1 Name and Scope of the Study Programme
The programme is provided by the University of Skövde and is named Digital Narration: Game and Cultural Heritage - Master’s Programme. It comprises 60 credits.

2 General Objectives
Courses and study programmes on the advanced level shall involve the acquisition of specialist knowledge, competence and skills in relation to courses and study programmes on the basic level, and in addition to the requirements for courses and study programmes on the basic level shall:

- further develop the ability of students to integrate and make autonomous use of their knowledge,
- develop the students’ ability to deal with complex phenomena, issues and situations, and
- develop the students’ potential for professional activities that demand considerably autonomy, or for research and development work.

(Objectives for courses and study programmes on the advanced level, The Higher Education Act)

3 Programme Objectives
Main area of education is media, esthetics and narration.

Objectives for Master’s Degree according to the Higher Education Ordinance

Knowledge and Understanding
For a Master’s Degree students shall be able to

- show knowledge and understanding within the main area of the education, inclusive of wide knowledge within the area, a considerable in depth knowledge within certain parts of the area as well as deeper insight into current research and development, and
- show in depth knowledge of methodology within the main area of the education.

Proficiency and Ability
For a Master’s Degree the students shall be able to

- show the ability to critically and systematically integrate knowledge and analyse, assess and manage complex phenomena, questions and situations even with limited information,
- show the ability to identify and formulate questions, independently, as well as to plan and, with adequate methods, carry out advanced assignments within specified time limits,
- show the ability to, orally and in writing, account for and discuss their conclusions and the knowledge and arguments these are based on in dialogue with different groups,
- show the proficiency required to participate in research and development in other advanced activity

Ability to Evaluate and Relate
For the Master’s Degree students shall

- show the ability, within the main area of the education, to make assessments in accordance with relevant research, societal and ethical
aspects as well as show awareness of ethical aspects in research and development,

- show insight into the possibilities and limitations of research, its role in society and human beings’ responsibility for how it is used, and

- show the ability to identify the need for further knowledge

4 Programme Content

Semester 1
Narrative in New Media as an Area of Research A1N, 7.5 credits

Academic Perspectives on Digital Narration and Transmedia A1N, 7.5 credits

Academic Problem Identification in Production within Media A1N, 15 credits

Semester 2
Master Degree Project in Media, Aesthetics and Narration A1E, 30 credits

The course Narrative in New Media as an Area of Research provides an overview of the research; theories and concepts in the field of Media, Aesthetics and Narration. The course discusses issues of media production and consumption; text, user, meaning and representation in various media, contexts from different epistemological perspectives. Examples of such perspectives are, media and cultural history, history of technology, narratology, cultural studies, gender studies.

The course Academic Perspectives on Digital Narration and Transmedia is based on the theoretical knowledge acquired in the course Narrative in new media as an area of research. This knowledge is here applied on a design project. This connection provides an extended theoretical basis for the practical management, but it is also open to a reflective approach by the trans-medial and remediating element.

The first semester ends with the course Academic Problem Identification in Production within Media. Knowledge and experience from the introductory courses form the basis for the project where the potential of digital technologies is employed in a work that the student performs in collaboration with an external client. The acquired knowledge and perspectives form the basis for a needs analysis and design of a production design and prototype connected to the client’s needs and desires. The work will be based on a scientific problem and the results are presented and discussed in a scientific report.

The second semester includes a thesis in which students are trained to identify and address a mediating problem in a digital environment with a scientific approach. The course provides in-depth theoretical knowledge and scientific method, with particular focus on current research in the area. Students have the possibility to use the ideas and results from previous courses, but can also formulate new, in light of experience and lessons learned.

5 Admission Requirements

Applying students must have at least a 3-year Bachelor’s degree (180 ECTS credits) in Media, Aesthetics and Narration or similar.

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.

The above admission requirements apply for admission to the programme. For further studies within the programme, the admission requirements for each course must be complied with. These admission requirements are specified in each separate course syllabus.

6 Degree

Those who complete the Programme courses with a pass grade also comply with the requirements for a Degree of Master of Arts (60 credits) with a major in Media Arts, Aesthetics and Narration.

Degrees are awarded after application. Information about how to submit an application can be found on the University’s website.

7 Approval of Study Programme and Programme Syllabus

The study programme was approved by the Vice-Chancellor at the University of Skövde on 2 December 2011. This programme syllabus was approved by the Curriculum Committee for Informatics on 17 April 2019. It is valid from the autumn semester of 2020 and replaces the programme syllabus approved on 21 January 2015.
Changes to the Programme Syllabus
The programme studies are carried out in accordance with the current programme syllabus in effect at the time when the studies were initiated, provided that the structure of the programme is followed and that no leave of studies has been granted.

In the event of continued studies after a period of approved leave of studies, the student is to follow the programme syllabus in effect the term that the student resumes his/her studies. If substantial changes to the programme syllabus have been made, the student may contact a student and career counsellor in order to set up an individual study plan.

Reservations are made for the fact that the programme syllabus and its courses are subject to change, within the framework of the objectives of the programme.

Additional Information
The teaching is conducted in English.

Further information about the study programme will be available on the University’s web pages prior to a programme start.

National and local regulations for higher education are available on the University’s website.

During the programme, as well as after its completion, there are follow-ups. The main purpose of these follow-ups is to contribute to improvements of the programme. The students’ experiences and views constitute one of the criteria for the follow-up and are gathered by means of programme evaluations. The students will be informed of the results of the follow-up and any decisions regarding actions that are to be taken.