PROGRAMME SYLLABUS

Serious Games - magisterprogram
Serious Games - Master’s Programme
60 credits

Programme Code: SEGMA
Academic Level: Advanced level
Version: 14.1

The Programme Syllabus is valid from: Autumn term 2020
Date of Approval: 29 May 2019

1 Name and Scope of the Study Programme
The programme is provided by the University of Skövde and is named Serious Games - 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 informatics with a specialisation in serious games.

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, orally and in writing, to 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
The study programme has a focus on practical applications of serious games. The course content covers all aspects of serious games development, including the identification of application areas, requirements elicitation and analysis and technological aspects. One important goal of the study programme is to provide deeper knowledge of the so-called serious aspects of serious games, e.g. what are the challenges in developing relevant content in a game for training and education.

The following courses are included in the programme

**Term 1, common courses:**

- Project Serious Games A1N, 15 credits
- Serious Games - Research and Development A1N, 7.5 credits
- Game Design A1N, 7.5 credits

The course Project Serious Games deepens knowledge in game development as it introduces the additional aspect, beyond entertainment, into the game development process.

The course Serious Games - Research and Development provides an orientation to the research frontier within serious games.

The course Game Design deals with central concepts such as mechanics and balancing, which are central to the area of serious games in relation to the problem of balancing between engagement and utility.

**Term 2, alternative 1:**

- Experimental Game Evaluation A1F, 7.5 credits
- Master Degree Project in Informatics A1E, 22.5 credits

The course Experimental Game Evaluation aims to teach appropriate methods for evaluation of serious games with respect to their desired effect, e.g. learning. The course is linked to the project course in that the prototype which has been developed will undergo an evaluation based on a scientific approach.

The Master’s Thesis provides opportunity to apply theoretical and practical knowledge from courses taken during previous studies. The student should apply a scientific approach to identify, formulate, argue for and solve/answer a research problem within the subject field.

**Term 2, alternative 2:**

Master Degree Project in Informatics A1E, 30 credits

As an alternative to the combination of Experimental game evaluation and the 22.5 credits thesis we offer a 30 credits thesis course, primarily targeted for incoming Erasmus students.

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 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 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 University governing board at the University of Skövde on 15 February 2008. This programme syllabus was approved by the Curriculum Committee for Informatics on 29 May 2019. It is valid from the autumn semester of 2020 and replaces the programme syllabus approved on 1 December 2016.

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.