Glasgow School of Art Course Specification
Course Title: Studio 2 – Emerging Practice

Image credit: Freya Stanley, BSc Immersive Systems Design (2022)

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
UISD204		2025-26

Course Title	Studio 2 – Emerging Practice
Course Contact	Danny Buksh / Dr. Jamie Iona Ferguson

Credits	40
SCQF Level	8
When Taught	Stage 2, Semester 1

Associated Programmes	BSc (Hons) Immersive Systems Design
Lead School	School of Innovation and Technology (SIT)
Other Schools	N/A
Date of Approval	PACAAG April 2025

Course Introduction

This course introduces students to intermediate digital tools and techniques in their study pathway (i.e. Games and Virtual Reality, 3D Modelling), enabling them to effectively develop design concepts and interactions. Design development and implementation is a core activity for the production and deployment of Immersive Systems applications.

Under supervision, and in line with supervisor guidance, students develop a self-determined studio project which reflects their creative interests and study pathway. The skills and knowledge taught in this course are core to the development of student practice on the programme and will further support the development of their creative process in their chosen disciplines.

Course Aims

This course supports students through the development of concept work, visual references and implementation for a digital production in their study pathway (i.e. Games and Virtual Reality, 3D Modelling). The overall aim of the course is to support students in developing familiarity with industry standard processes and practices and gain independence, ownership and confidence in the development of their creative practice. Meanwhile, supervision and presentation elements support students' confidence in their creative communication.

Course Intended Learning Outcomes

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

- Demonstrate an understanding of industry standard practices for the student's chosen study pathway
- Consolidate fundamental skills and knowledge in the main areas of the student's chosen study pathway
- Apply intermediate level of skills and abilities in the main areas of the student's chosen pathway
- Demonstrate and communicate an awareness and understanding of the creative concepts, principles and identity associated with the chosen study pathway

Indicative Content

Students develop work according to their study pathway and the broad range of immersive systems disciplines. The class material introduces students to the intermediate techniques in the production of digital work in immersive systems to broaden their range of techniques and approaches towards achieving greater levels of production quality, creative exploration, and attainment on the programme in future years.

Indicative content includes:

- Texture map types
- Character/Environment design
- Digital Sculpting
- UV processes
- Environmental Narrative
- Game Mechanics
- User Input and Controllers
- Game Feel
- Saving and Loading Game State
- Accessibility

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.

Input from **visiting lecturers and guest speakers** enable students access to, and understanding of, relevant contemporary practice, research and commercial contexts, practices and expectations. These curricular activities contribute to aid students in developing their own professional practice and prepare for employment.

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	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 their ability to conceptualise, plan and deliver a showcase piece of work within their specialist pathways (3D Modelling or Games & Virtual Reality). Additionally, students will also present their work and creative processes to tutors and peers towards developing professional skills. 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
Mood board and conceptual statement (500 words)	20 %	Week 5
Project (project files + build/render)	60 %	Week 11
Presentation (4-8 minutes)	20 %	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.