THE GLASGOW SCHOOL OF ART

Glasgow School of Art Course Specification
Course Title: BSc Immersive Systems 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:
UISD201		2023-24

1. Course Title:
BSc Immersive Systems Design Studio 2

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG April 2020	School of Innovation and Technology	N/A

5. Credits:	6. SCQF Level:	7. Course Leader:
60	8	Sandy Louchart

8. Associated Programmes:
BSc Immersive Systems Design

9. When Taught:
Semesters 1 & 2

10. Course Aims:
In studio, students are provided with a range of briefs and, through a scaffolded process, develop their own solutions and systems to meet those briefs. Students will apply the basic knowledge and skills gained in taught courses, and develop and consolidate their knowledge and skills through a range of projects, building towards a portfolio of work.   - To explore through practice intermediate aspects in 3D modelling, user experience and smart technologies in the context of immersive systems.   - To develop a broad appreciation and understanding of routine and some advanced principles of user experience and immersion in a practical context.   - To develop practical experience in the collaborative development of immersive systems within accepted standards.   - To develop a discerning understanding of foundational issues in immersion and user experience, and 3D modelling

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

- Demonstrate through practice specialist knowledge embedded of the main theories, concepts and principles of immersive systems.
- Demonstrate understanding of user experience issues.

Practice: Applied Knowledge, Skills and Understanding
- Develop and demonstrate ability to conceptualise 3D interactive visualisations within accepted standards.
- Gather user requirements and utilise these in the design of solutions to professional level problems in immersive systems development.

Generic Cognitive Skills
- Undertake a critical analysis, evaluation and synthesis of ideas, concepts, information and issues common to the design of immersive systems.
- Use tools and devices in the design of smart technologies using fundamental and advanced design methodologies and practices.

Communication, ICT and Numeracy Skills
- Evaluate and present complex arguments, information and ideas routine to immersive system related disciplines to a range of audiences and purposes.
- Communicate complex ideas, information and work comprehensibly in visual, oral and written forms.
- Convey routine and complex ideas in a well -structured and coherent form to peers and staff.

Autonomy, Accountability and Working with Others
- Exercise autonomy, initiative and independence in carrying out set project briefs.
- Practise Immersive Systems development in ways that show awareness of own and others' roles, responsibilities and contributions when carrying out and evaluating tasks.

12. Indicative Content:

Learning in Studio 2 is structured through a series of practical projects and briefs, supplemented by tutorials, talks and discussions.

Immersive Systems projects and briefs will cover:
- Reflective practice on conceptualising routine and advanced Interaction, Emotional
- Interaction and cognition principles.
- Design practice on real-time interactive project.
- Design and implementation of a 3D creative immersive project.

The projects will provide students with experience of:
- Creative practice in the development of a 3D immersive experience.
- Creative development of an Interactive animation project.
- Design and analysis of an experiential design.

Studio activities are supplemented by practical sessions and facilitated tutorials to provide further support for developing the key techniques and methodologies to conceptualise user interaction, and reflect on immersion (tactical, narrative, spatial and strategic) in interactive systems.

13. Description of Summative Assessment Methods:			
Assessment Method	**Description of Assessment Method**	**Weight %**	**Submission week (assignments)**
Portfolio of Work	Studio Work Portfolio	100	Portfolio of work developed over duration of Studio, submitted in week 27.
13.1 Please describe the Summative Assessment arrangements:			
Students will be given a series of practical project briefs for individual and small group work, under tutor guidance. Work will be assessed through a combination of student presentations, process journals and/or written reports, and tutor evaluations of finished coursework.			

14. Description of Formative Assessment Methods:
Engagement with formative assessment is a mandatory requirement.   Verbal feedback is given at tutorials. Verbal and written feedback is given at regular project and portfolio reviews, and through peer review.
14.1 Please describe the Formative Assessment arrangements:
Immersive systems tutorials are given weekly throughout the academic session.   Interim and final project reviews are arranged for each project, with peer review encouraged at interim evaluations.   Portfolio reviews will be conducted mid-way through the academic session.

15. Learning and Teaching Methods:	
Formal Contact Hours	**Notional Learning Hours**
120	600
15.1 Description of Teaching and Learning Methods:	
Hackathon/GameJam A Hackathon or GameJam is an event in which computer programmers and other developers collaborate intensively on a project to a set brief or theme intensively for a set period of time (e.g. 24 or 48 hours). Supervised GameJams/Hackathons provide Immersive Systems students with thematic technology focussed exercises where students work in groups to engage intensively in game or interactive technology development. Timetable The course will normally run according to the following schedule: Lectures will take place on Mondays to introduce each project Tutorials, workshops and supervised studio sessions will be scheduled on Tuesdays, Thursdays and Fridays to provide support and feedback on progress, with regular weekly reviews on Thursdays or Fridays.	

16. Pre-requisites:
Successful completion of Stage 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:

Allan, A., Coleman, D. and Mistry, S., 2015. *Make: Bluetooth: Bluetooth LE Projects with Arduino, Raspberry Pi, and Smartphones*. 1 edition ed. Maker Media, Inc.

Crawford, C., 2012. *Chris Crawford on Interactive Storytelling*. 2nd ed. Berkeley, Calif. New Riders.

Elias, G.S., Garfield, R., Gutschera, K.R., Whitley, P. and Zimmerman, E., 2012. *Characteristics of Games*. Cambridge, MA: MIT Press.

Hoile, C., Bowman, C., Meijer, S.D., Corteil, B., Orsini, L. and Mott, T., 2014. *Make: Raspberry Pi and AVR Projects: Augmenting the Pi's ARM with the Atmel ATmega, ICs, and Sensors*. 1 edition ed. Maker Media, Inc.

Lessig, L., 2004. Free *Culture: The Nature and Future of Creativity*. Penguin Publishing Group.

McEwen, A. and Cassimally, H., 2013. *Designing the Internet of Things*. John Wiley & Sons.

Ritchie, J., Lewis, J., Nicholls, C., Ormston, R., 2014. *Qualitative Research Practice*. Second Edition ed. Sage.

Rogers,Y., Sharp, H., Preece, J. 2011. *Interaction Design: Beyond Human - Computer Interaction –Wiley*.

Salen, K. and Zimmerman, E., 2006. *Game Design Reader: A Rules of Play Anthology*. Cambridge, Mass: MIT Press.

Schell, J., 2014. *The Art of Game Design: A Book of Lenses, Second Edition*. 2 edition ed. Boca Raton: A K Peters/CRC Press.

Wardrip-Fruin, N., Harrigan, P., 2003. Firs*t Person: New Media as Story, Performance and Game*: MIT Press - ISBN-13: 978-0262731751