UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Project Studies in New Media II G2F

15 credits

Course code: ME530G
Version number: 14
Valid from: 1 June 2022
Ratified by: Curriculum Committee for Informatics
Date of ratification: 14 October 2021

1. General information about the course

The course is provided by the University of Skövde and is named Project Studies in New Media II G2F (Projektstudier i nya medier II G2F). It comprises 15 credits and is a first-cycle course. The level of progression is G2F.

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 IT332G Project in Game Development II - Design G1F or passed ME347G Project in Game Development II - Game Writing G1F or passed ME322G Project in Game Development II - Graphics G1F or passed ME323G Project in Game Development II - Sound G1F or passed MU415G Project in Game Development II - Music G1F or passed IT302G Game Development Project II - Programming G1F or passed ME431G Game Project 2 G1F (or the equivalent).

Since the level of progression of the course is G2F the prerequisites are at least 60 credits in Media Arts, Aesthetics and Narration or Informatics, where the course above (or the equivalent) are included.

3. Course content

The purpose of the course is that the student independently will be able to specialize in a field. The student should, with regard to the learning outcomes, independently formulate a project. The course includes independent work which means that based on a description of the project the student carries out a creative project and to organize and conduct presentations of this for different audiences.

4. Objectives

After completed course the student should be able to:

- independently search for, evaluate and choose the information needed to define and articulate a clear research question in the chosen field,
- in relation to an external partner plan and independently implement a creative work linked to the issue,
- present a creative project, in various media and for different audiences and
- in writing analyze and critically evaluate the methods used in the work, the final actual work and its reception.

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:

- **Written report**
  2 credits, grades: G/U
- **Project presentation**
  3 credits, grades: G/U
- **Individual assignment**
  10 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 supervision, project work and presentations.

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

Literature is both sought independently by the student and chosen partly in consultation with the 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.