UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Games User Experience - Advanced Topics A1F

7.5 credits

Course code: IT783A
Version number: 6
Valid from: 1 January 2021
Ratified by: Curriculum Committee for Informatics
Date of ratification: 7 September 2020

1. General information about the course

The course is provided by the University of Skövde and is named Games User Experience - Advanced Topics A1F (Games User Experience - fördjupning A1F). It comprises 7.5 credits and is a second-cycle course. The level of progression is A1F.

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

2. Entry requirements

The course has the following entry requirements: passed IT773A Games User Experience - Research and Development A1N (or the equivalent).

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).

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 educates the student to critically reflect on research methods used in Games User Experience-related research and applications, and reflect on their position in relation to games and game users. In addition, the student's ability to read, and analyse literature related to Games User Experience and student's ability to critically analyse literature and work processes from research ethical perspectives, including game development perspecices and different sustainability perspectives.

In the course, the student explores different research methods with a particular emphasis on validity, research ethics, and advantages and disadvantages of methods from different perspectives.

The course also contains a practical part, in which the student independently formulates a research question of relevance for the Games User Experience area, devises a method for examining the research question, and finally evaluates the usability and validity of the method through a pilot study.

The course ends with an essay assignment where the student reflects upon the pilot study in text, which is anchored in the literature used during seminars and lectures in the course.

4. Objectives

After completed course the student should be able to:

- independently find, analyse, and communicate content from relevant literature,
- independently formulate a relevant problem in the area, design a method through which this problem is examined, and finally conduct pilot testing of the method,
- give an in-depth account for advantages and disadvantages of different methods and approaches in Games User Experience-work and research,
- critically reflect on epistemological perspectives that affect Games User Experience-work
- critically reflect on ethical challences relevant for game evaluation processes and
- critically reflect on how Games User Experience-work in the games industry and academia relates to socially, ecologically, culturally, and economically sustainable practice.

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:

- **Written assignments**
  5 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Seminar participation**
  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 seminars/group discussions and lectures.

The teaching is conducted in English.

7. Course literature and other educational materials

Scientific literature and specialist literature is sought out independently by the students, or provided during supervisions and discussions with course teachers.

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.