UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Player Experience in practice A1N

15 credits

Course code: IT822A
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 in practice A1N (Player experience i praktiken 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. 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).

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 deepens the students' ability to apply various methodologies to study and evaluate player experience. The students should be able to analyse the scope and character of different types of player experience-related research, and relate them to the game genres, platforms, interfaces, audiences, and projects with which they will be working during the course. Students will practice these skills in conjuncture with a project where they apply processes to analyse player experience in either external partners' products during development, or pre-existing game titles. The students will also explore ways of communicating results from play-tests in ways that make them actionable for developers, and/or interesting for scientific venues. Furthermore, the course aims to evolve the students' skills in reading and analysing both scientific and specialist literature to find appropriate methodologies to aid their own work.

4. Objectives

After completed course the student should be able to:

- indepentently identify and solve problems in a structured and systematic way,
- devise and use tools and/or methods to efficiently study players' game experiences,
- identify and document relevant information from play-testing situations,
- through writing and presentations communicate findings from play-tests in a way that is accessible and useful to a development team,
- critically reflect on, and describe, the role of a games user researcher in game development projects.

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**
  10 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Project documentation and execution**
  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, seminars/group discussions, group assignments and supervision.

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 project supervision 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.