1 Name, Scope and Level of the Course
The course is provided by the University of Skövde and is named Prototyping Interactive Technology for Theatre A1N. It comprises 7.5 credits and is on advanced level. The level of progression of the course is A1N.

2 Objectives
After completed course the student should be able to:
- show understanding of and insights into the history of interactive technologies in performance and show ability to analyze these types of works,
- independently design prototypes of interactive technologies for use on stage in dramaturgically impactful ways,
- realize results of tests and evaluation in a theater and IT related prototype,
- discuss, problematize and justify the design choices in their own works.

3 Course Content
In this course, the students work in teams on designing and constructing prototypes and/or systems for interactive stage technology. The client is an external partner, preferably a professional theatre group. The prototypes should be designed so that they can feasibly be included in a grant application or for further studies, in case the project continues after the course. The students are introduced to the concept of interactive technology on stage and learn to evaluate the dramaturgical effects of this technology. The knowledge is applied in own design practice through the further development of the original prototypes. Working in a team with an external client gives students the opportunity to learn and hone their professional communication and collaboration skills.

4 Forms of Teaching
The teaching comprises lectures, supervision, laboratory sessions, project work, presentations and seminars/group discussions.

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>Project presentation</td>
<td>4.5 credits</td>
<td>A/B/C/D/E/F</td>
</tr>
<tr>
<td>Seminar assignments</td>
<td>3 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
Bachelor degree in Fine Arts; Performance Studies, Media, Aesthetics and Narration or Informatics (or the
equivalent); or an attended Bachelor Degree Project course 30 credits in Media, Aesthetics and Narration or Informatics (or equivalent).

A further requirement is proof of skills in English equivalent of studies at upper secondary level in Sweden, known as English course 6 / English course B. This is normally demonstrated by means of an internationally recognized test, e.g. IELTS, TOEFL 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 12 December 2019. This course syllabus was approved by the Curriculum Committee for Informatics on 6 February 2020. It is valid from 1 July 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
A chosen play/script of the theatre.

Other literature is provided by the course coordinator when the course start.