UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Game project A1F

15 credits

Course code: IT795A
Version number: 4
Valid from: 1 July 2025
Ratified by: Curriculum Committee for Informatics
Date of ratification: 6 February 2025

1. General information about the course

The course is provided by the University of Skövde and is named Game project A1F (Spelprojekt A1F). It comprises 15 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 IT781A Game Development - Research & Development A1F (or the equivalent).

3. Course content

In this course, interdisciplinary teams of students carry out a game project. The course begins with the participants developing several game ideas that are used to form teams. In addition to planning and inplementing the game, the team identifies a target group and produces business plan. This work includes a reflection on genre, platform, accessibility, and representation.

The team iteratively develops game prototypes to be tested on the target group. In addition, the game and its business plan shall be presented to a panel that represents the gaming industry.

4. Objectives

After completed course the student should be able to:

- develop a game prototype in a team, with associated planning and resourse allocation,
- find, critically review, evaluate, and select information relevant to the creation of game content and collaboration in the game development process,
- plan and carry out a presentation of the game concept, business model and prototype for a group representing the gaming industry,
- plan, conduct and critically analyze playtests with participants that represent the game's target audience, and
- orally present, motivate and critically reflect on design choices in relation to sustainable development, current research, and industry practices in the field of game production.

5. Examination

The course is graded G (Pass) or U (Fail).

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

- **Presentations and playtests**
  7.5 credits, grades: G/U
- **Report**
  7.5 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 workshops, seminars and supervision.

The teaching is conducted in English.

7. Course literature and other educational materials

Lemarchand, R. (2021). *A playful production process: For game designers (and everyone)*. MIT Press. ISBN 9780262045513.

Other literature is partly provided according to the teacher's instruction on the learning platform, and partly sought out independently by the student.

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.