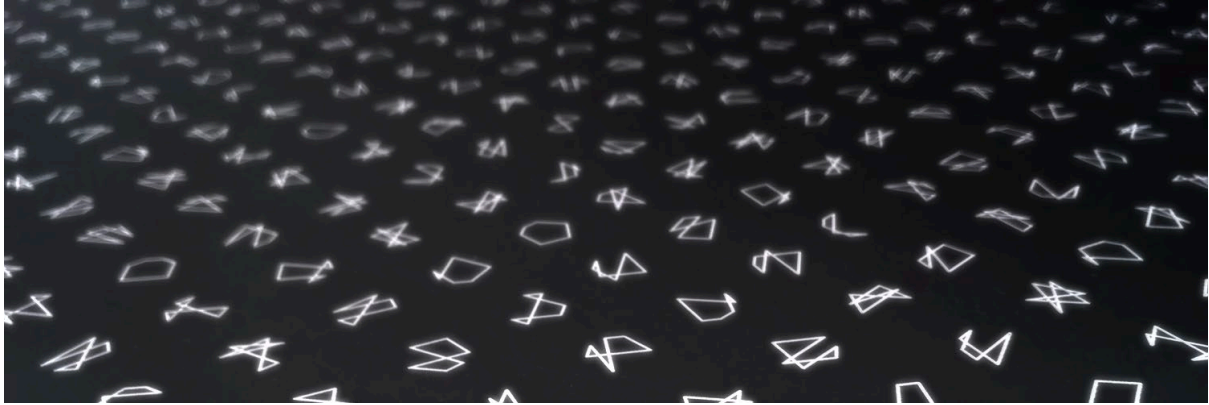


**Glasgow School of Art Programme Specification  
Programme Title: BA (Hons) Interaction Design**



*Please note that this programme specification is correct on the date of publication but may be subject to amendment prior to the start of the 2026-27 Academic Year.*

1. Programme Details	
<b>Programme Title</b>	BA (Hons) Interaction Design
<b>School</b>	School of Design
<b>Programme Leader</b>	Paul Maguire
<b>Award to be Conferred</b>	
<b>Exit Awards</b>	Stage 1 – Certificate in Higher Education Stage 2 – Diploma in Higher Education Stage 3 – BA Interaction Design Stage 4 – BA (Hons) Interaction Design
<b>SCQF Level</b>	7-10
<b>Credits</b>	480
<b>Mode of Study</b>	Full-time
<b>HECOS Code</b>	

<b>Academic Session</b>	2026-27
<b>Date of Approval</b>	Programme Approval February 2024

<b>Awarding Institution</b>	University of Glasgow
<b>Teaching Institutions</b>	The Glasgow School of Art
<b>Campus</b>	Glasgow
<b>Lead School/Board of Studies</b>	School of Design
<b>Other Schools/Board of Studies</b>	N/A
<b>Programme Accredited By (PSRBs)</b>	N/A

2. Entry Qualifications	
<b>Highers</b>	Standard: ABBB, including a literate subject Minimum: BBCC, including a literate subject
<b>A Levels</b>	Standard: ABB and GCSE English at A/7 grade or above Minimum: BBC and GCSE English at A/7 grade or above
<b>Other</b>	International Baccalaureate: 30 points overall in the Diploma, including 18 at Higher Level, normally including English and Maths.  Irish Leaving Certificate: Four Highers at H2 or above - subjects required as per Scottish Highers.  Other eligible qualifications for entry include Foundation Diplomas in Art & Design, Higher National Certificates (HNC), Higher National Diplomas (HND), Foundation Degrees, Level 3 Diplomas, and other Further Education and Higher Education qualifications in related subjects. Entrants may begin their studies in Stage 2 or Stage 3 depending on the level of prior qualifications and other entry criteria. Detailed information about the required grades for individuals holding or studying these qualifications can be access on the website.

	<p>Applicants from outside the UK and Ireland should also consult our International student pages for details of accepted qualifications from specific countries.</p> <p>Applicants who do not meet entry requirements through formal qualifications but can demonstrate experience, skills and abilities at the appropriate level can also be considered.</p> <p>Additional entry requirements: Applicants are normally required to submit a portfolio or work and may be required to attend an Interview as part of their admissions assessment.</p>
<p><b>English Language Requirements</b></p>	<p>Applicants who are not a national of, nor have obtained a degree in one of the countries on the approved <a href="#">UKVI exemption list</a> or those who require a Student Visa, will need to provide evidence of their English language ability.</p> <p>GSA's preferred test is the IELTS for UKVI (Academic) test taken at a UKVI approved test centre. GSA require all students, who require a student visa, to meet the following requirements to gain entry:</p> <ul style="list-style-type: none"> <li>• IELTS for UKVI Academic with an overall score of 6 with a minimum of 5.5 in all components;</li> <li>• An alternative Accepted English Language Test which can be found on the Postgraduate '<a href="#">How to Apply</a>' page of the GSA website.</li> </ul>

### 3. Programme Introduction

BA(Hons) Interaction Design explores technology within art and design practice as a tool for production and as a medium in itself. The programme is characterised by the creative opportunities offered by creative coding and working with data, significantly expanding the palette of traditional art and design practices through the language of 'new media' including computer vision; sensors and interfaces; sound; real-time 3D and motion graphics; networks and related processes. These media offer new and compelling expressive possibilities through generative design, responsive environments, interactive audio-visual media, physical computing and data visualisation. In parallel with this broad practical enquiry, students develop deep criticality around the subject area informed through research and development.

The programme progresses in clear stages of study over 4 years:

**Stage 1: FOUNDATION** introductory methods, concepts and contexts

**Stage 2: ITERATION** exploring further, augmenting craft and deepening enquiry

**Stage 3: CONNECTION** connecting concepts, technologies and enquiries

**Stage 4: EXPRESSION** consolidating this knowledge to realise a personal project

Scaffolded learning and teaching across the four Stages of study include independent, collaborative, and self-initiated activities. Students acquire transferable and interpersonal skills that enable them to operate effectively within interdisciplinary teams.

Within the programme, Studio courses provide a series of project-based experiences with opportunities to reflect upon learning and incrementally build a critical practice. Design History and Theory courses explore critical and contextual perspectives, and courses shared with other programmes, including Co-Lab and Design Domain, offer cross-disciplinary and collaborative learning, connecting broader domains of learning and knowledge. Opportunities for student international exchanges, collaborative learning, and external partnership and industry projects help support how students develop graduate skills and attributes.

Interaction Design graduates are assured creative practitioners with the necessary range of making, thinking and communication skills to help enable their move into industry or continue their educational journeys, embodying the personal, critical and professional attributes expected as a graduate from Glasgow School of Art.

#### **4. Programme Aims**

The aims of this programme are to:

1. equip graduating students with the skills to become creative, independent and resourceful lifelong learners
2. encourage persistent enquiry, experimentation and risk-taking when engaging in research, processes and creative practice to expand knowledge and realise ideas
3. build comprehensive and critical knowledge of the technical and transferable skills associated with interaction design media and craft developing insights and innovations into the subject area
4. develop interpersonal and professional skills that contribute to and support inclusive and collaborative learning, teamwork and environments
5. engage with and lead ethical and socially responsible design practices with a global outlook which respect people, place and environment  
develop professional communication skills to share and present complex ideas, processes and digital design practice to a range of audiences in a variety of contexts

#### **5. Programme Intended Learning Outcomes**

After full participation in and successful completion of the programme, students will be able to:

1. plan, execute and manage the production of creative outcomes and own learning, effectively dealing with challenges and demonstrating adaptability and self-reflection
2. explore ideas through research, experimentation and problem-solving, employing criticality and reflection throughout the design process
3. inform and enrich the practice of interaction design media and craft through the development and application of technical, analytical and critical skills, knowledge and insights

4. confidently work independently and with peers, staff, and partners in the production of self-directed and collaborative creative work
5. critically engage in complex societal, ethical, and environmental discourse within and beyond the subject area of interaction design
6. effectively communicate ideas and concepts to a range of audiences, including peers, staff, and partners, through a variety of strategies, including visual, verbal, analogue and digital

## **6. Description of Learning and Teaching Approaches**

A variety of teaching and learning approaches are employed to support student engagement with the curriculum and the achievement of the intended learning outcomes. 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

Digital skills, materials 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.

## **7. Description of Assessment Methods**

Formative assessment offers students the opportunity to obtain ongoing tutor and peer feedback through the development of their summative submissions over the length of each course. Students are supported in their learning through a range of formative activities with staff and peers, such as workshops, reviews and tutorials offering ongoing formative feedback as they progress through each course within this programme.

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 programme and its courses.

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

<b>8. Programme Structure</b>				
<b>Stage 1</b>				
<b>Course</b>	<b>Credits</b>	<b>SCQF Level</b>	<b>Semester</b>	<b>Course Code</b>
Studio 1A	40	7	1	
Co-Lab	20	7	1	
Studio 1B	40	7	2	
Design Objects, Ideas, Contexts, Histories	20	7	2	
<b>Total Stage Credits</b>	<b>120</b>			

<b>Stage 2</b>				
<b>Course</b>	<b>Credits</b>	<b>SCQF Level</b>	<b>Semester</b>	<b>Course Code</b>
Studio 2A	40	8	1	
Design History and Theory 2A	10	8	1	
Design Domain 2A	10	8	1	
Studio 2B	40	8	2	
Design History and Theory 2B	10	8	2	
Design Domain 2B	10	8	2	
<b>Total Stage Credits</b>	<b>120</b>			

<b>Stage 3</b>				
<b>Course</b>	<b>Credits</b>	<b>SCQF Level</b>	<b>Semester</b>	<b>Course Code</b>
Studio 3A	40	9	1	
Design History and Theory 3A	10	9	1	
Design Domain 3A	10	9	1	
Studio 3B	40	9	2	
Design History and Theory 3B	10	9	2	
Design Domain 3B	10	9	2	
<b>Total Stage Credits</b>	<b>120</b>			

<b>Stage 4 Option 1</b>				
<b>Course</b>	<b>Credits</b>	<b>SCQF Level</b>	<b>Semester</b>	<b>Course Code</b>
Studio 4	80	10	1 & 2	
Design History and Theory 4 (40)	40	10	1 & 2	
<b>Total Stage Credits</b>	<b>120</b>			

<b>Stage 4 Option 2</b>				
<b>Course</b>	<b>Credits</b>	<b>SCQF Level</b>	<b>Semester</b>	<b>Course Code</b>
Studio 4	80	10	1 & 2	
Extending Design: Reflective Encounters	20	10	2	
Design History and Theory 4 (20)	20	10	1	
<b>Total Stage Credits</b>	<b>120</b>			

## 9. Outgoing Exchange and Visiting Student Arrangements

BA (Hons) Interaction Design students may apply to undertake a period of exchange with one of our international partner institutions. International exchanges will normally take place in Stage 3 of study and be for the duration of one full semester, either Semester 1 or Semester 2.

BA (Hons) Interaction Design welcomes incoming exchange students studying at a registered exchange partner who may apply to GSA for a period of exchange, usually one full semester, either Semester 1 or Semester 2.

Study Abroad is open to applications for full-year, Semester 1, and Semester 2 entry on Stage 2 and Stage 3 of the BA (Hons) Interaction Design programme. Study Abroad students will be entered into the most appropriate year entry point based on their portfolio and application.

### Stage 2 Exchange and Visiting Student Courses

Course	Credits	SCQF Level	Semester	Course Code
Studio 2A	40	9	1	
Design History and Theory 2A	10	9	1	
Design Domain 2A	10	9	1	
Studio 2B	40	9	2	
Design History and Theory 2B	10	9	2	
Design Domain 2B	10	9	2	

### Stage 3 Exchange and Visiting Student Courses

Course	Credits	SCQF Level	Semester	Course Code
Studio 3A	40	9	1	
Design History and Theory 3A	10	9	1	
Design Domain 3A	10	9	1	
Studio 3B	40	9	2	
Design History and Theory 3B	10	9	2	
Design Domain 3B	10	9	2	

## 10. Relevant QAA Subject Benchmark Statements and Other External Reference Points

Subject Benchmark Statements describe the nature of study and the academic standards expected of graduates in specific subject areas. For further information relevant to this programme see:

[Subject Benchmark Statement - Art and Design](#)

## 11. Programme Regulations and Requirements for Progression

All GSA Degree programmes are validated by the University of Glasgow and the GSA's Programme Regulations are published in the [University of Glasgow University Regulations](#).

These regulations include the requirements in relation to:

- (a) Award of the degree
- (b) Progression requirements
- (c) Early exit awards

In referring to regulations for degree programmes, students should consult the University Regulations which were in force in the academic session in which they first registered for the degree programme in question.