

**Course Glasgow School of Art Course Specification  
Studio 1 – Introduction to Digital Design**

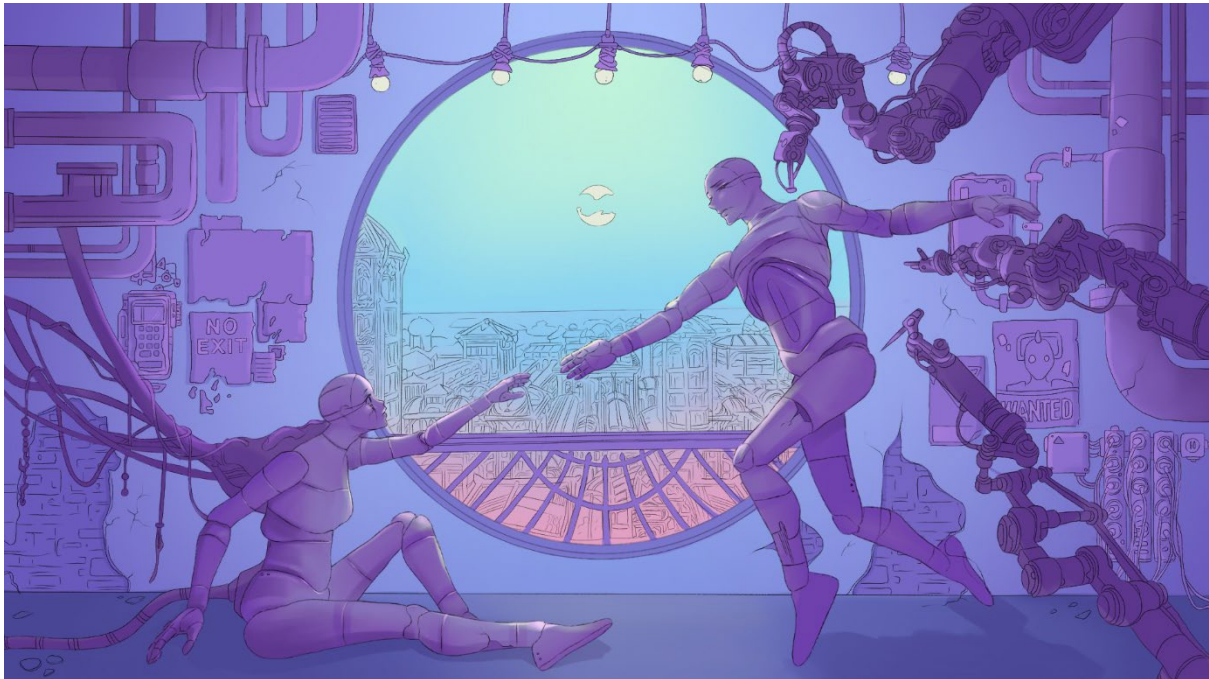


Image credit: Layla Hassani Watson, BSc Immersive Systems Design (2022)

*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 2026-27 Academic Year.*

Course Code	HECOS Code	Academic Session
UISD103		2026-27

Course Title	Studio 1 – Introduction to Digital Design
Course Contact	Claire Eaglesham

Credits	20
SCQF Level	7
When Taught	Stage 1, 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 August 2024

### Course Introduction

In this course, students are introduced to some of the digital drawing techniques used in the production of digital assets and applications, such as sketching, creating graphic references and concept renders. Digital painting is a core activity for the conceptualisation and production of Immersive Systems applications. The skills and knowledge taught in this course will further develop throughout the programme as student incorporate digital painting as part of their exploration of their creative process in their chosen disciplines.

### Course Aims

In this course, students are tasked with developing concept work, visual references and render for a digital painting. The overall aim of the course is to support students in developing their creative practices with industry-standard graphic software (e.g. Photoshop, Illustrator, Krita) and integrate the use of a digital drawing tablet as part of their practice.

### Course Intended Learning Outcomes

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

- Apply knowledge of basic pre-production methods and artefacts
- Demonstrate and understanding conceptualisation in the creative design process
- Apply knowledge of basic 2D digital art techniques in the creation of pre-production artefacts
- Demonstrate an understanding of basic graphics principles

### Indicative Content

The class material introduces students to the foundations of drawing, sketching and observation, the use of digital tools to collect meaningful references, developing ideas and creating representative concept art.

#### Indicative content includes:

- Anatomy of an image and exploring composition
- Understanding Light, colours

- Working with color palettes
- Observational and digital drawing
- Working with references
- Photo bashing and conceptualisation
- Rendering a digital painting

#### 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	Notional Learning Hours
20	200

#### 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 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 demonstrate the production of a digital painting through a portfolio of work that will include primary and secondary research, development practice, drawing studies and the digital production of a digital painting.

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
Digital Painting Portfolio	100 %	Week 8

#### 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

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.