UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Visual Storytelling G1F

7.5 credits

Course code: ME422G
Version number: 4
Valid from: 1 July 2021
Ratified by: Curriculum Committee for Informatics
Date of ratification: 11 February 2021

1. General information about the course

The course is provided by the University of Skövde and is named Visual Storytelling G1F (Bildberättande 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 ME213G Game Art 1 G1N and (passed ME418G Animation 1 G1F or passed ME417G 2D Art 1 G1F or passed ME416G 3D Art 1 G1F) (or the equivalent).

3. Course content

The course is an intermediate level game art course that focuses on visual story telling. Case study and practice are central parts in the course. The assignments are designed to develop knowledge within the field of visual story telling meant for art production in game development.

4. Objectives

After completed course the student should be able to:

- discuss and apply terminology, theories and methods within the field of visual narration,
- seek, select and critically review materials for use within the field of visual narration,
- create graphic material that contains a narrative, and
- account for dramaturgy, genre and style in regards to visual composition.

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:

- **Seminar assignment**
  2.5 credits, grades: G/U
- **Assignment**
  5 credits, grades: A/B/C/D/E/F (determines the final grade)

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, workshops and supervision.

Depending on the study period, the language of instruction may be Swedish or English. Even if the teaching is conducted in Swedish, some English may still occur.

7. Course literature and other educational materials

The course literature consists of a number of digital texts and videos. These are listed in a document provided by the course coordinator on the learning platform 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

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:

- ME314G - Media Project G1F 15 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.