UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Game Development - Field Studies A1F

7.5 credits

Course code: IT782A
Version number: 7.1
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 - Field Studies A1F (Spelutveckling - fältstudier 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 and (passed IT821A Player Experience - Research and Development A1N or passed IT727A Serious Games - Research and Development A1N) (or the equivalent).

3. Course content

The course focuses on applied game development as it is conducted in the gaming industry. The student is given great freedom to shape the course execution itself. It is possible for the student to seek contact with gaming companies to place all or part of the course time on site at a company. It is also possible to conduct other forms of studies such as developer interviews or analysis of communication between game developers.

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 own observations and testimonials from professional developers;
- critically identify and apply a scientific method in observations of game development;
- independently analyse and communicate results from game development observations;
- give an in-depth account for the disciplinary differences that are contained within a game development project;
- critically reflect on the challenges that academic research in game development is facing and
- make judgments with regard to relevant societal and ethical aspects in the study of game development.

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:

- **Report**
  6.5 credits, grades: A/B/C/D/E/F (determines the final grade)
- **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.

Supervision 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

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.