1 Name, Scope and Level of the Course
The course is provided by the University of Skövde and is named Project Serious Games A1N. It comprises 15 credits and is on advanced level. The level of progression of the course is A1N.

2 Objectives
After completion of the course the students shall be able to:

- identify and solve a problem in a structured way,
- elicit and analyse requirements from a client,
- design a game based on the results of the requirement analysis,
- implement selected parts of the design in a prototype, and
- analyse and evaluate the prototype and present the analysis in a written report.

3 Course Content
The term "serious games" refers to games that engage the user, and contribute to the achievement of a defined purpose other than pure entertainment (whether or not the user is consciously aware of it). The additional purposes can, for example, be education, training, health care or marketing. The core of the course is to carry out a project to develop a serious game. The project should be carried out based on a client’s requirements where game content and game technology is used for purposes beyond pure entertainment. The student should use appropriate methods to analyse client requirements and their realization in the design of the prototype.

4 Forms of Teaching
The teaching comprises supervision 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>Individual report, design document and prototype</td>
<td>15 credits</td>
<td>A/B/C/D/E/F</td>
</tr>
</tbody>
</table>

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

6 Admission Requirements
Bachelor’s degree in Informatics, Computer Science or Computer Game Studies (or the equivalent).

A further requirement is proof of skills in English equivalent of studies at upper secondary level in Sweden, known as English course B / English course 6. 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 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, Information Systems Development. 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
The course literature consists of articles which are provided by the course coordinator.