UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Game Design A1N

7.5 credits

Course code: IT736A
Version number: 9.1
Valid from: 1 July 2026
Ratified by: Curriculum Committee for Informatics
Date of ratification: 5 February 2026

1. General information about the course

The course is provided by the University of Skövde and is named Game Design A1N (Speldesign 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

Bachelor's degree in Informatics, Computer Science or Computer Game Studies (or the 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 provides an introduction to game design from a practical and theoretical perspective. The course contains practical exercises that take their point of departure from the student's academical background and relate this to game design. The theoretical exercises introduce the scientific basis and common practice of game design.

4. Objectives

After completed course the student should be able to:

- create and modify game prototypes in order to understand game design,
- discuss and problematize the practical and theoretical aspects of game design,
- discuss and problematize game design based on the inclusion of different groups, e.g. with regard to functional variation or social aspects, and
- explain the elements of game design and the subject's scientific ground.

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:

- **Assignments**
  7.5 credits, grades: A/B/C/D/E/F

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, lectures and seminars/group discussions.

The teaching is conducted in English.

7. Course literature and other educational materials

The course literature consists of articles and excerpts from books according to teachers' instructions.

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.