

**Glasgow School of Art Course Specification  
Course Title: Interaction Design Studio 1A**

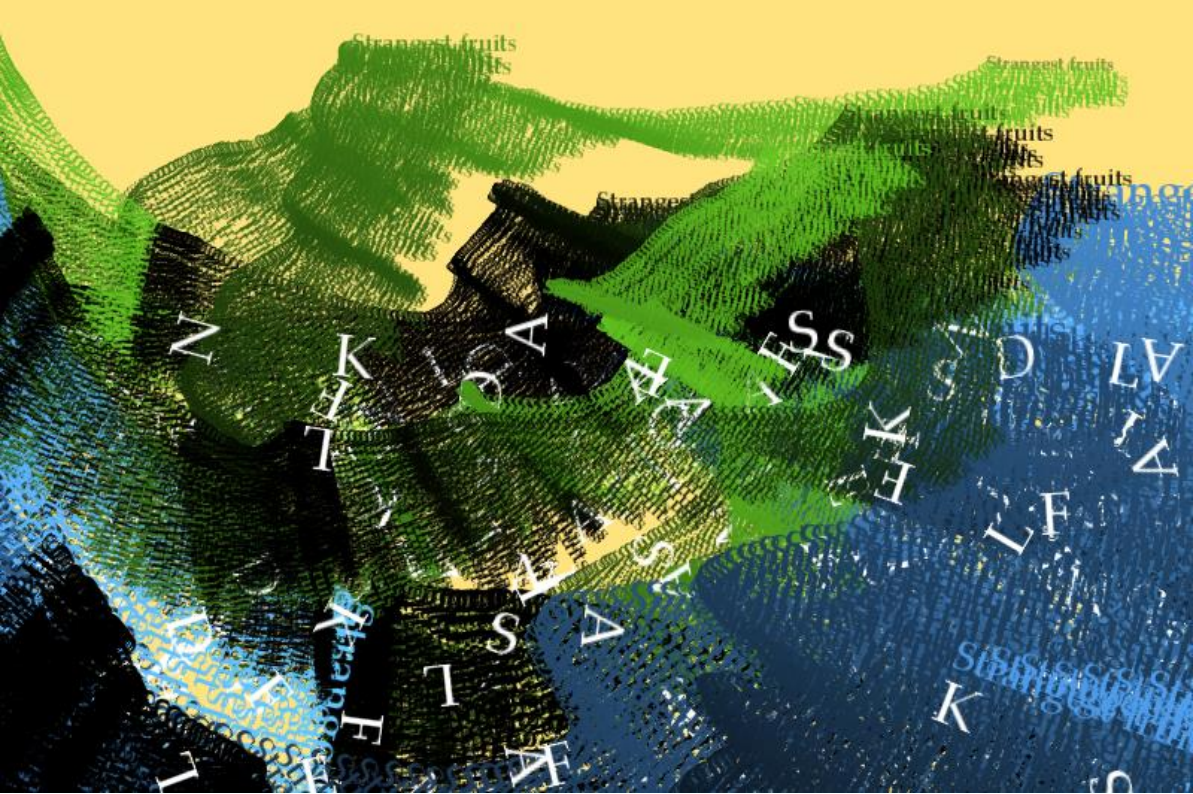


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*Please note that this course specification is correct on the date of publication but may be subject to amendment prior to the start of the 2024-25 Academic Year.*

Course Code	HECOS Code	Academic Session
		2024-25

Course Title	Interaction Design Studio 1A
Course Contact	Paul Maguire

Credits	40
SCQF Level	7
When Taught	Stage 1, Semester 1

Associated Programmes	BA (Hons) Interaction Design
Lead School	School of Design
Other Schools	N/A
Date of Approval	Programme Approval February 2024

#### Course Introduction

The BA (Hons) Interaction Design programme is designed to progress in clear stages with core themes framing each year of study.

1. **FOUNDATION** [ introductory methods, concepts and contexts ]
2. **ITERATION** [ exploring further, augmenting craft and deepening enquiry ]
3. **CONNECTION** [ connecting concepts, technologies and enquiries ]
4. **EXPRESSION** [ consolidating this knowledge to realise a personal project ]

This course is **FOUNDATION** [ 1A ]

This course introduces foundational skills and knowledge associated with study in Interaction Design. The course supports students transitioning to GSA's learning community and the studio environment within Interaction Design.

The course introduces fundamental methods, concepts, contexts and skills associated with the study of Interaction Design while exploring the unique nature of the interactive digital media design space. An introductory and diverse approach uses individual and group projects to enable students to investigate varying means of expression using digital toolsets and creative code.

The course introduces students to the nature of code and its use in generating unique outcomes, while exploring introductory considerations of interpretation and meaning, developing foundational skills in independent learning, contributing to peer learning, and reflecting on the development of their practice.

### Course Aims

The aims of this course are to:

1. introduce foundational approaches to research in interactive media art and design practice
2. encourage a culture of open experimentation, sharing, iterative design approaches and diversity of practice
3. introduce foundational design practices, and associated interactive media design materials and approaches
4. foster foundational independent study and collaborative working practices
5. introduce ethical, societal and environmental considerations in the practice of interaction design
6. introduce basic documentation, presentation and communication practices

### Course Intended Learning Outcomes

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

1. identify and employ foundational primary and secondary research methods
2. explore a range of creative responses to project briefs
3. apply foundational practical and problem-solving methods in order to realise project responses and outcomes
4. manage project learning and resources using tutor and peer interaction and feedback to inform reflection and learning
5. identify fundamental ethical considerations in the materials and processes of interaction design
6. demonstrate and share basic documentation of primary and secondary research to communicate project responses to tutors and peers

### Indicative Content

The course will introduce students to:

- fundamental primary and secondary research methods
- key methods and considerations in creating digital media
- concept development and professional practices
- skills to manage project requirements, resources and to evaluate feedback
- methods for documenting, collating and communicating project outcomes

### Description of Learning and Teaching Methods

This studio course is designed as a project-based course. Project briefs encourage an independent, tutor-supported approach to directed and self-directed study.

A range of learning and teaching methods are used to support students to engage in an explorative and individual approach to learning. These include:

- briefings
- inductions and demonstrations
- technical workshops

- studio activities
- individual and group tutorials
- talks, lectures, seminars, and study visits
- group critiques and reviews, peer review, and presentations
- presentations and writing
- reflection and self-evaluation

Skills, including digital, material and technical resources, are introduced through inductions, demonstrations, and workshops.

Independent learning skills will be developed and supported through guided activities and digital online learning resources available on Canvas.

A variety of teaching and learning approaches, including in person, blended and online learning and delivery, are employed to support student engagement with the curriculum and the achievement of the intended learning outcomes.

Indicative Contact Hours	Notional Learning Hours
40	400 hours

#### Description of Formative Assessment and Feedback Methods

Students are supported in their learning through a range of activities with staff and peers, such as workshops, reviews and tutorials offering ongoing formative feedback as they progress through the course.

Formative feedback supports students in developing and refining their project work towards submission for summative assessment.

Formative feedback offers students the opportunity to present the progress of their project work to staff and or peers, receiving feedback to support the development and refinement of their project work towards submission for summative assessment.

#### Description of Summative Assessment Arrangements

Summative assessment is designed to support students to review, collate, and communicate work produced in response to project briefs and learning and teaching activities associated with the course.

Submissions will be assessed and moderated in line with the Code of Assessment, which outlines reassessment opportunities where a student has not passed the course.

Description of Summative Assessment Method	Weight %	Submission week
Students are required to submit a body of work produced in response to project brief/s and learning and teaching activities, which is assessed holistically against the intended learning outcomes for this course.	100%	Semester 1 Week 13

#### Exchange/Study Abroad

Can this course be taken by Exchange/Study Abroad students?	No
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<b>Are all the students on the course taught wholly by distance learning?</b>	No
<b>Does this course represent a work placement or a year of study abroad?</b>	No
<b>Is this course collaborative with any other institutions?</b>	No
<b>If yes, then please provide the names of the other teaching institutions</b>	

#### **Reading and On-line Resources**

The course indicative reading and online resource list is accessible via [Key Links](#). This list will be reviewed and updated annually to reflect course content and subject developments.