

Glasgow School of Art Course Specification
Course Title: Interaction Design Studio 4 (Essay)

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:
UACT401		2023-24

1. Course Title:
Interaction Design Studio 4 (Essay)

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:
100	10	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"> • encourage a professional approach to the creation of a large-scale digital project and give the opportunity to consolidate knowledge, skills, practices and thinking in creative digital development. To exercise autonomy and initiative and practice in a range of professional level contexts • execute a defined project of research, development or investigation and identify and implement relevant outcomes using a range of the principal skills, practices and/or materials associated creative digital development • develop research skills and consolidate knowledge and understanding in one or more specialisms some of which are informed by or at the forefront of creative development in interaction design • extend critical understanding of the key theories, concepts and principles of issues relevant to arts practice within the context of digital culture. To demonstrate an entrepreneurial outlook by developing self-direction and motivation

11. Intended Learning Outcomes of Course:
By the end of this course students will be able to:

Knowledge and Understanding

- analyse and discuss specific knowledge relating to the characteristics, terminology and practices of a Interaction Design subject specialism
- critically appraise some of the key theories, concepts and principles of computation and connectivity and/or content relating to new media arts and digital design practice
- present and articulate research/reflective material in a way that is organised and clearly displays thought process, opinion, and interpretation

Applied Knowledge and Understanding

- execute a defined digital project using a range of the principal skills; practices and/or materials associated with interactive digital development.
- undertake independently a creative project using appropriate techniques to consolidate and focus individual artistic style
- demonstrate a distinctive, consolidated and focused individual contribution to the creation, production and delivery of a working proof of concept for a digital artefact relevant to new media arts and/or digital design practice
- critically evaluate work in progress and be able to adapt its development
- evaluate an argument, a task or a body of evidence relating to creative digital development, and deal effectively with its component parts
- analyse, evaluate critically and interpret the student's own work in the context of creative digital development

Professional Practice: Communication, Presentation, Working with Others

- make formal presentations about chosen topic to informed audiences
- formulate and pitch a synopsis or artistic statement based on creative criteria relevant to new media arts and/or digital design practice
- design and carry out research for a large-scale digital project with limited tutorial guidance
- exercise autonomy and initiative by negotiating discrete assessment criteria and project deliverables
- work with others in developing a critical position as an individual digital creative practitioner and contribute to Studio discussion.
- deal with complex subject specialist matters including any ethical or professional issues raised by the discipline

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 30

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

80

Notional Learning Hours

800

15.1 Description of Teaching and Learning Methods:

Note for updating template: This section should include both the old section titled "Description of "Other" Teaching and Learning Methods" (if still applicable once the table of hours is reduced to just the total) and the old section titled "Timetable".

16. Pre-requisites:

Timetable: To be advised on the virtual learning environment.

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:

- Gray, C., Malins, J., 2004. *Visualizing Research: A Guide to the Research Process in Art and Design*. Ashgate Publishing Limited
- Turkle, S., 2013. *Alone Together*. Basic Books; First Trade Paper Edition
- Lanier, J., 2011. *You Are Not A Gadget: A Manifesto*. Penguin.
- Steeds, L., 2014, *Exhibition*, Whitechapel Gallery
- O'Doherty, B., 2000, *Inside the White Cube: The Ideology of the Gallery Space*, University of California Press
- Kelly, K., 2011. *What Technology Wants*. Penguin Books
- Steane, J., 2013. *The Principles and Processes of Interactive Design*. Fairchild Books
- D'Ignazio C, Klein L F., 2020, *Data Feminism*, MIT Press
- Constanza-Chock, S., 2020, *Design Justice*, MIT Press
- Noble, S U., 2018. *Algorithms of Oppression*. NYU Press.

