

Glasgow School of Art Course Specification
Course Title: Project Management



Image credit: Ainoha Sichlidou-Hennessy, Jaime Ojeda, Luna Sun and Grace Fan, 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
		2025-26

Course Title	Project Management
Course Contact	Claire Eaglesham

Credits	10
SCQF Level	9
When Taught	Stage 3, 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

This course introduces students to project management practices and the production tools and techniques used for planning and controlling the development of immersive systems as a creative practice. Project management and production skills are core practices throughout the immersive systems domain and this course focuses on fundamental project scoping, scheduling and organisational skills alongside management practices to support successful immersive system development. The course initially focuses on broader project management approaches before moving to more specific deployment tools and techniques. The skills and knowledge taught in this course are foundational and will further develop throughout the programme as students incorporate project management into their creative process and professional practices in their study pathway (i.e. Games and Virtual Reality, 3D Modelling).

Course Aims

This course aims to further develop student creative practice, equipping them with the skills to scope and plan creative immersive system developments within specified design, time and resource constraints.

Through this project students propose a development plan for a potential year 4 studio project. The course aligns with established professional practices and processes within the immersive systems domain and focuses on professional management and creative production. By gaining experience and proficiency in managing immersive system developments students will deepen their understanding of the importance of planning and organisation for successful project delivery.

Course Intended Learning Outcomes

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

- Demonstrate an understanding of the professional application of project management methodologies
- Apply professional management skills and knowledge in generating plans and activity schedules suitable for immersive systems creative development

- Develop a critical understanding of production strategies towards facilitating successful immersive systems development

Indicative Content

The class material introduces students to the foundations of project management and production techniques

Indicative content includes:

- Project life cycles
- Project management methodologies
- Project and technical documentation
- Requirements and specifications
- Production and control processes
- Quality assurance

Description of Learning and Teaching Methods

This course and its programme are situated within a contemporary Art School environment and self-directed studio activities and initiatives. These have a strong component of **individual student learning** contributing to the discovery and development of self and the discipline of study. As such briefs tend to be opened to interpretation and require students to critically reflect on the nature of their creative response and individual learning.

Lectures and seminars are used to disseminate theoretical, contextual and historical knowledge and address specific issues underpinning practical work. Lectures also have the broad aim of generating further debate in seminars, tutorials or further enquiry in self-directed learning or research.

Labs, Tutorials, Workshops, and Practical sessions provide students with hands-on experience. These sessions usually follow or relate to lectures and take place in computer laboratories as practical classes. Lecturers/Demonstrators will be on-hand during the sessions to help students and answer their questions. Tutorials vary between individual student-tutor tutorials, group tutorials and workshops. These provide opportunities for scaffolded problem solving and discussion, and for broader discussion of the programme themes and topics.

This course is supported by a virtual learning environment tool (Canvas) for the dissemination, discussion and access to relevant course information, and signpost to other relevant teaching and learning platforms used by GSA.

Indicative Contact Hours

10

Notional Learning Hours

100

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

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 immersive systems 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 their ability to conceptualise and plan the delivery of a large-scale project within their specialist pathway. Students will not deliver the project but entirely focus on the conceptualisation and pre-production management planning and scheduling for the project. The concept and delivery report will document the overall creative thinking for the project and identify specific deliverables, milestones and a timetable of activities.

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
Concept and Delivery Report (1000 words plus diagrams)	100 %	Week 12

Exchange/Study Abroad

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

Yes

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

The course indicative Reading and on-line resource list is accessible via [Resource Lists](#). This list will be reviewed and updated annually to reflect course content and subject developments.