UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Interactive Performance and Games G1F

7.5 credits

Course code: ME414G
Version number: 7
Valid from: 1 July 2025
Ratified by: Curriculum Committee for Informatics
Date of ratification: 12 December 2024

1. General information about the course

The course is provided by the University of Skövde and is named Interactive Performance and Games G1F (Interaktiv performancekonst och spel G1F). It comprises 7.5 credits and is a first-cycle course. The level of progression is G1F.

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 ME440G Collaborative Storytelling G1F (or the equivalent).

3. Course content

Interactive Performance and Games provide the student with an understanding of the intersections between games and performance, and skills to make use of performative methods in game writing and design. The course presents a broad range of relevant examples of the performance/games intersection, with a focus on interactive, immersive, and performative structures and strategies from theatre, performance art, and interactive installation. The students work together to re-imagine a piece of classic theatre with game technologies and techniques, and present their work at the end of the course in a workshop performance that includes both physical and digital elements in combination.

4. Objectives

After completed course the student should be able to:

- account for and analyze the history of technology in performance and its intersections with games,
- account for and discuss the history of and strategies for interactivity and audience participation,
- apply knowledge of performance history, dramaturgical methods, and game technologies and techniques to create an interactive performance design and
- envision, produce, and present an interactive workshop performance in a group.

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:

- **Seminars**
  2 credits, grades: G/U
- **Project**
  4 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Project presentation**
  1.5 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 lectures, seminars and workshops.

The teaching is conducted in English.

7. Course literature and other educational materials

Benford, S. & Giannachi, G. (2011). *Performing Mixed Reality*. Cambridge, Mass: MIT Press. ISBN 9780262015769.

Dixon, S. (2015). *Digital Performance: A History of New Media in Theater, Dance, Performance Art and Instsallation* (2 ed.). Cambridge Mas: MIT Press. ISBN 9780262527521.

Treadwell, S. (2018). *Machinal* (2nd. ed.). London: Nick Hern Books Limited. ISBN 9781848427556.

Additional texts could be introduced at the beginning of the course.

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.