UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Games User Experience - Research and Development A1N

7.5 credits

Course code: IT773A
Version number: 6
Valid from: 1 July 2020
Ratified by: Curriculum Committee for Informatics
Date of ratification: 6 February 2020

1. General information about the course

The course is provided by the University of Skövde and is named Games User Experience - Research and Development A1N (Games user experience - forskning och utveckling A1N). It comprises 7.5 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. The disciplinary domain of the course is Technology.

2. Entry requirements

To attend this course, a Bachelor's degree (or other equivalent to a Swedish kandidatexamen) within the field of informatics, or media, aesthetics, and narration (or equivalent) encompassing

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

3. Course content

The course aims to deepen the student's knowledge of the various research methodologies used in games user experience-related studies, and the ways in which they are applied in academia and industry to produce different types of actionable and/or valuable results. The student aquires knowledge about how to analyse the scope and character of different types of games user experience research. Furthermore, the course evolves the student's skills in reading and analysing literature within the field of game studies, and games user experience in particular.

4. Objectives

After completed course the student should be able to:

- Identify and describe what type of research is relevant to the area of games user experience,
- Identify the benefits and shortcomings of various methods and approaches applied in the area of games user experience,
- Independently find, analyse, and communicate contents of relevant literature,
- Consider how games user experience work in industry and academia relates to socially sustainable praxis,
- Participate in, as well as host, scientific discussions during seminars.

5. Examination

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

The examination is based on attendance and active participation during seminars, as well as presentations.

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

- **Written assignment**
  5 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Seminar assignment**
  2.5 credits, grades: G/U

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 presentations and seminars/group discussions.

The teaching is conducted in English.

7. Course literature and other educational materials

Scientific literature is sought out independently by the student, or under advisement by the course teacher.

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.