UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

PROGRAMME SYLLABUS

Digital Narration: Game and Cultural Heritage - Master's Programme

60 credits

Programme code: DIGBA
Version number: 9
Valid from: Autumn term 2024
Ratified by: Curriculum Committee for Informatics
Date of ratification: 12 April 2022

1. General information about the study programme

The study programme is provided by the University of Skövde and is named Digital Narration: Game and Cultural Heritage - Master's Programme (Digitalt berättande: spel och kulturarv - magisterprogram). It comprises 60 credits and is a second-cycle programme. The main field of study is Media Arts, Aesthetics and Narration.

2. Entry requirements

A Bachelor's degree equivalent to a Swedish kandidatexamen of 180 credits. At least 90 credits within the main field of media arts, aesthetics and narration (or the equivalent) including an independent project/degree project at bachelor's level (or the equivalent).

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

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

Semester 1
Narrative in New Media as an Area of Research A1N, 7.5 credits

Academic Perspectives on Digital Narration and Transmedia A1N, 7.5 credits

Academic Problem Identification in Production within Media A1N, 15 credits

Semester 2
Master Degree Project in Media, Aesthetics and Narration A1E, 30 credits

The course *Narrative in New Media as an Area of Research* provides an overview of the research; theories and concepts in the field of Media, Aesthetics and Narration. The course discusses issues of media production and consumption; text, user, meaning and representation in various media, contexts from different epistemological perspectives. Examples of such perspectives are, media and cultural history, history of technology, narratology, cultural studies, gender studies.

The course Academic Perspectives on *Digital Narration and Transmedia* is based on the theoretical knowledge accuired in the course Narrative in new media as an area of research. This knowledge is here applied on a design project. This connection provides an extended theoretical basis for the practical management, but it is also open to a reflective approach by the trans-medial and remediating element.

The first semester ends with the course *Academic Problem Identification in Production within Media.* Knowledge and experience from the introductory courses form the basis for the project where the potential of digital technologies is employed in a work that the student performs in collaboration with an external client. The acquired knowledge and perspectives form the basis for a needs analysis and design of a production design and prototype connected to the client's needs and desires. The work will be based on a scientific problem and the results are presented and discussed in a scientific report.

The second semester includes a thesis in which students are trained to identify and address a mediating problem in a digital environment with a scientific approach. The course provides in-depth theoretical knowledge and scientific method, with particular focus on current research in the area. Students have the possibility to use the ideas and results from previous courses, but can also formulate new, in light of experience and lessons learned.

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

Main area of education is media, esthetics and narration.

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:

- show knowledge and understanding of how sustainability thinking should permeate all aspects of projects in digital environments,
- show insight into how digitalization for sustainability can be analyzed within a limited research area,
- show awareness and understanding of the value that lies in working for gender equality in the various areas of digital media, and
- show insight in that gender equality work is part of the work with digitalization for sustainability.

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 a Degree of Master of Arts (60 credits) with a major in Media Arts, Aesthetics and Narration.

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.