PROGRAMME SYLLABUS

Spelutveckling - masterprogram
Game Development - Master's programme
120 credits

Programme Code: SPUMA
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 Game Development - Master's programme. It comprises 120 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 (120 credits) the student shall

- demonstrate knowledge and understanding in the main field of study, including both broad knowledge of the field and a considerable degree of 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 (120 credits) the student shall

- demonstrate the ability to critically and systematically 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 critically, autonomously and creatively as well as to plan and, using appropriate methods, undertake advanced tasks within predetermined time frames and so contribute to the formation of knowledge as well as the ability to evaluate this work,
- demonstrate the ability in speech and writing both nationally and internationally to clearly report 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 autonomous employment in some other qualified capacity.

Judgement and approach
For a Degree of Master (120 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 and deep knowledge about the multidisciplinary and experience-driven nature of game development and how it affects the development process, and

• knowledge and understanding of how sustainable development can affect and be implemented in game development.

4 Programme Content
The study programme provides the student with an opportunity to acquire a broad and deep knowledge and understanding of a variety of aspects of games, game development and the interactive activity of playing games. The study programme focuses on, but is not limited to, the development of digital games. Game development, as a sub-area of informatics, is an interdisciplinary area in which different technical approaches combine with various artistic / aesthetic approaches to craft creative products. A digital game is an interactive information technology system with the special characteristics of being a game. These include, but are not limited to, design of game mechanics, interactivity and user experience. The student will acquire knowledge of different aspects of the development and evaluation of games.

The study programme has two specialisations: serious games and games user experience. The joint modules provide knowledge of game design, research methods and game development. The modules for the respective specialisations will deepen the students’ knowledge with respect to research in the areas of serious games and games user experience respectively. Furthermore, there are project modules which aim to connect current research with possible areas of application which give the students the opportunity to apply their knowledge in order to work on practical problems. Teaching is organised so that theoretical knowledge and its practical application are interwoven in a cohesive learning experience.

The specialisation in serious games concerns how to apply games, game design and game technologies to achieve purposes beyond entertainment. One example of an established field within serious games is games for learning, though there are several other application areas as well. Furthermore, gamification can be viewed as a relevant and adjacent area of interest.

The specialisation in games user experience (GUX) spans interaction design and human-computer interaction, while adopting an overall perspective on the experience of playing games. The specialisation 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. The GUX specialisation combines theory and practical knowledge in order to provide the tools necessary for carrying out GUX-related tasks in practice. The study programme deepens the students’ knowledge in evaluation methods so that they can understand how both quantitative and qualitative approaches can be used to study and analyse game experience. This also includes knowledge of how to use such tools to create positive game experiences.

During the fall semester of the second year of study, we offer the option of studying for one semester at one of our partner universities. Alternatively, the second fall semester can be used to broaden the students’ profile to encompass serious games, games user experience or digital narration, depending on interest.

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

The study programme comprises the following modules

Common modules for both specialisations
Game Design A1N, 7.5 credits
Game Development - Research & Development A1F, 7.5 credits
Game Development - Field Studies, A1F, 7.5 credits
Research Methodology and Communication in Information Technology A1F, 7.5 credits
Master Degree Project in Informatics A2E, 30 credits

**Specialisation in games user experience**

Games User Experience - Research & Development A1N, 7.5 credits
Applied Games User Experience A1N, 15 credits
Games User Experience - Advanced Topics, A1F, 7.5 credits

**Specialisation in serious games**

Serious games - Research and Development, A1N, 7.5 credits
Project Serious Games, A1N, 15 credits
Educational Games - Advanced Topics, A1F, 7.5 credits

**Electable modules in digital narration**

Narrative in New Media as an Area of Research A1N, 7.5 credits
Academic Perspectives on Figuration and Transmedia-lity A1N, 7.5 credits
Academic Problem Identification in Production within Media A1N, 15 credits

### 5 Admission Requirements

A Bachelor’s degree (equivalent to a Swedish kandiatexamen) 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 (120 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.