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 I G1F. It comprises 15 credits and is on basic level. The level of progression of the course is G1F.

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

- define and formulate a clear research question in the chosen field,
- against an external partner together with the tutor plan and implement a work linked to the issue,
- present a project for different audiences and
- analyse and reflect on the work process, the finished actual work and its receiving in a written documentation.

3 Course Content
The purpose of the course is that the student will be able to specialize in a field. Along with the tutor formulates the student, in regard to the learning outcomes, a creative project. The course includes an independent work, which means that based on a description of the project the student perform a creative project.

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: Courses: IT327G-Game Development Project I - Design G1F or ME342G-Game Development Project I - Game Writing G1F or ME337G-Project in Game Development I - Art G1F or ME129G-Game Development Project I - Audio G1F or MU317G-Project in Game Development I - Music G1F or IT313G-Game Development Project I - 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 established by the Curriculum Committee for Informatics on 8 February 2018. This course syllabus was ratified 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
Literature is partially found independently by the student and partially selected in consultation with the teacher.