

Interaction Design

Glasgow School of Art

Venues

Main Campus

Content

The Interaction Design programme at The Glasgow School of Art explores the use of digital technology as a material in the practice of art and design – computers, cameras, sensors, lights, motors, projectors, networks and more. We consider technology not simply as a tool for the production of media but also as a medium in itself. We learn how to speak to the computer through creative coding, enabling students to engage in new media art and design practice facilitating the generation of engaging interactive digital media for a wide range of platforms.

By framing the use of technology within a creative context, students learn practical and technological skills as well as how to articulate creative intent and considered interpretation. The programme is highly experimental allowing students to develop their own approaches to project briefs within an open and inclusive art school environment. You will graduate as a well-rounded 'creative technologist' inhabiting an important new space in the creative industries between traditionally separate worlds of art/design and science/engineering.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title

BA Hons

UCAS Code

W280

Course Length

4 years

Department

School of Design

Entry Requirements

Standard entry: 4 Highers at ABBB (first sitting) including English or another English based subject. Interview. Digital portfolio.

Widening access entry: 4 Highers at BBCC including English or another English based subject. Interview. Digital portfolio.

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

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Address

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Website

www.gsa.ac.uk