

**Glasgow School of Art Course Specification
Course Title: Interaction Design Studio 3A**

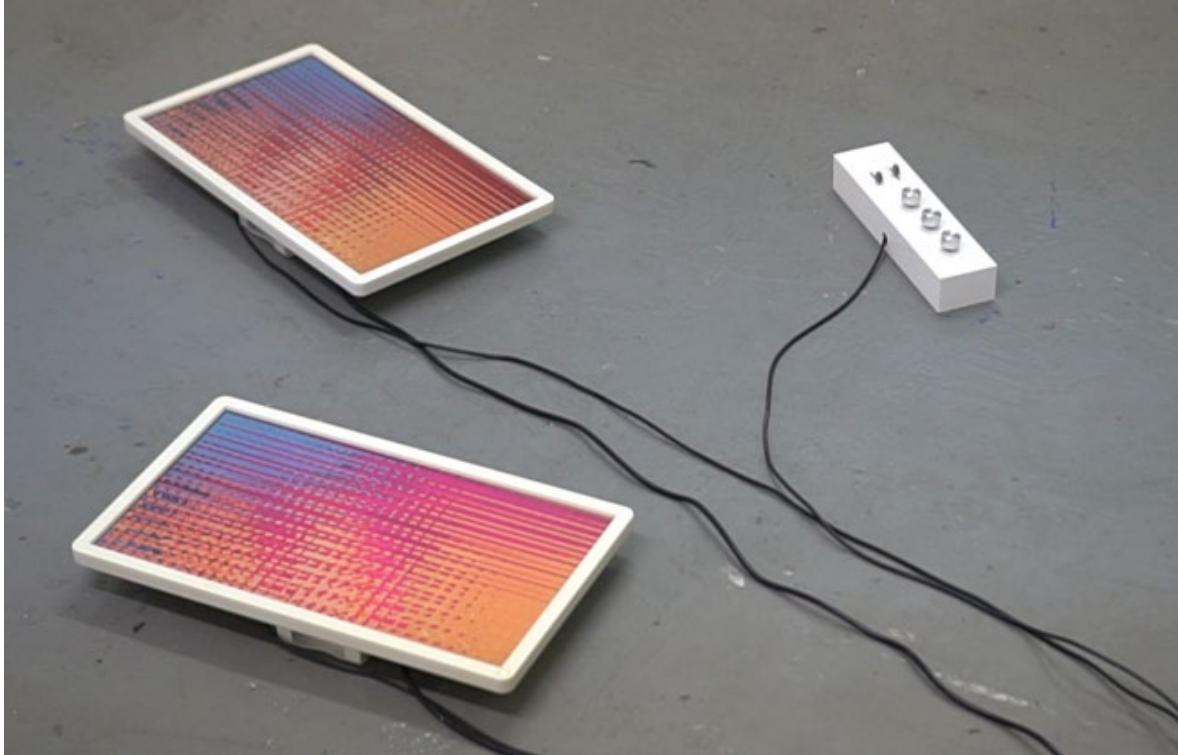


Image: Edouard Berard

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 2026-27 Academic Year.

| Course Code | HECOS Code | Academic Session |
|-------------|------------|------------------|
| UACT301A | | 2026-27 |

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|----------------|------------------------------|
| Course Title | Interaction Design Studio 3A |
| Course Contact | Paul Maguire |

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|-------------|---------------------|
| Credits | 40 |
| SCQF Level | 9 |
| When Taught | Stage 3, Semester 1 |

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|-----------------------|----------------------------------|
| Associated Programmes | BA (Hons) Interaction Design |
| Lead School | School of Design |
| Other Schools | N/A |
| Date of Approval | 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 **CONNECTION** [3A]

This course further develops the practices, contexts and skills associated with the study of Interaction Design and explores the unique nature of the interactive digital media design space. The course extends and deepens technical ambition and conceptual enquiry with projects exploring broad and diverse techniques and expanded approaches to generating project outcomes.

The course explores the connecting of previous skills, technologies, enquiries and concepts. It introduces increasingly advanced digital toolsets and creative code methods. The course encourages deeper critical consideration of interpretation and more ambitious responses to the increasing scope of project briefs, helping to prepare students for extended self-directed study in their final Stage.

Course Aims

The aims of this course are to:

1. identify appropriate research methods and findings to inform exploration of concepts and creative processes
2. expand knowledge and understanding of the processes of interaction design by refining methods for concept development, exploration, and analysis
3. develop an advanced range of design, professional and technical skills in response to studio projects
4. advance independent study skills, responsible working, and effective relationships with peers, tutors, and external partners
5. expand knowledge of ethical, societal, and environmental issues in relation to the subject area of interaction design
6. develop advanced communication skills to present project work and to effectively converse with peers, tutors and external partners

Course Intended Learning Outcomes

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

1. articulate informed concepts and creative ideas using advanced approaches to primary, secondary, and contextual research related to interaction design practices
2. evidence advanced design skills through experimentation, iterative processes, and critical reflection in response to project briefs and development challenges
3. demonstrate advanced design, technical and development skills with associated critical analysis
4. manage learning and resources responsibly, evaluating progress and feedback in order to inform learning
5. identify and initiate informed responses to ethical issues within the discourse and context of contemporary design practice
6. demonstrate advanced communication methods and skills to professionally and coherently present project work to peers, tutors or external partners

Indicative Content

The course will introduce students to:

- augmented and further developed primary and secondary research methods
- connected workflows and methods and encouragement of ambitious outcomes
- deeper reflective practices and interpretative enquiry in the context of criticality related to the subject area
- expanded and further developed skills in the management of project requirements, resources and to evaluate feedback
- augmented and further developed methods for documenting, collating and communicating project outcomes

Description of Learning and Teaching Methods

This studio course is designed as a project-based course. Project briefs encourage an independent, tutor-supported approach to directed and self-directed study.

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 |
|--------------------------|-------------------------|
| 40 | 400 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.

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.

| Description of Summative Assessment Method | Weight % | Submission week |
|---|----------|-----------------------|
| 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 1 Week 13 |

| Exchange/Study Abroad | |
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| 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 online resource list is accessible via Resource Lists . This list will be reviewed and updated annually to reflect course content and subject developments. |