UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Player Experience - Advanced Topics A1F

7.5 credits

Course code: IT823A
Version number: 2
Valid from: 1 July 2026
Ratified by: Curriculum Committee for Informatics
Date of ratification: 9 October 2025

1. General information about the course

The course is provided by the University of Skövde and is named Player Experience - Advanced Topics A1F (Player 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 IT821A Player 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 6 or English level 2. 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 about a subarea relating to player experience research and practice, as well as their own position in relation to games and game players. Further, the student develops their ability to read and analyse literature related to player experience as well as the their ability to critically analyse literature and work processes based on research ethics perspectives, inclusive game development perspectives and different sustainability perspectives.

The student further deepens their knowledge in academic writing and different research methods with focus on validity, research ethics and the positives and negatives of the methods based on different perspectives.

The course includes a part where the student independently formulates a research question relevant to the field of games user research, develops a method to examine the research question and tries to answer it through investigation and practical work.

4. Objectives

After completed course the student should be able to:

- independently identify, analyse and communicate content from relevant literature relating to player experience,
- independently formulate a relevant problem within the field and design a method through which the problem is investigated,
- critically reflect on epistemological perspectives relating to player experience studies,
- critically reflect on ethical challenges relevant for player experience or game evaluation processes, as well as
- critically reflect on player experience studies in game industry and academia in relation to social, ecological, cultural 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.