UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Experimental Game Evaluation A1F

7.5 credits

Course code: IT799A
Version number: 4.1
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 Experimental Game Evaluation A1F (Experimentell spelutvärdering 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 IT735A Project Serious Games A1N or passed IT822A Player Experience in practice A1N (or the equivalent).

3. Course content

The course aims to teach appropriate methods for experimental evaluation of games.

4. Objectives

After completion of the course the students shall be able to:

- plan, carry out and report an experimental pilot study where a serious game is tested,
- analyze and describe effects of a serious game, e.g. learning,
- collect and analyze qualitative and quantitaive data and
- account for societal and ethical aspects on game studies.

5. Examination

The course is graded G (Pass) or U (Fail).

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

- **Written assignment**
  7.5 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 seminars, supervision and lectures.

The teaching is conducted in English.

7. Course literature and other educational materials

Lankoski, P. & Björk, S. (2015). *Game research methods: an overview*. Morrisville, NC USA: Lulu.com. ISBN 9781312884731.

Other course literature consists of scientific articles, either provided by the teachers during the course or selected by the students themselves

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.