

**Glasgow School of Art Course Specification**  
**Course Title: Interaction Design Studio 3**

*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.*

<b>Course Code:</b>	<b>HECOS Code:</b>	<b>Academic Session:</b>
UACT301		2023-24

<b>1. Course Title:</b>
Interaction Design Studio 3

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

<b>5. Credits:</b>	<b>6. SCQF Level:</b>	<b>7. Course Leader:</b>
80	9	Paul Maguire

<b>8. Associated Programmes:</b>
BA (Hons) Interaction Design

<b>9. When Taught:</b>
Semesters 1 and 2

<b>10. Course Aims:</b>
<p>The course aims to:</p> <ul style="list-style-type: none"> <li>consolidate students' knowledge, skills and practices and encourage a professional approach to working in an interdisciplinary team to create an interactive digital artefact. Students will be required to exercise team negotiation and project management skills and take a creative project from idea inception through prototyping and evaluation stages to project completion</li> <li>appraise students of the history and impact of digital methods in new media arts and digital design practice and explore the dynamic relationships between humans, technology and physical and virtual spaces. In addition students will develop principal skills, techniques and practices in new media arts development, interactive design and aspects of audio design.</li> </ul> <p>Content Theme</p> <ul style="list-style-type: none"> <li>introduce students to theories behind CGI, real-time, dynamic and procedural generated imagery. Students will consolidate creative practice and apply a selection of advanced skills, techniques and practices in the creation of digital content that can incorporate imagery, audio, motion, 3D and/or interaction.</li> </ul> <p>Connectivity Theme</p>

- consolidate student understanding of contemporary networked culture and integrate knowledge of emerging networks and trends in interactive digital development. In addition, students will investigate input/interface devices; develop an understanding of production and consumption issues, and consider accessibility, ownership and ethical issues.

#### Computation Theme

- enable students to evaluate the main areas and defining features of responsive computing and electronic technologies, and the conventions underpinning the programming languages used in relevant open source and standard software. In addition students will address professional issues and work under guidance with qualified practitioners.

### **11. Intended Learning Outcomes of Course:**

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

#### Knowledge and Understanding

- demonstrate awareness of routine protocols, topologies and technologies of emerging networks and associated input/interface devices and platforms
- critically assess the ways in which digital culture has resulted in new forms of social cohesion and identity construction
- evaluate defining features of responsive computation devices and systems relevant to creative digital development
- address ethical, ownership and moral issues
- demonstrate a broad and integrated knowledge and understanding of the dynamic relationship between humans, technology and physical and virtual spaces
- appraise a variety of input/interface devices in relation to interaction

#### Applied Knowledge and Understanding

- design and build an interactive digital artefact using responsive computational techniques and practices
- demonstrate an understanding of issues relating to CGI, real-time, dynamic and procedural generated imagery and other relevant forms
- apply a selection of advanced skills, techniques and practices in the creation of digital content
- demonstrate an understanding of creative development and exposition of digital content
- appraise and apply a range of routine skills, techniques, and practices associated with audio design
- apply a selection of principal skills, techniques and practices in digital interaction design
- apply routine programming techniques used to create an interactive digital piece
- apply principal skills and practices of interaction and navigation design

#### Professional Practice: Communication, Presentation, Working with Others

- consider group dynamics and negotiate effectively and participate collaboratively in the project development activities to meet a specified deadline
- work collaboratively to select and apply suitable techniques for prototyping an interactive media artefact
- execute a team defined project using a selection of advanced skills, techniques and practices

- define a topic for investigation and demonstrate an explorative approach to new media art or digital design
- demonstrate and apply professional working practice

### 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:

Successful completion of Level 8 (Year 2) 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	

<b>21. Additional Relevant Information:</b>
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N/A
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<b>22. Indicative Bibliography:</b>
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- Casey Reas Ben Fry 2015. *Processing A Programming Handbook for Visual Designers and Artists*. MIT Press
- Norman, D., 2013. *The Design of Everyday Things*. MIT Press.
- Benyon. D., 2013. *Designing Interactive Systems: A Comprehensive Guide to HCI, UX and Interaction Design* . Pearson
- Langdon. M., 2014. *The Work of Art in a Digital Age: Art, Technology and Globalisation*. MIT Press
- Leung, L., 2011. *Digital Experience Design: Ideas, Industries, Interaction*. University of Chicago Press
- Oddey, A., 2011. *Modes of Spectating*. University of Chicago Press
- Wands, B., 2007. *Art of the Digital Age*. Thames & Hudson
- Bohnacker et al. 2012, *Generative Design*, Princeton Architectural Press
- D'Ignazio C, Klein L F., 2020, *Data Feminism*, MIT Press