UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

PROGRAMME SYLLABUS

Serious Games - Master's Programme

60 credits

Programme code: SEGMA
Version number: 19
Valid from: Autumn term 2025
Ratified by: Curriculum Committee for Informatics
Date of ratification: 15 December 2022

1. General information about the study programme

The study programme is provided by the University of Skövde and is named Serious Games - Master's Programme (Serious Games - 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 by means of 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

The study programme has a focus on practical applications of serious games. The course content covers all aspects of serious games development, including the identification of application areas, requirements elicitation and analysis and technological aspects. One important goal of the study programme is to provide deeper knowledge of the so called serious aspects of serious games, e.g. what are the challenges in developing relevant content in a game for training and education.

The following courses are included in the programme

Term 1, common courses:

Project Serious Games A1N, 15 credits

Serious Games - Research and Development A1N, 7.5 credits

Game Design A1N, 7.5 credits

The course Project Serious Games deepens knowledge in game development as it introduces the additional aspect, beyond entertainment, into the game development process.

Serious Games - Research and Development provides an orientation to the research frontier within serious games.

The course Game Design deals with central concepts such as mechanics and balancing, which are central to the area of serious games in relation to the problem of balancing between engagement and utility.

Term 2, alternative 1:

Experimental Game Evaluation A1F, 7.5 credits

Master Degree Project in Informatics A1E, 22.5 credits

The course Experimental Game Evaluation aims to teach appropriate methods for evaluation of serious games with respect to their desired effect, e.g. learning. The course is linked to the project course in that the prototype which has been developed will undergo an evaluation based on a scientific approach.

The Master's Thesis provides opportunity to apply theoretical and practical knowledge from courses taken during previous studies. The student should apply a scientific approach to identify, formulate, argue for and solve/answer a research problem within the subject field.

Term 2, alternative 2:

Master Degree Project in Informatics A1E, 30 credits

As an alternative to the combination of Experimental game evaluation and the 22.5 credits thesis we offer a 30 credits thesis course, primarily targeted for incoming Erasmus students.

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 Master's Degree students shall be able to

- show knowledge and understanding within the main area of the education, inclusive of wide knowledge within the area, a considerable in depth knowledge within certain parts of the area as well as deeper insight into current research and development, and
- show in depth knowledge of methodology within the main area of the education.

Proficiency and Ability

For a Master's Degree the students shall be able to

- show the ability to critically and systematically integrate knowledge and analyse, assess and manage complex phenomena, questions and situations even with limited information,
- show the ability to identify and formulate questions, independently, as well as to plan and, with adequate methods, carry out advanced assignments within specified time limits.
- Show the ability to, orally and in writing, account for and discuss their conclusions and the knowledge and arguments these are based on in dialogue with different groups,
- Show the proficiency required to participate in research and development in other advanced activity.

Ability to Evaluate and Relate

For the Master's Degree students shall

- Show the ability, within the main area of the education, to make assessments in accordance with relevant research, societal and ethical aspects as well as show awareness of ethical aspects in research and development,
- Show insight into the possibilities and limitations of research, its role in society and human beings' responsibility for how it is used, and
- Show the ability to identify the need for further knowledge.

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 knowledge and understanding of how sustainabel development through an inclusive perspective can affect and be implemented in serious games.

6. Language of instruction

The teaching is conducted in English.

7. Degree qualification

Those who complete the Programme 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.