UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

**PROGRAMME SYLLABUS**

# Game Development: Player Experience - Master's programme

**120 credits**

**Programme code:** SUPXA
**Version number:** 2
**Valid from:** 1 July 2026
**Ratified by:** Faculty Board at the University of Skövde
**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: Player Experience - Master's programme (Spelutveckling: Player Experience - 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 6 or English level 2. This is normally demonstrated by means of an internationally recognized test, e.g., IELTS, TOEFL, or an 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 programme offers students the opportunity to acquire broad and in-depth knowledge and understanding of various aspects of games, game development, and gaming as an activity. While the programme primarily focuses on the development of digital games, it is not limited to this field. Game development is an interdisciplinary area in which different technical orientations collaborate with artistic and aesthetic disciplines to create innovative products. A digital game is an interactive IT product whose primary purpose is to provide the player with an experience. Game development therefore encompasses a wide range of both technical and artistic aspects, which must be coordinated in order to deliver a high-quality player experience.

Students develop skills and specialisation in different aspects of the design, development, and evaluation of games. Project-based courses form a central component of the programme, linking research with practical applications in which students actively apply their knowledge. Teaching is organised to integrate theory and practice, resulting in an education that combines theoretical depth with practical expertise.

The programme focuses on player experience, an area that is also referred to by several alternative names: Games User Experience (GUX), Games User Research (GUR), and Games Research and User Experience (GRUX). User Experience (UX) is an interdisciplinary field spanning interaction design and human-computer interaction. Within this specialisation, students develop an in-depth understanding of how various UX techniques and methods are applied in game development. Player experience therefore encompasses techniques and methods for playtesting and studying players, with the aim of understanding and creating high-quality gameplay experiences.

In the autumn semester of the second year, students have the opportunity to study at one of our partner universities. Alternatively, the semester may be devoted to broadening knowledge in areas such as game design, game projects, Serious Games, or digital storytelling, depending on the student's interests and specialisation. It is also possible to deepen or broaden competence by applying for independent courses through the national admission system. For students liable to pay tuition fees, only exchange studies or electable courses taken at the University of Skövde are included in the tuition fee. Tuition-fee-paying students who wish to take independent courses at another higher education institution must cover any additional costs themselves.

The programme concludes with a degree project, through which students substantially deepen their knowledge by identifying and addressing a current research problem within informatics that is relevant to game development. The degree project may be carried out in collaboration with an external organisation.

**The study programme comprises the following courses**

Game Design A1N, 7. 5 credits
Player Experience - Research and Development A1N, 7.5 credits
Player Experience in practice A1N, 15 credits
Player Experience - Advanced Topics, A1F, 7.5 credits
Experimental Game Evaluation A1F, 7.5 credits
Game Development - Research and Development A1F, 7.5 credits
Game Development - Field Studies A1F, 7.5 credits
Master Degree Project in Informatics A2E, 30 credits

**Electable courses**

Game project A1F, 15 credits
Serious games - Research and Development 7.5A1N
Project Serious Games, A1N, 15 credits
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

## 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 with special regard to Player Experience.

## 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.