PROGRAMME SYLLABUS

Games user experience - magisterprogram
Games User Experience - Master’s programme
60 credits

Programme Code: GUXPA
Academic Level: Advanced level
Version: 1
The Programme Syllabus is valid from: Autumn term 2020
Date of Approval: 26 June 2019

1 Name and Scope of the Study Programme
The programme is provided by the University of Skövde and is named Games User Experience - 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
The main area of education is Informatics.

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

Knowledge and understanding
For a Degree of Master (60 credits) the student shall

- demonstrate knowledge and understanding in the main field of study, including both an overview of the field and specialised knowledge in certain areas of the field as well as insight into current research and development work, and
- demonstrate specialised methodological knowledge in the main field of study.

Competence and skills
For a Degree of Master (60 credits) the student shall

- demonstrate the ability to integrate knowledge and analyse, assess and deal with complex phenomena, issues and situations even with limited information,
- demonstrate the ability to identify and formulate issues autonomously as well as to plan and, using appropriate methods, undertake advanced tasks within predetermined time frames,
- demonstrate the ability in speech and writing to report clearly and discuss his or her conclusions and the knowledge and arguments on which they are based in dialogue with different audiences, and
- demonstrate the skills required for participation in research and development work or employment in some other qualified capacity.

Judgement and approach
For a Degree of Master (60 credits) the student shall

- demonstrate the ability to make assessments in the main field of study informed by relevant disciplinary, social and ethical issues and also to demonstrate awareness of ethical aspects of research and development work.
• demonstrate insight into the possibilities and limitations of research, its role in society and the responsibility of the individual for how it is used, and

• demonstrate the ability to identify the personal need for further knowledge and take responsibility for his or her ongoing learning

Local Objectives for the Study Programme according to the University of Skövde

After completion of the study programme, the student should be able to demonstrate

• broad knowledge and experience of different types of tools for evaluating games user experience, as well as understanding how and why these tools are used in practice, and

• knowledge and understanding of how sustainable development can affect and be implemented in the games user experience area.

4 Programme Content

Games User Experience (GUX), sometimes also known as Games User Research, is a rapidly growing field of expertise in games. It is also a strongly interdisciplinary field of expertise, with games user experience spanning game development, interaction design, human-computer interaction and research methodology, all of which are important in understanding the various types of experiences people have while playing games. The study programme provides the student with knowledge of how different GUX methods can be applied in game development in order to better understand and develop game experiences. Since game experiences are shaped by a complex combination of game design, technical interfaces and the players’ different preferences, capabilities, literacies and intentions, they need to be studied using multi-faceted approaches. GUX therefore requires a combined knowledge of scientific methods, information technology, game design and analysis tools. GUX especially aims to support game developers as well as players’ game play experience through the conscious use of game mechanics and interfaces.

The study programme consists of modules that allow students to entrench themselves in theoretical concepts, as well as providing them with opportunities to conduct GUX work in practice. This combination of approaches will provide the student with the tools necessary to carry out GUX-related tasks both in more theoretically oriented academic settings and in industry situations. The study programme deepens students’ knowledge of evaluation methods so that they can understand how both quantitative and qualitative approaches can be used to study and analyse game experience.

The study programme concludes with an individual thesis project in which students considerably deepen their knowledge by identifying and solving a research issue within Informatics that is relevant to games user experience. The thesis project may be completed in cooperation with an external organisation.

The study programme comprises the following modules

Games User Experience - Research & development A1N, 7.5 credits

Applied Game User Experience A1N, 15 credits

Game Design A1N, 7.5 credits

Experimental Game Evaluation, A1F, 7.5 credits

Master Degree Project in Informatics A1E, 22.5 credits

5 Admission Requirements

A Bachelor’s degree (equivalent to a Swedish kandidatexamen) within the fields of Informatics, Computer Science or Digital Media Studies (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 using 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’s courses with a pass grade also comply with the requirements for Degree of Master of Science (60 credits) with a major in Informatics.

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 3 June 2019. This programme syllabus was approved by the Faculty Board at the University of Skövde on 26 June 2019. It is valid from the autumn semester of 2020.

8 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 students 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.

9 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.