

Glasgow School of Art Course Specification

Course Title: Interaction Design Studio 3 - Study Abroad, Semester 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:
UACT321X		2023-24

1. Course Title:
Interaction Design Studio 3 - Study Abroad, Semester 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:
40	9	Paul Maguire

8. Associated Programmes:
BA (Hons) Interaction Design

9. When Taught:
Semester 1

10. Course Aims:
<p>This course aims to:</p> <ul style="list-style-type: none"> • provide an opportunity for students to enhance their education by adding a new, international perspective, by developing an understanding that culture influences how one thinks and reasons, and by expanding their capacity for effective action through learning skills to operate effectively in an international situation • to introduce the influential factors in content development and aesthetic components of rich media and screen-based imagery and to provide an opportunity to develop creative practice and software skills in the creation of digital artefacts

11. Intended Learning Outcomes of Course:
<p>By the end of this course students will be able to:</p> <ul style="list-style-type: none"> • demonstrate a willingness to seek out international or intercultural opportunities • Demonstrate knowledge of other cultures (including beliefs, values, perspectives, practices, and products) • demonstrate knowledge of their own culture within a global and comparative context - and recognizes that their culture is one of many diverse cultures and that alternate perceptions and behaviours may be based in cultural differences

- execute a defined project using a selection of art, design and digital skills, techniques and practices that incorporates, for example: imagery, audio, motion, 3D and/or interaction
- demonstrate creative practice and deliver a piece of correctly formatted digital content to a set problem by a specified deadline

12. Indicative Content:

- A range of Studio projects concerned with the acquisition of creative skills in new media art and digital design practice
- Screen based digital content design and creation
- Consideration of interface design and interactive devices

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Portfolio Submission	Review of Portfolio Submission	100	Week 14

13.1 Please describe the Summative Assessment arrangements:

A portfolio will be submitted for summative assessment.

Where a student is required to resubmit work for assessment, this will be managed within the course of the academic session.

14. Description of Formative Assessment Methods:

One to one feedback and guidance on progress being made
Engagement with formative assessment is a mandatory requirement.

14.1 Please describe the Formative Assessment arrangements:

One to one feedback and guidance on progress being made

15. Learning and Teaching Methods:

Formal Contact Hours	Notional Learning Hours
40	400

15.1 Description of Teaching and Learning Methods:

Timetable: To be advised on the virtual learning environment

16. Pre-requisites:

Equivalent to Level 8 (year 2)

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:

- Manovich, L., 2013. *Software takes Command*. Bloomsbury Academic
- Castells, M., 2013. *Communication Power*. OUP Oxford
- Shirky, C., 2009. *Here Comes Everybody: How Change Happens when People Come Together*. Penguin
- Reas, Casey., 2010. *Form+Code in Design, Art, and Architecture*. Princeton Architectural Press
- Gere, C., 2009. *Digital Culture*. Reaktion Books.
- Colbourne, G., 2010. *Simple and Usable*. New Riders.
- Bohnacker et al. 2012, *Generative Design*, Princeton Architectural Press
- D'Ignazio C, Klein L F., 2020, *Data Feminism*, MIT Press