UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Introduction to Game Design G1N

7.5 credits

Course code: IT142G
Version number: 8
Valid from: 1 July 2018
Ratified by: Curriculum Committee for Informatics
Date of ratification: 8 February 2018

1. General information about the course

The course is provided by the University of Skövde and is named Introduction to Game Design G1N (Introduktion till speldesign G1N). It comprises 7.5 credits and is a first-cycle course. The level of progression is G1N.

The course is a part of the main field of study in Informatics. The disciplinary domain of the course is Technology.

2. Entry requirements

General entry requirements (or the equivalent).

3. Course content

The course covers the theory of game design with a focus on game mechanics and systems. Conceptual tools and principles are taught and analyzed. These are then applied through practical projects that involve collaboration between students.

4. Objectives

After completed course the student should be able to:

- create and describe game concepts;
- document, reflect upon and in writing report work in game design;
- analyze games based on different game design principles and perspectives, including, e.g., game goals, player choice, balance, uncertainty, and player interaction models; and
- apply game design principles to original game systems through the construction of analog game prototypes.

5. Examination

The course is graded A (Excellent), B (Very good), C (Good), D (Satisfactory), E (Sufficient) or F (Fail).

The examinations of the course consist of the following modes of assessment:

- **Course assignments**
  7.5 credits, grades: A/B/C/D/E/F

Students with a permanent disability who have been approved for directed educational support may be offered adapted modes of assessment.

6. Types of instruction and language of instruction

The course consists primarily of lectures, seminars, workshops, presentations and assignments.

The teaching is conducted in English.

7. Course literature and other educational materials

Schell, J. (2008). *The Art of Game Design: A Book of Lenses*. Burlington, MA: Elsevier Inc. ISBN 9780123694966.

Additional materials are included and will be provided by the course manager.

8. Student influence

Student influence in the course is ensured by means of course evaluation. The students are informed about the results of the evaluation and potential measures that have been taken or are planned, based on the course evaluation.

9. Additional information

Further information about the course, as well as national and local governing documents for higher education, is available on the website of the University of Skövde.