UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

PROGRAMME SYLLABUS

Game Development - Master's programme

120 credits

Programme code: SPUMA
Version number: 6.2
Valid from: Autumn term 2025
Ratified by: Curriculum Committee for Informatics
Date of ratification: 9 October 2025

1. General information about the study programme

The study programme is provided by the University of Skövde and is named Game Development - Master's programme (Spelutveckling - masterprogram). It comprises 120 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

The study programme provides the student with an opportunity to acquire a broad and deep knowledge and understanding of a variety of aspects of games, game development and the interactive activity of playing games. The study programme focuses on, but is not limited to, the development of digital games. Game development, as a sub-area of informatics, is an interdisciplinary area in which different technical approaches combine with various artistic / aesthetic approaches to craft creative products. A digital game is an interactive information technology system with the special characteristics of being a game. These include, but are not limited to, design of game mechanics, interactivity and user experience. The student will acquire knowledge of different aspects of the development and evaluation of games.

The study programme has two specialisations: serious games and games user experience. The joint modules provide knowledge of game design, research methods and game development. The modules for the respective specialisations will deepen the students' knowledge with respect to research in the areas of serious games and games user experience respectively. Furthermore, there are project modules which aim to connect current research with possible areas of application which give the students the opportunity to apply their knowledge in order to work on practical problems. Teaching is organised so that theoretical knowledge and its practical application are interwoven in a cohesive learning experience.

The specialisation in serious games concerns how to apply games, game design and game technologies

to achieve purposes beyond entertainment. One example of an established field within serious games is games for learning, though there are several other application areas as well. Furthermore, gamification can be viewed as a relevant and adjacent area of interest.

The specialisation in games user experience (GUX) spans interaction design and human-computer interaction, while adopting an overall perspective on the experience of playing games. The specialisation 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. The GUX specialisation combines theory and practical knowledge in order to provide the tools necessary for carrying out GUX-related tasks in practice. The study programme deepens the students' knowledge in evaluation methods so that they can understand how both quantitative and qualitative approaches can be used to study and analyse game experience. This also includes knowledge of how to use such tools to create positive game experiences.

During the autumn semester of the second year of study, we offer the option of studying for one semester at one of our partner universities. Alternatively, the second fall semester can be used to broaden the students' profile to encompass serious games, games user experience or digital narration, depending on interest. There is also an opportunity to deepen or broaden one's competence by applying for free standing courses via the national admission.

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

The study programme comprises the following courses

Common courses for both specialisations

Game Design A1N, 7.5 credits
Game Development - Research & Development A1F, 7.5 credits
Game Development - Field Studies, A1F, 7.5 credits
Experimental Game Evaluation A1F, 7,5 credits
Master Degree Project in Informatics A2E, 30 credits

Specialisation in games user experience

Games User Experience - Research & Development A1N, 7.5 credits
Applied Games User Experience A1N, 15 credits
Games User Experience - Advanced Topics, A1F, 7.5 credits

Specialisation in serious games

Serious games – Research and Development, A1N, 7.5 credits
Project Serious Games, A1N, 15 credits
Educational Games - Advanced Topics, A1F, 7.5 credits

Electable courses

Narrative in New Media as an Area of Research A1N, 7.5 credits
Advanced Research Perspectives on Worldbuildning A1N, 7.5 credits
Research Creation in Media Production A1N, 15 credits
Game project A1F, 15 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 (120 credits) the student shall

- demonstrate knowledge and understanding in the main field of study, including both broad knowledge of the field and a considerable degree of 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 (120 credits) the student shall

- demonstrate the ability to critically and systematically 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 critically, autonomously and creatively as well as to plan and, using appropriate methods, undertake advanced tasks within predetermined time frames and so contribute to the formation of knowledge as well as the ability to evaluate this work,
- demonstrate the ability in speech and writing both nationally and internationally to clearly report 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 autonomous employment in some other qualified capacity.

Judgement and approach
For a Degree of Master (120 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 and deep knowledge about the multidisciplinary and experience-driven nature of game development and how it affects the development process, and
- knowledge and understanding of how sustainable development can affect and be implemented in game development.

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 (120 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.