UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Master Degree Project in Media Arts, Aesthetics and Narration A1E

30 credits

Course code: ME737A
Version number: 2
Valid from: 1 January 2027
Ratified by: Curriculum Committee for Informatics
Date of ratification: 16 April 2026

1. General information about the course

The course is provided by the University of Skövde and is named Master Degree Project in Media Arts, Aesthetics and Narration A1E (Examensarbete i medier, estetik och berättande A1E). It comprises 30 credits and is a second-cycle course. The level of progression is A1E.

The course is a part of the main field of study in Media Arts, Aesthetics and Narration. The disciplinary domain of the course is Technology.

2. Entry requirements

The course has the following entry requirements: passed ME738A Narrative in New Media as an Area of Research A1N and passed ME736A Research Creation in Media Production A1N (or the equivalent).

3. Course content

The project should deal with applications within the field of media, aesthetics and narration. The project provides opportunity to apply theoretical and practical knowledge from courses taken during previous studies. The project is carried out in close relation to the research group Media, Technology and Culture (MTEC) at the university.

4. Objectives

After completed course the student should be able to:

- identify, analyze and discuss current theories and applicable methods in the field of research;
- identify, formulate, argue for and investigate a research problem in the subject;
- select, argue for and apply an appropriate method based on the chosen problem or issue;
- account for and relate to the project to cultural, social, ethical and gender equality aspects;
- communicate the research results orally and in writing and in connection with this describe how it relates to sustainability in digitalization; and
- critically examine and evaluate other master degree projects.

5. Examination

The course is graded VG (Pass with distinction), G (Pass) or U (Fail).

Tutoring for completion of degree project after the course is finished is not normally allowed.

Any further tutoring is decided by the School of Informatics and is granted only until the second semester after the course is finished. Established additional tutoring shall be planned together with the examiner.

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

- **Method and problem description**
  5 credits, grades: G/U
- **Rapid Prototyping**
  3 credits, grades: G/U
- **Project and project planning**
  15 credits, grades: G/U
- **Final report**
  6 credits, grades: VG/G/U (determines the final grade)
- **Opposition and presentation**
  1 credit, 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 supervision, presentations, project work and seminars/group discussions.

The teaching is conducted in English.

7. Course literature and other educational materials

Literature relevant to the problem that has been appointed for the work is sought, valued and selected 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

The content of the course corresponds completely or partially with the following course(s) and cannot be included in the required credits of a degree qualification:

- ME733A - Master Degree Project in Media Arts, Aesthetics and Narration A1E 30 credits

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.