COURSE SYLLABUS

Introduktion till speldesign G1N
Introduction to Game Design G1N
7.5 credits

1 Name, Scope and Level of the Course
The course is provided by the University of Skövde and is named Introduction to Game Design G1N. It comprises 7.5 credits and is on basic level. The level of progression of the course is G1N.

2 Objectives
After completed course the student should be able to:

- create and describe game concepts;
- document, reflect upon and in writing report work in game design;
- analyze games based on different game design principles and perspectives, including, e.g., game goals, player choice, balance, uncertainty, and player interaction models; and
- apply game design principles to original game systems through the construction of analog game prototypes.

3 Course Content
The course covers the theory of game design with a focus on game mechanics and systems. Conceptual tools and principles are taught and analyzed. These are then applied through practical projects that involve collaboration between students.

4 Forms of Teaching
The course consists primarily of lectures, seminars, workshops, presentations and assignments.

The teaching is conducted in English.

5 Examination
The course is graded A (Excellent), B (Very good), C (Good), D (Satisfactory), E (Sufficient) or F (Fail).

Registration of examination results:

<table>
<thead>
<tr>
<th>Name of examination</th>
<th>Credits</th>
<th>Grading</th>
</tr>
</thead>
<tbody>
<tr>
<td>Course assignments</td>
<td>7.5 credits</td>
<td>A/B/C/D/E/F</td>
</tr>
</tbody>
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Students with a permanent disability who have been approved for special educational support may be offered adapted or alternative examinations.

6 Admission Requirements
General requirements for university studies.

7 Subject, Main Field of Study and Disciplinary Domain
The course forms a part of the academic subject area of Informatics. The course is a part of the main field of study in Informatics at the University of Skövde. The course can also be a part of the main field of study in Informatics. The disciplinary domain of the course is Technology.

Every course at the University of Skövde belongs to a subject. The division of subjects is used for follow-up and quality assurance. A main field of study is an area in which a degree can be awarded. Disciplinary domain is a division which is used by the government for the allocation of resources for studies at basic level and advanced level.
8 Approval of Course and Course Syllabus
The course was approved by the Curriculum Committee for Informatics on 8 February 2018. This course syllabus was approved by the Curriculum Committee for Informatics on 8 February 2018. It is valid from 1 July 2018.

9 Overlapping with Another Course
This course cannot constitute a part of a degree also containing a course the content of which is totally or partly equivalent to the content of this course.

10 Additional Information
Further information will be available on the university’s website before a course is given.

National and local regulations for higher education are available on the university’s website.

Upon completion of the course there will be a follow-up. The main purpose of this follow-up is to contribute to improvements of the course. The students’ experiences and views constitute one of the criteria for the follow-up and are gathered by means of course evaluations. The students will be informed of the results of the follow-up and any decisions regarding actions that are to be taken.

11 Course Literature and Other Educational Materials

Additional materials are included and will be provided by the course manager.