Interaction Design
BA (Hons)
Application Guideline 2020/21
Applications

Your application to study for an undergraduate degree at the Glasgow School of Art (GSA) is in two parts:

- UCAS Application form
- Supporting Visual Materials (15 Portfolio Images) and Statement (500 Words)

When GSA receives your application form from UCAS, we will email an acknowledgement of your application and direct you to upload your portfolio images. You can do so as soon as you receive your acknowledgement and no later than the deadline communicated to you in the e-mail you receive. Guidelines on what to include in the Supporting Visual Materials (Portfolio) & Statement are in the slides that follow.
Timeline

Once you upload your Supporting Visual Materials (Portfolio) and statement, there are four stages to your application.

1. Apply through **UCAS** and send **GSA Supporting Visual Materials & Statement**

2. **GSA** staff assess your application

3. You may then be invited to interview

4. The outcome of your interview will be communicated through **UCAS**

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Diagram:

1. **UCAS** 15 January
2. **GSA** 22 January
3. Specialist staff assess application against criteria.
4. Interview with folio.
   - Unsuccessful
   - Conditional Offer
   - Unconditional Offer
Timeline

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How is my application assessed?

Admissions staff from the programme you have applied to will view the:

- **Supporting Visual Materials** (also called ‘Portfolio’) you have uploaded
- Read your **500 Word Supporting Text**
- **UCAS Personal Statement.**

The criteria on the following pages is used to assess your application.
Assessment Criteria

• Ability to demonstrate an interest in Design & the specialist area applied for

• Your ability to apply practical, analytical and conceptual skills

• Your ability to communicate your work and put it into context

• Your ability to express your interest in technology

• Your ability to work as an effective member of a team
Ability to demonstrate an interest in Design & the Specialist area applied for

We are very interested in finding out more about your interest in Design; historical or contemporary artists/designers that you are looking at or are inspired by or exhibitions you have visited. We want to know what or who has motivated or inspired you to apply for the specialist programme (e.g Communication Design, Fashion, Textiles, Silversmithing & Jewellery, Interaction Design or Interior Design)

You should include your reasons for applying to Glasgow School of Art and information on what you hope to gain by studying the programme.

You should use the Supporting Text and your UCAS personal statement to address the areas above.
Ability to apply practical skills

We want to see your practical skills and how you explore and use different media and materials: This could be demonstrated in a variety of ways including drawing / painting (analytical / abstract), 2D/3D work, photography / CAD etc.

This could be evidenced by uploading photographs of your sketchbooks, development work, preparatory sketches and final pieces. Several small images could be grouped together together in one slide.
Ability to apply analytical and conceptual skills

We are interested in the concepts and ideas behind your work how and how they progress and develop; from the initial starting point / source of inspiration through to a finished piece of work.

This could be evidenced by uploading photographs of sketchbook pages / notebooks / worksheets development sheets and also finished pieces.

A minimum of 5 out of the 15 images uploaded should show development work i.e. sketchbook pages or development sheets. These should be mainly made up of your own work, we do not want to see lots of secondary source material (magazine cut outs, print outs from the internet, photocopies from books).
Ability to apply analytical and conceptual skills

The remaining 10 images should show a range of work and your abilities and interests; these images should final pieces of work alongside work in progress. These images, again, should be mainly made up of your own work, we do not want to see lots of secondary source material.

It is very important that you include some independently generated work, i.e. self directed work which you produce outwith your current school /college /other course curriculum which demonstrates your own personal interests.
Ability to apply analytical and conceptual skills

In order to show the development of ideas throughout a project you may wish to show several drawings/pieces of work together within one image; you could do this by photographing several pieces of work together at once or by photographing several pieces individually and using Photoshop (or a similar programme) to combine into one image.

This can be particularly useful when trying to show work that cannot be photographed at the same time i.e. a series of pages in a sketchbook.
Ability to communicate about your work & to put it into context.

We are interested in how you communicate about your work, the projects it resulted from and the ideas and sources of inspiration behind it.

Use your Supporting Text to tell us about the pieces of work and what inspired you, how your ideas develop throughout the project and elements of the project you consider to be the most successful.

(Please do not use this statement to list the materials used; charcoal, paint, oil pastel etc or the size of the work).
Supporting Visual Materials (Portfolio)

Each one of the 15 uploaded images should contain examples of different work. If you wish to include different angles of the same piece of work or detailed sections please do so within one image.

Before you finally submit your application, check each image to ensure you are happy with the size and level of detail you can see as this will be what admissions staff viewing your application will also see.
Supporting Visual Materials (Portfolio)

The following slides show some of the ways in which work could be presented. These are given as guidelines only, we understand that an applicant’s work is personal to them and this will influence the way in which they choose to present work.

You may choose to group some work together within one image e.g. sketchbook pages or small drawings showing the development of your ideas. You may choose to show just one or two pieces of work on some of the image if the work is very detailed or you consider them to be final pieces.
Interview

Applicants selected for interview will be asked to bring their portfolio of work to the interview. This should normally include the work submitted in the uploaded images and any additional work completed in the intervening time period. Please bring sketchbooks and not just final pieces of work.

The portfolio interview is a two-way process: for you to gain a better understanding of the **GSA** and your chosen programme and for **GSA** staff to view your portfolio and ask you questions about your work and your interest in your chosen specialisms.
Interview

The portfolio interview will normally last about 20 minutes and will be conducted by 2 members of staff. Applicants from outside the UK will be offered a telephone / Skype interview and may be asked to supply additional work in lieu or a portfolio.

Tips on how to prepare:
- Know where everything is in your portfolio. You will be asked to talk about your work.
- Have questions to ask the interviewers about the course or GSA
- Practice talking about your work with a friend, family member or teacher
- Prepare to talk about historic or contemporary artists or designers who have inspired you.
- Relax! Everyone wants you to do well.
```javascript
float circleX;
float circleY;

void setup() {
  fullScreen();
  background(30);
  smooth();
  stroke(255, 159, 58);
  circleX = random(-2, 2);
  circleY = random(-2, 2);
  stroke(random(255, 159, 58), random(39, 95, 15));
  ellipse(random(circleX, circleY), random(circleX, circleY), random(circleX, circleY), random(circleX, circleY));
  stroke(random(160, 160), random(39, 75), random(39, 95, 15));
  ellipse(random(circleX, circleY), random(circleX, circleY), random(circleX, circleY), random(circleX, circleY));
  stroke(random(38, 38), random(50, 115), random(30, 80), 20);
  ellipse(random(circleX, circleY), random(circleX, circleY), random(circleX, circleX), random(circleX, circleY), random(circleX, circleX));
  stroke(random(30, 70), random(30, 70), random(30, 170), 20);
  strokeWeight(random(6, 15));
  ellipse(random(circleX, circleX), random(circleX, circleX), random(circleX, circleX), random(circleX, circleX));
  stroke(40, random(40, 100));
  strokeWeight(random(0, 10));
  line(random(20, displayWidth), random(20, displayHeight), random(20, displayWidth), random(20, displayHeight));
  rect(random(displayWidth), random(displayHeight), random(displayWidth), random(displayHeight));
}

void keyPressed() {
  if (circleX >= 600) {
    circleX = random(0, 1200);
  } else {
    circleX = displayHeight/3;
  }
}
```

Inigo Sands
Slide 6
idea.1 circles expand randomly before resetting

idea came from spirograph drawings and attempting to replicate with code.

idea.2 colour tied to x,y

erode tied to keypressed

dilate tied to mousepressed

idea.3 line tied to x,y + mouse position

lines recede into background continually
Test with VPT
Live motion video editing
Experiments with multi coloured LED using Makey-Makey for power.
Natasha Straughan
Year 2 Interaction Design
To make my Processing sketch for this project, I wanted to draw inspiration from some of the simpler shapes I have used in my work.

At first, I tried making some simple 3D shapes using the shapes I created in Illustrator, but I didn’t really like how they looked when the code ran and they were more difficult to manipulate. Instead, I learned how to create shapes in Processing and group them together using the `PShape` function. I also used the `mousePressed` function to introduce some interactivity into the sketch.

```java
void setup() {
  size(600,600);
  background(255);
  noStroke();
  angel = createShape(GROUP);
  PShape head = createShape(RECT, 290,50,20,40);
  PShape wing1 = createShape(RECT, 250,70,28,100);
  PShape body = createShape(RECT, 290,110,20,100);
  PShape wing2 = createShape(RECT, 330,70,28,100);

  angel.addChild(head);
  angel.addChild(body);
  angel.addChild(wing1);
  angel.addChild(wing2);
}

void draw() {
  background(255);
  fill(random(0,255));
  ellipse(mouseX, mouseY, random(5,100), random(5,100));
  if(Counter == true) {
    background(0);
    rect(random(0,600), random(0,600), random(50,200), random(50,200));
    translate(random(0,600), random(0,600));
    shape(angel);
    if(mousePressed == false) {
      background(255);
    }
  }
}
```
**Stopmotion Film – Storyboarding**

**Natasha Straughan**

**Slide 6**
Life Drawing
This prototype simulates how the sound the participant hears will change as they walk closer to the screen at the end of the **FEMALE** hall.

This prototype simulates how the sound the participant hears will change as they walk closer to the screen at the end of the **MALE** hall.
ist dir dein bewusstsein bewusst?

dein verstand ist sich immer bewusst.

Film and Sound
James Ross
Year 1 Interaction Design