UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Academic Problem Identification in Production within Media A1N

15 credits

Course code: ME725A
Version number: 7
Valid from: 1 July 2018
Ratified by: Curriculum Committee for Informatics
Date of ratification: 14 June 2018

1. General information about the course

The course is provided by the University of Skövde and is named Academic Problem Identification in Production within Media A1N (Vetenskaplig problemidentifiering i produktion inom medier A1N). It comprises 15 credits and is a second-cycle course. The level of progression is A1N.

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

Bachelor of Arts within Media, Aesthetics and Narrative (or the equivalent).

3. Course content

The major part of the course consists of realizing a media project, and doing this within a group project. The project is to be realized according to the customer's specifications, using the possibilities of the digital technology. The course includes methods for analyzing the needs of the customer, as well as how to concretize the needs in the product design and in a prototype.

4. Objectives

After completed course the student should be able to:

- independently analyze a customer's needs (needs assessment),
- independently identify, formulate and solve problems within the area of Media, aesthetics and narration in a scientifically held manner,
- plan a production based on the needs assessment, and realize parts of the proposed production in a prototype, and
- analyze and evaluate the production, and
- present the results in an analytically held scientific report, as well as
- examine, criticize and discuss results, others as well as one's own, in accordance to academic praxis.

5. Examination

The course is graded A (Excellent), B (Very good), C (Good), D (Satisfactory), E (Sufficient) or F (Fail).

The oral presentation consists of a presentation of the project as a whole, of the needs assessment, product planning, and of the analysis and evaluation of the production. The presentation is to be given at a seminar.

Project presentation can be carried out as a group or individually, and includes the prototype in relation to the needs assessment and the way the project was carried out.

The individual assignment is to consist of an analytically held report, wherein the problem is treated in an academic manner.

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

- **Project presentation**
  6.5 credits, grades: G/U
- **Individual assignment**
  7.5 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Oral 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 classroom observations, supervision, project work and presentations.

The teaching is conducted in English.

7. Course literature and other educational materials

Juuls, J. (2005). *Half-real. Video Games between Real Rules and Fictional Worlds*. Cambridge MA: The MIT Press. ISBN 0-262-10110-6.

Ryan, M-L, ed. (2004). *Narrative Across Media. The Languages of Storytelling*. University of Nebraska Press: Lincoln. ISBN 0-8032-8993-6.

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.