

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

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:
UACT201		2023-24

1. Course Title:
Interaction Design Studio 2

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	8	Paul Maguire

8. Associated Programmes:
BA (Hons) Interaction Design

9. When Taught:
Semesters 1 and 2

10. Course Aims:
<p>The course aims to:</p> <ul style="list-style-type: none"> familiarise students with core issues and topical challenges relating to digital culture and the creative digital industries. In addition, knowledge and understanding of film language and audience engagement in globalised networked visual culture will be established as well as routine skills in moving image creation. Students will also extend their interdisciplinary creative approach and collaborative teamwork abilities. <p>Content Theme</p> <ul style="list-style-type: none"> introduce the influential factors in content development and aesthetic components of rich media and screen-based imagery. In addition, knowledge and understanding of narrative structure and audience engagement will be extended. Students will also develop their creative practice and software skills in the creation of digital moving image. <p>Connectivity Theme</p> <ul style="list-style-type: none"> familiarise students with routine features of networks, and trends and concepts relating to contemporary networked culture. In addition, students will learn to work collaboratively and apply relevant technologies and develop new skills. <p>Computation Theme</p>

- introduce the main areas and defining features of computing and electronic technologies and the conventions underpinning the creative coding languages used in new media art and digital design practice. In addition, the routine principles of interaction and navigation design will be applied and students will develop their problem-solving and project management skills.

11. Intended Learning Outcomes of Course:

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

Knowledge and Understanding

- identify and summarise core issues and challenges relating to digital culture and the digital creative industries
- analyse the relationship between audience and content, and introduce globalised networked visual culture
- identify defining features of computational devices and systems relevant to creative digital development
- demonstrate awareness of routine protocols, topologies and technologies of common networks
- appraise aesthetic components and navigation structures in interactive screen-based imagery and installations

Applied Knowledge and Understanding

- demonstrate knowledge of key development production stages
- design and build a simple interactive digital artefact using routine computational techniques and practices
- apply routine conventions of a high-level languages: function, codeblocks, variables, objects and classes, conditions, logic to create an interactive digital piece
- apply routine principles of interaction design
- apply the core influences, theories and principles of good practice in the creation of screen-based digital content for different platforms
- demonstrate an understanding of contemporary forms of linear and non-linear narrative mechanisms used in digital content

Professional Practice: Communication, Presentation, Working with Others

- navigate group dynamics to negotiate effectively and participate collaboratively in the project development activities to meet a specified deadline
- generate, visualise and pitch a creative concept to an audience of peers and staff

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 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:
Successful completion of Level 7 (Year 1) or equivalent.

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:
<ul style="list-style-type: none"> • Arthur, B., 2010. <i>The Nature of Technology: What it is and How it Evolves</i>. Penguin • Bentkowska-kafe, A., 2009. <i>Digital Visual Culture: Theory and Practice (Computers and the History of Art)</i>. University of Chicago Press • Lister, M., Donvey, J., Giddings, S., Grant, I., Kelly, K., (2008), <i>New Media: A Critical Introduction</i>. Routledge • Block, B., 2008. <i>The Visual Story: Creating the Visual Structure of Film, TV and Digital Media</i>. Focal Press • Taylor, A., 2010. <i>Design Essentials for the Motion Media Artist: A Practical Guide to Principles & Techniques</i>. Focal Press • Maeda, J., 2003, <i>Creative Code: Aesthetics and Computation</i>, Thames and Hudson

- Noble, S U., 2018. *Algorithms of Oppression*. NYU Press.