

## Immersive Systems Design (3D Modelling)

Glasgow School of Art

### Venues

Main Campus

### Content

The programme will provide graduates with a highly relevant skill set in practical software and immersive systems (Augmented and Virtual Reality) development, an understanding of how people and technology interact, combined with the creative insight essential to help create the future in immersive systems. This is a technology focused degree with a strong art-school foundation, combining rigorous taught components with studio based learning and critical thinking.

Through the programme students will gain an understanding of major issues around 3D modelling for Immersive Systems alongside practical skills for creating engaging and immersive interactive experiences.

The programme will provide students with a foundation in theory and practical understanding of the methods, tools and techniques required to conceive, design and evaluate new interactive and immersive systems for traditional and mobile platforms.

### Start Date

September

### Qualification

Degree

### Study Method

Full time

### Award Title

BSc Hons

### UCAS Code

W617

### Course Length

4 years

### Department

School of Simulation and Visualisation

## Entry Requirements

2022 entry requirements

Standard entry: ABBB including English or another English based subject

Widening access entry: BBCC including English or another English based subject

## SCQF Level

10

## Progression Routes

«ProgressionRoutes»

## Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

## Address

167 Renfrew Street  
Glasgow  
G3 6RQ

## Website

[www.gsa.ac.uk](http://www.gsa.ac.uk)