UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Project Serious Games A1N

15 credits

Course code: IT735A
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 Project Serious Games A1N (Projekt Serious Games A1N). It comprises 15 credits and is a second-cycle course. The level of progression is A1N.

The course is a part of the main field of study in Informatics. It can also be a part of the main field of study in Informatics and Information Systems Development. The disciplinary domain of the course is Technology.

2. Entry requirements

Bachelor's degree in Informatics, Computer Science or Computer Game Studies (or the equivalent).

A further requirement is proof of skills in English equivalent of studies at upper secondary level in Sweden, known as English course B / English course 6. This is normally demonstrated by means of an internationally recognized test, e g IELTS, TOEFL (or the equivalent).

3. Course content

The term "serious games" refers to games that engage the user, and contribute to the achievement of a defined purpose other than pure entertainment (whether or not the user is consciously aware of it). The additional purposes can, for example, be education, training, health care or marketing. The core of the course is to carry out a project to develop a serious game. The project should be carried out based on a client's requirements where game content and game technology is used for purposes beyond pure entertainment. The student should use appropriate methods to analyse client requirements and their realization in the design of the prototype.

4. Objectives

After completion of the course the students shall be able to:

- identify and solve a problem in a structured way,
- elicit and analyse requirements from a client,
- design a game based on the results of the requirement analysis,
- implement selected parts of the design in a prototype, and
- analyse and evaluate the prototype and present the analysis in a written report.

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:

- **Individual report, design document and prototype**
  15 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 teaching is comprised of supervision and seminars/group discussions.

The teaching is conducted in English.

7. Course literature and other educational materials

The course literature consists of articles which are provided by the course coordinator.

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.