Glasgow School of Art Course Specification
Course Title: Studio 3 – Developing Practice

Image credit: Jaime Ojeda, 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
UISD304		2026-27

Course Title	Studio 3 – Developing Practice
Course Contact	Danny Buksh / Brian Loranger

Credits	40
SCQF Level	9
When Taught	Stage 3, 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

Design development and implementation is a core activity for the production and deployment of Immersive Systems applications. In this course, students are introduced to advanced techniques in their specialist domain (i.e. Games and Virtual Reality, 3D Modelling) and tasked with developing, under supervision, a self-determined studio project which reflect their 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

The overall aim of the course is to support students in gaining independence, ownership and confidence in the development of their creative practice and learning. Further aims include an introduction to advanced digital tools and techniques in the domain of individual creative specialism to effectively design and develop concepts and digital assets. Students are tasked with developing technical development and implementation for a digital production in their study pathway.

Course Intended Learning Outcomes

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

- Demonstrate a critical understanding of industry standard practices for the student's chosen study pathway
- Consolidate intermediate technical and creative skills and knowledge in the student's chosen study pathway
- Apply an advanced level of technical skills and creative abilities in the student's chosen study pathway

Indicative Content

The course material introduces students to advanced techniques in the production of digital work in immersive systems to support creative and conceptual development of work. Students develop

work according to their study pathway and the broad range of immersive systems disciplines by integrating advanced techniques within their workflow and practice.
Each individual pathway introduces new, developing or emerging advanced techniques alongside consolidating skills, practice and knowledge. In this course students creatively interpret a technical brief that must include consolidating advanced techniques and approaches to reach higher level of achievement in both their level of understanding and familiarity with their discipline technologies but also the range and size of the projects they can realise.

Indicative content might include:

-
- Networking and Multiplayer
- Game Engine Physics
- Optimisation
- Cutscenes / Time-Based Events
- Game Engine Tools/Plugins (First and Third Party) Procedural Artistic Techniques
- Fluid & Physics simulations
- Cinematography
- Rendering methods

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 • A play/peer review session prior to final submission will provide an opportunity for students to provide peer review on each others' projects and for staff to provide additional verbal feedback

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 readiness and confidence in presenting creative work. 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 (750 words)	20 %	Week 5
Project (project files + build/render)	60 %	Week 11
Presentation (5-8 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.