Interaction Design

Glasgow School of Art

Venues

Main Campus

Content

The Interaction Design programme at The Glasgow School of Art combines technology with visual thinking and creative problem-solving. As a student of Interaction Design, you will learn to work with creative code to generate engaging interactive digital media for a wide range of platforms. You will graduate with a diverse range of skills enabling future career opportunities in interactive art, design, motion graphics, app development and more.

We are characterised by actively engaging with creative coding and digital culture. The course is highly experimental allowing students to develop their own approaches within an art and design context. We consider our materials to be computers, cameras, sensors, lights, motors, projectors, networks and more. By framing the use of technology within a creative context, students learn practical and technological skills as well as how to articulate creative ideas and meaning behind work.

Start Date

September

Qualification

Degree

Study Method

Full time

Award Title
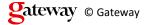
BA Hons

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. Digital portfolio.

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

SCQF Level

10

Progression Routes

«ProgressionRoutes»

Combination Courses

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Address

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Glasgow
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Website

www.gsa.ac.uk