

**Glasgow School of Art Course Specification  
Course Title: Interaction Design Studio 4**

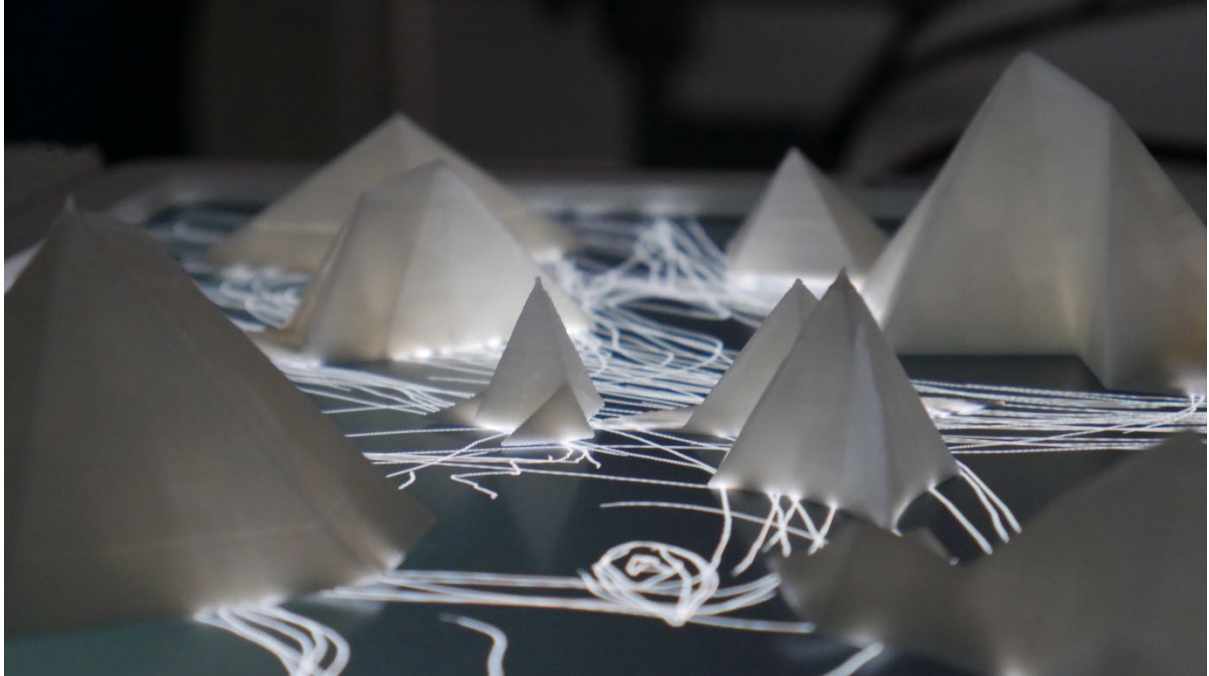


Image: Simon Sloan

*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 2025-26 Academic Year.*

| Course Code | HECOS Code | Academic Session |
|-------------|------------|------------------|
|             |            | 2025-26          |

|                       |                             |
|-----------------------|-----------------------------|
| <b>Course Title</b>   | Interaction Design Studio 4 |
| <b>Course Contact</b> | Paul Maguire                |

|                    |                         |
|--------------------|-------------------------|
| <b>Credits</b>     | 80                      |
| <b>SCQF Level</b>  | 10                      |
| <b>When Taught</b> | Stage 4, Semester 1 + 2 |

|                              |                                  |
|------------------------------|----------------------------------|
| <b>Associated Programmes</b> | BA (Hons) Interaction Design     |
| <b>Lead School</b>           | School of Design                 |
| <b>Other Schools</b>         | N/A                              |
| <b>Date of Approval</b>      | 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 **EXPRESSION [ 4 ]**

This course offers students an opportunity to consolidate, develop, and express their knowledge and understanding to realise a self-directed project. The course offers students an in-depth opportunity to consolidate and apply the learned practices of previous studies. It facilitates deep conceptual expression and contextual enquiry through a self-directed brief. Students focus on applying a broad range of new media technical practices and draw upon previous knowledge to develop an ambitious and meaningful body of work exploring their subject area.

The course is delivered through a stream of supported development, including personal review sessions and regular group reviews that afford opportunities for students to present and share their progress for peer and tutor insights and feedback.

A 'Work in Progress' exhibition helps students build confidence in realising exhibitable-quality work and acts as an important 'dry run' for Degree Show, developing confidence in making practices and articulating concepts and intention. Students also document their primary and secondary research as a learning journal to help build their confidence in communicating and engaging with industry.

The course supports students in evidencing their learning in terms of effective operation in a wide range of digital media design roles, identifying interconnections between specialist areas, and being able to deal resiliently with complex creative problems, thinking adaptively about their specialism and interdisciplinary domains at the threshold of professional practice.

### **Course Aims**

The aims of this course are to:

1. provide the opportunity to formulate and undertake a sustained period of creative, specialist self-directed study at the threshold of professional practice
2. construct specialist knowledge and understanding of interaction design processes, utilising criticality and reflection throughout
3. develop specialist critical, practical, and technical skills to provoke insight and expand the subject area in line with individual interests
4. build personal and professional skills to enable independent and collaborative working in preparation for lifelong learning
5. position project work within the relevant subject area contexts, which exemplifies responsible design in relation to area of expertise and individual interests
6. provide opportunities to rehearse and execute professional-level communication and presentation skills tailored to a range of audiences

### **Course Intended Learning Outcomes**

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

1. formulate a robust concept and specialist approach to primary, secondary, and contextual research, generating a considered project proposal which aligns with individual interests
2. consolidate and implement specialist knowledge, employing criticality and reflection to navigate stages in an iterative design process
3. execute specialist practical and technical skills, underpinned with in-depth analysis and reflection, to generate a comprehensive brief to resolve project work in line with the interaction design subject area
4. manage and prioritise own learning with self-awareness and resourcefulness, to implement robust strategies for the development and completion of self-directed project
5. position a self-directed project within a relevant interaction design context which engages in responsible design practices
6. professionally communicate an individual design process, development, detail, specialist knowledge within the production of a final body of work to present to a range of audiences

### **Indicative Content**

The course will introduce students to:

- robust research practices and concepts in line with individual new media art and design interests
- specialist technical and practical skills to support individual design interpretation, development, and execution
- managing their own learning with self-awareness, resourcefulness and critical reflection

- effective practices and methods of interpretative enquiry in the context of criticality related to the subject area
- appropriate digital craft skills for the independent practice new media design
- communication methods and skillsets to converse confidently with a variety of audiences

### Description of Learning and Teaching Methods

This studio course is designed as a project-based course. Project briefs encourage an independent, tutor-supported approach that emphasises individual and in-depth self-directed study at the threshold of professional practice.

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 |
|--------------------------|-------------------------|
| 80                       | 800 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.

As a course taught over two semesters, the course includes a formative assessment point in which a student submits formative work. This is marked, with feedback and an indicative grade recorded, and made available to the student.

#### **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.

| <b>Description of Summative Assessment Method</b>   | <b>Weight %</b> | <b>Submission week</b> |
|---|-----------------|------------------------|
| 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 2<br>Week 13  |

#### **Exchange/Study Abroad**

|   |    |
|---|----|
| <b>Can this course be taken by Exchange/Study Abroad students?</b>              | No |
| <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 [Resource Lists](#). This list will be reviewed and updated annually to reflect subject developments. Tutors and peers will provide further recommendations appropriate to student's chosen area of research and focus.