: To be advised on the virtual learning environment.

16. Pre-requisites:

None

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?	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:

- Manovich, L., 2013. Software takes Command. Bloomsbury Academic
- Reas, Casey., 2010. Form+Code in Design, Art, and Architecture. Princeton Architectural Press
- Bridle, James, 2018. The New Dark Age, Verso
- Anthony Dunne and Fiona Raby, 2013, Speculative Everything, MIT Press
- Maeda, J., 2000, *Maeda @ Media,* Thames and Hudson