UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Game Development - Research & Development A1F

7.5 credits

Course code: IT781A
Version number: 8.1
Valid from: 1 January 2027
Ratified by: Curriculum Committee for Informatics
Date of ratification: 17 September 2026

1. General information about the course

The course is provided by the University of Skövde and is named Game Development - Research & Development A1F (Spelutveckling - forskning och utveckling A1F). It comprises 7.5 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 IT736A Game Design A1N or passed IT827A Game Design and Player Experience A1N) and (passed IT821A Player Experience - Research and Development A1N or passed IT727A Serious Games - Research and Development A1N or passed FÖ726A Marketing Fundamentals A1N) (or the equivalent).

3. Course content

The course focuses on academic research that study game development. It gives a historical background and highlights the disparate research approaches in this area. This includes research in software engineering, user experience, management and game studies. The course discusses and problematises the consequences of one-sided disciplinary approaches. In a selected area, the student will conduct an in-depth study, and reflect on methodological, societal and ethical aspects.

4. Objectives

After completed course the student should be able to:

- give an in-depth account for the prerequisites for game development and the methods and procedures used in the gaming industry, based on research with empirical grounding;
- independently analyse and communicate results from game development research;
- give an in-depth account for methods used in a selected field of game development research;
- account for the broad interdisciplinary basis on which game development research rests;
- critically reflect on the difficulties and challenges that academic research in game development is facing and
- make judgments with regard to relevant societal and ethical aspects within game development research.

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**
  5 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Seminar assignments**
  2.5 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 and seminars.

Lectures and seminars can be given at a distance.

The teaching is conducted in English.

7. Course literature and other educational materials

Engström, H. (2020). *Game Development Research*. Skövde: Högskolan i Skövde. ISBN 978-91-984918-8-3. DiVA, id: diva2:1501250

Other literature is sought out by the student under advisement by the course teacher.

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.