

**Glasgow School of Art Course Specification  
Immersive Systems 4 (Self-directed)**



Image credit: Owen Burns, BSc Immersive Systems Design (2023)

*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
UISD405		2025-26

Course Title	Immersive Systems (Self-directed)
Course Contact	Fraser Dougan / Dr Iona Ferguson

Credits	40
SCQF Level	10
When Taught	Stage 4, Semester 2

Associated Programmes	BSc (Hons) Immersive Systems Design
Lead School	School of Innovation and Technology (SIT)
Other Schools	N/A
Date of Approval	PACAAG August 2024

#### Course Introduction

In this course, students develop and consolidate knowledge, understanding and applied skills relevant to the creation of immersive systems. Under supervision, students will undertake a self-determined Extended reality (XR) project (from concept to development, and delivery) which reflects their study pathway while developing a working knowledge of professional expectations and requirements towards employment in their chosen industry.

The course aligns with established professional processes in the XR disciplines and serve as a consolidation of graduate skills and knowledge in Immersive Systems Design. The practice developed in this course will further support the students' development of their creative process and professional understanding in their chosen pathways.

#### Course Aims

This course aims to support students to explore, through practice, state-of-the-art aspects of Extended Reality development and industry practices and expectations within their study pathway.

The overall aim of the course is to support students in consolidating their knowledge, skills and experience within a self-determined XR experience project – bringing together their experience in creating thinking and practice. Through the professional research aspect of the course, students are supported to position their current skillset within the wider context of their discipline and industry to aid students in developing their own professional practice and prepare for employment.

The course is designed to support creativity by providing students with open briefs and encouraging self-determination towards the development of technical skills and knowledge through applied developments/implementations. Student work is produced as a creative and critical response to themes, topics or debates aligned with wider GSA concerns and line of enquiries.

### Course Intended Learning Outcomes

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

- Demonstrate a critical understanding of their level of creative skill(s) and knowledge in relation to professional standards and industry expectations
- Apply a range of professional knowledge and skills to scope, plan and implement XR technical developments to a predetermined and agreed endpoint.
- Apply specialist design and implementational practices in the creation of a self-determined XR environment.
- Critically apply discipline specific interaction principles (e.g. playful, simulation, training, Art) towards the development of XR experience

### Indicative Content

The course material covers the exploration of advanced XR techniques and knowledge to help contextualise the student experience within the wider industrial and creative context of their study pathway.

#### Indicative content includes:

- Scoping and planning a self-determined XR development
- Assessing technology requirements and design accordingly
- Successfully deploying an XR experience
- Researching and understanding of industry contexts and relevance of their technical and creative knowledge and experience

### Description of Learning and Teaching Methods

Indicative Contact Hours	Notional Learning Hours
40	400

### Description of Formative Assessment and Feedback Methods

Students are supported in their learning through a range of formative assessment activities as they progress through the course. These include:

- Engagement in a range of peer review activities
- Regular feedback from tutors through in-class discussion and question and answer activities
- Written or verbal feedback from tutors on work in progress
- Formal Review point halfway through the course

### Description of Summative Assessment arrangements

Summative assessment aligns with the learning outcomes of the course and is directly applicable to the student's individual and chosen pathway of study. Assessment is designed to support students to reflect upon their digital art practice, allowing them to not only demonstrate their learning through assessment, but also meaningfully apply their learning to their practice and developing their creative-practitioner identity.

Students will be assessed on the conceptualisation and development of a showcase XR experience and their ability to document the range of activities, research, technical development and overall creative practice leading to its development. The assessment will include a review of project files (e.g. code, models, XR interactions) and an assessment of the documentation submitted.

Submissions will be assessed and moderated in line with the Code of Assessment.

Reassessment opportunities where a student has not passed the course are outlined in the Code of Assessment.

Description of Summative Assessment Method	Weight %	Submission week
XR experience (project + build)	70 %	Week 11
Project Documentation	30 %	Week 11

#### Exchange/Study Abroad

Can this course be taken by Exchange/Study Abroad students?

No

Are all the students on the course taught wholly by distance learning?

No

Does this course represent a work placement or a year of study abroad?

No

Is this course collaborative with any other institutions?

No

If yes, then please provide the names of the other teaching institutions

#### Reading and On-line Resources

Students will identify relevant literature with the support of tutors based on their choice of project.