1 Name, Scope and Level of the Course
The course is provided by the University of Skövde and is named Game Design 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:
- create and modify game prototypes in order to understand game design,
- discuss and problematize the practical and theoretical aspects of game design and
- explain the elements of game design and the subject’s scientific ground.

3 Course Content
The course provides an introduction to game design from a practical and theoretical perspective. The course contains practical exercises that take their point of departure from the student’s academical background and relate this to game design. The theoretical exercises introduce the scientific basis and common practice of game design.

4 Forms of Teaching
The teaching comprises lectures, seminars/group discussions and workshops.

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>Assignments</td>
<td>7.5</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 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 and excerpts from books according to teachers’ instructions.