COURSE SYLLABUS

Projektstudier i nya medier II G2F
Project Studies in New Media II G2F
15 credits

Course Code: ME530G
The Course Syllabus is valid from: 1 January 2020
Date of Approval: 17 April 2019
Version Number: 5

1 Name, Scope and Level of the Course
The course is provided by the University of Skövde and is named Project Studies in New Media II G2F. It comprises 15 credits and is on basic level. The level of progression of the course is G2F.

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

- independently search for, evaluate and choose the information needed to define and articulate a clear research question in the chosen field,
- in relation to an external partner plan and independently implement a creative work linked to the issue,
- present a creative project, in various media and for different audiences and
- in writing analyze and critically evaluate the methods used in the work, the final actual work and its reception.

3 Course Content
The purpose of the course is that the student independently will be able to specialize in a field. The student should, with regard to the learning outcomes, independently formulate a project. The course includes independent work which means that based on a description of the project the student carries out a creative project and to organize and conduct presentations of this for different audiences.

4 Forms of Teaching
The teaching comprises supervision, project work and presentations.

Depending on the study period, the language of tuition may be Swedish or English. Even if the teaching is conducted in Swedish, some English may still occur.

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>Individual assignment</td>
<td>10 credits</td>
<td>A/B/C/D/E/F</td>
</tr>
<tr>
<td>Project presentation</td>
<td>3 credits</td>
<td>G/U</td>
</tr>
<tr>
<td>Written report</td>
<td>2 credits</td>
<td>G/U</td>
</tr>
</tbody>
</table>

1 Determines the final grade of the course.

Students with a permanent disability who have been approved for special educational support may be offered adapted or alternative examinations.

6 Admission Requirements
Prerequisite courses for this course are: Passed courses: ME354G-Evaluation and Research Methods G1F and [IT332G-Project in Game Development II - Design G1F or ME347G-Project in Game Development II - Game Writing G1F or ME322G-Project in Game Development II - Graphics G1F or ME323G-Project in Game Development II - Sound G1F or MU321G-
Project in Game Development II - Music G1F or IT302G-Game Development Project II - Programming G1F] (or the equivalent).

7 Subject, Main Field of Study and Disciplinary Domain
The course forms a part of the academic subject area of Media Arts, Aesthetics and Narration. The course is a part of the main field of study in Media Arts, Aesthetics and Narration at the University of Skövde. 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 21 September 2017. This course syllabus was approved by the Curriculum Committee for Informatics on 17 April 2019. It is valid from 1 January 2020.

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
Literature is both sought independently by the student and chosen partly in consultation with the teacher.