UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

PROGRAMME SYLLABUS

Games User Experience - Master's programme

60 credits

Programme code: GUXPA
Version number: 6
Valid from: Autumn term 2025
Ratified by: Faculty Board at the University of Skövde
Date of ratification: 26 June 2019

1. General information about the study programme

The study programme is provided by the University of Skövde and is named Games User Experience - Master's programme (Games user experience - magisterprogram). It comprises 60 credits and is a second-cycle programme. The main field of study is Informatics.

2. Entry requirements

A Bachelor's degree (equivalent to a Swedish kandidatexamen) within the fields of Informatics, Computer Science or Digital Media Studies (or similar).

A further requirement is proof of skills in English equivalent of studies at upper secondary level in Sweden, known as English course 6 / English course B. This is normally demonstrated using an internationally recognized test, e g IELTS, TOEFL or the equivalent.

The entry requirements above are applicable for admission to the study programme. For further studies within the programme, the entry requirements for each course must be met. These entry requirements are specified in each separate course syllabus.

3. Study programme content

Games User Experience (GUX), sometimes also known as Games User Research, is a rapidly growing field of expertise in games. It is also a strongly interdisciplinary field of expertise, with games user experience spanning game development, interaction design, human-computer interaction and research methodology, all of which are important in understanding the various types of experiences people have while playing games. The study programme provides the student with knowledge of how different GUX methods can be applied in game development in order to better understand and develop game experiences. Since game experiences are shaped by a complex combination of game design, technical interfaces and the players' different preferences, capabilities, literacies and intentions, they need to be studied using multi-faceted approaches. GUX therefore requires a combined knowledge of scientific methods, information technology, game design and analysis tools. GUX especially aims to support game developers as well as players' game play experience through the conscious use of game mechanics and interfaces.

The study programme consists of modules that allow students to entrench themselves in theoretical concepts, as well as providing them with opportunities to conduct GUX work in practice. This combination of approaches will provide the student with the tools necessary to carry out GUX-related tasks both in more theoretically oriented academic settings and in industry situations. The study programme deepens students' knowledge of evaluation methods so that they can understand how both quantitative and qualitative approaches can be used to study and analyse game experience.

The study programme concludes with an individual thesis project in which students considerably deepen their knowledge by identifying and solving a research issue within Informatics that is relevant to games user experience. The thesis project may be completed in cooperation with an external organisation.

The study programme comprises the following modules

Games User Experience – Research & development A1N, 7.5 credits

Applied Game User Experience A1N, 15 credits

Game Design A1N, 7.5 credits

Experimental Game Evaluation, A1F, 7.5 credits

Master Degree Project in Informatics A1E, 22.5 credits

4. General objectives

Objectives for education at the second-cycle level in The Higher Education Act

Second-cycle courses and study programmes shall involve the acquisition of specialist knowledge, competence and skills in relation to first-cycle courses and study programmes, and in addition to the requirements for first-cycle courses and study programmes shall:

- further develop the ability of students to integrate and make autonomous use of their knowledge,
- develop the students' ability to deal with complex phenomena, issues and situations, and
- develop the students' potential for professional activities that demand considerable autonomy, or for research and development work.

5. Study programme objectives

Objectives for Master's Degree according to the Higher Education Ordinance

Knowledge and understanding
For a Degree of Master (60 credits) the student shall

- demonstrate knowledge and understanding in the main field of study, including both an overview of the field and specialised knowledge in certain areas of the field as well as insight into current research and development work, and
- demonstrate specialised methodological knowledge in the main field of study.

Competence and skills

For a Degree of Master (60 credits) the student shall

- demonstrate the ability to integrate knowledge and analyse, assess and deal with complex phenomena, issues and situations even with limited information,
- demonstrate the ability to identify and formulate issues autonomously as well as to plan and, using appropriate methods, undertake advanced tasks within predetermined time frames,
- demonstrate the ability in speech and writing to report clearly and discuss his or her conclusions and the knowledge and arguments on which they are based in dialogue with different audiences, and
- demonstrate the skills required for participation in research and development work or employment in some other qualified capacity.

Judgement and approach

For a Degree of Master (60 credits) the student shall

- demonstrate the ability to make assessments in the main field of study informed by relevant disciplinary, social and ethical issues and also to demonstrate awareness of ethical aspects of research and development work
- demonstrate insight into the possibilities and limitations of research, its role in society and the responsibility of the individual for how it is used, and
- demonstrate the ability to identify the personal need for further knowledge and take responsibility for his or her ongoing learning

Local Objectives for the Study Programme according to the University of Skövde

After completion of the study programme, the student should be able to demonstrate

- broad knowledge and experience of different types of tools for evaluating games user experience, as well as understanding how and why these tools are used in practice, and
- knowledge and understanding of how sustainable development can affect and be implemented in the games user experience area.

6. Language of instruction

The teaching is conducted in English.

7. Degree qualification

Those who complete the programme's courses with a pass grade also comply with the requirements for Degree of Master of Science (60 credits) with a major in Informatics.

Degree certificates are issued after application. Information about how to submit an application can be found on the website of the University of Skövde.

8. Changes to the programme syllabus

The programme syllabus and its courses may be changed, within the framework of the objectives for the study programme.

9. Student influence

Student influence in the study programme is ensured by means of programme evaluations. The students are informed about the results of the evaluations and potential measures that have been taken or are planned, based on the course evaluations.

10. Additional information

Further information about the study programme, as well as national and local governing documents for higher education, is available on the website of the University of Skövde.